

How to play **FACES**

The hilarious game of first impressions!

(3-8 players, Ages 10 and up)

Contents

8 Pawns, Game Board, Line-Up Board, 194 Face Cards, 176 Impressions Cards, 48 Choice Cards

Aim Of The Game

The aim of FACES is to imagine what strangers (and animals!) might be like, based only on their faces. The player who keeps making the right choices wins.

Preparing To Play



Place the Game Board and Line-Up Board within easy reach of all Players. Remove the Cards from the holding box and separate into three decks of **Faces**, **Choice** and **Impressions** Cards. Separate the Faces deck into three decks of male ♂ female ♀ and animal 🐾 cards. Separate the Choice Deck by color into eight stacks numbered 1 through 6. Each player is given a set of 6 numbered **Choice Cards** and a matching colored Pawn, which is placed on the 'Start' space on the Game Board. The three sets of **Faces Cards** - male, female and animal, are shuffled separately, and placed face down in three piles. The **Impressions Cards** are also shuffled and placed face down.

Playing The Game

A game of Faces is played with two distinct formats; a series of three **Line-Up Rounds** followed by one **Card-In-Hand Round**. If there is no winner after the first **Card-In-Hand Round** (very likely) a new series of three **Line-Up Rounds** begins. It is important to alternate players on every turn to ensure an equal number of scoring opportunities for all Players.

Line-Up Rounds



Begin by picking 6 male **Faces Cards**, placing them face-up on the Line-Up Board on the numbered spaces. Four turns are taken using male faces, the next 4 with female faces, and then the next 4 with animal faces.

Take the top 4 **Impressions Cards** and place them in a pile face down. These will be used for the 4 male turns. Decide which player will go first. This player turns over and reads aloud the first **Impressions Card**. All players then look at the six faces, and individually decide which one of them best fits

the description, without telling anyone else. Each player, including the one whose turn it is, places his or her corresponding numbered **Choice Card** face down. When this is done, each player reveals his choice by turning his **Choice Card** face up. Finally, the player whose turn it is reveals the "winning" choice.

MOVING - The player whose turn it is moves 1 space for every player who matched his/her choice. Each Player whose vote matched the Player whose turn it is moves 1 space.

At the end of the turn, the "winning" **Face Card** is replaced by a new one from the same deck (the other 5 faces remain). Everyone picks up his or her **Choice Card**, the **Impressions Card** is placed at the bottom of the main deck, and the next player picks up the next card, to repeat the process for turn number 2.

NEXT FACES - When all 4 **Impressions Cards** have been used, remove the 6 male faces and place them in a discard pile. Replace them with 6 female faces. The next player places the next 4 **Impressions Cards** face down, and the game continues. After 4 turns with the female faces, change them for **animal faces**.

Card-In-Hand Round

After 1 set each of male, female and animal faces has been used, the method of play changes.

The faces are removed from the board, and each player is dealt 6 **Face Cards** (2 male, 2 female and 2 animals), which no-one else sees.

JUDGING - Each player takes a turn at being the Judge. (If there are only 3 players, you may decide to take 2 turns each.) The Judge turns over the next **Impressions Card**, reads it aloud, then looks away (turning your back is best). All the other players select from their 6 faces the one that best fits the description, and places it face up on the table. The cards should be arranged randomly. (You can use the frames on the board if you wish, but the numbers do not apply).

MOVING - The Judge now looks at the faces on the table, and decides which one best fits the **Impressions Card**. The player who played that card moves 3 spaces on the board. The **Faces Cards** in Play are discarded.

All players (including the winner) then pick up another **Face Card** to make up 6 cards total, 2 of each type. The next player then takes a turn being the Judge. When each player has taken a turn at being the Judge, play reverts back to the **Line-Up Rounds**.

The Winner

WINNER - The winner is the first player to reach the 'Finish' space.

TIE - In the event of a tie, all other players remove their pawns, and cannot win. All players then participate in a Tiebreaker round/s to decide which of the tied players wins. The round is played using the first method (i.e., 6 faces on the board), except that no one actually takes a turn - the winner is the tied player who picks the most popular (or equal most popular) choice.

Have fun!

