



DUBIOUS

NEW REALMS

..... GAME RULES

Doubt is in the air!

How much can you tell about a person from their clothes or moods? Is it possible to work out their occupation or secret by what they have in their bag? That's what you'll have to do. Answer five questions and listen carefully to what others have to say about themselves. Try to guess who's who and become the shrewdest detective ever.

GAME COMPONENTS



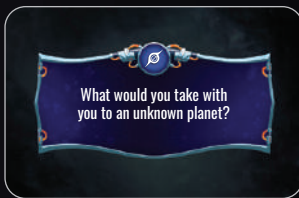
Science Fiction



14 Occupation cards



14 Secret cards



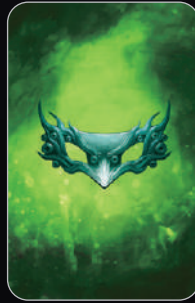
3 Thematic Question cards

OCCUPATIONS	SECRETS
1 Pilot/constructor	1 Doppelganger from a parallel universe
2 Psychologist	2 Alien from space
3 Cyber geneticist specialist	3 Married to an alien
4 Starship transporter	4 Ambassador
5 Beauty hunter	5 Preparing an act of sabotage at the station
6 Smuggler	6 Ship captain
7 Interplanetary delivery worker	7 Investigating a ghost station
8 Scientist	8 Reincarnated from a cryo-sleeper 200 years later
9 Alien farmer of life expert	9 Yachting
10 Robotic engineer	10 Intergalactic champion
11 Ambassador	11 Under a parasite's control
12 Smuggler	12 Wants to come back on Earth
13 Ship captain	13 Yachting
14 Cyberathlete	14 Avoid a planet from extermination

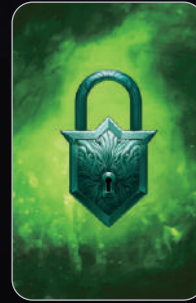
6 Reference sheets



Cthulhu world



14 Occupation cards



14 Secret cards



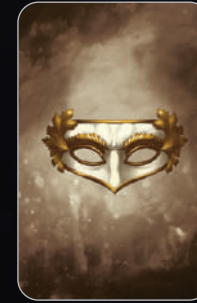
3 Thematic Question cards

OCCUPATIONS	SECRETS
1 Photographer	1 Runs a copy of Necronomicon
2 Jazz musician	2 Head of the Boney cult
3 Gangster	3 Writes a thesis on Ancient Egypt
4 Archaeologist	4 Ran away from an asylum
5 Pathologist	5 Settling up for an expedition to Antarctica
6 Priest	6 Former prisoner
7 Garbage man	7 Acts in the play "The King in Yellow"
8 Business magazine	8 Lost their Mosaic "Secret ring"
9 Librarian	9 Collects antiquities
10 Door-to-door salesperson	10 Travels across the Dreamlands
11 Artist	11 Deep Ones' descendant
12 Politician	12 Conducts illegal experiments
13 Farmer	13 Hears the Call of Cthulhu
14 Writer	14 Sold their soul to the Man in Black

6 Reference sheets



Antiquity



14 Occupation cards



14 Secret cards

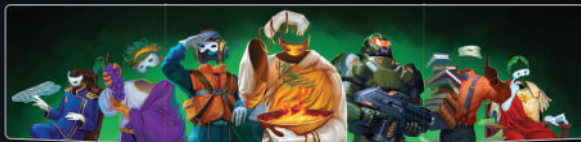


3 Thematic Question cards

OCCUPATIONS	SECRETS
1 Gladiator	1 Thinks that their father is Zeus
2 Legionary	2 Across obsessions on walls
3 Merchant (elephant handler)	3 Herred done a murder of the world
4 Hierophant	4 Obsessed with Atlantis
5 Senator	5 Prepares for the Olympic Games
6 Philosopher	6 Got robbed in the public baths
7 Pearl diver	7 Witnessed a labour of Hercules
8 Pirate	8 Plotted the Emperor's murder
9 Organizer of bacchanals	9 To have with a Greek
10 Theater actor	10 Foretold the fall of the Empire
11 Wine-maker	11 Was in a fight at a forum
12 Potter	12 Passed for a mule station
13 Tax collector	13 Rained by barbarians
14 Teacher	14 Sleets food at symposia

6 Reference sheets

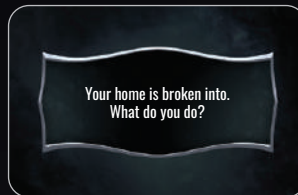
Common components



6 screens



6 pencils



18 General Question cards
(12 Assorted Question cards,
6 Appearance Question cards)



Record sheet pad
(100 sheets)



12 paper clips

This rulebook

GAME OVERVIEW

The game can last one or several rounds. At the beginning of each round, each player gets a pair of an Occupation and a Secret. With this hidden combination, the player creates an original character with a special appearance and characteristics — this is going to be their role for the round. Each player will answer 5 random questions shared by everyone. In their answers, each player will be trying to give the others a hint about their combination of Occupation and Secret.

At the end of the round, all players try to guess their rivals' Occupations and Secrets to score victory points (VP). Each player also scores 1 VP for every other player that gets their Occupation or Secret correct — however, if all other players guess their Occupation or Secret, their answers haven't been dubious enough and they don't score any VP! At the end of the game, whoever scores the most VP, wins.

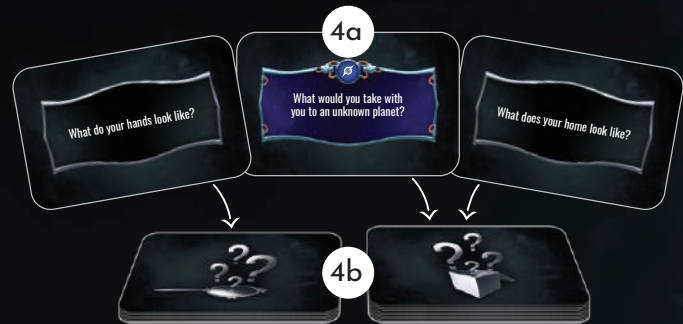
GAME SETUP

- Each player gets a screen, Record sheet, pencil, and 2 paper clips. Everyone places their Record sheets and pencils behind their screens. Write your name down in the 1 line (or leave it blank to come up with a name for your character later). Write the other players' names down in the 2 lines below.







Note: You'll find printable Record sheets on hobbyworldint.com Also, if you want to take extensive notes on the other players' answers, get a blank sheet of paper.

- Choose one setting: "Science fiction", "Cthulhu world", or "Antiquity". Each player gets a Reference sheet with the full lists of Occupations and Secrets within the chosen setting and attaches it to their screen with 2 paper clips.
- Take all Occupation cards of the chosen setting and shuffle them into a face-down deck 3a. Do the same with the Secret cards 3b.
- Take all 3 Thematic Question cards of the chosen setting and add them to all of the General Question cards 4a. Sort them into 2 piles with two different backs (Appearance and Assorted Questions), shuffle them separately, and place them in the middle of the table, face down 4b.



HOW TO PLAY

The game is played over a number of rounds set by all players. One game round consists of 4 phases:

- 1 ➤ **Choosing your Occupation and Secret** 
- 2 ➤ **Answering questions** 
- 3 ➤ **Guessing** 
- 4 ➤ **Scoring** 

1 ➤ CHOOSING YOUR OCCUPATION AND SECRET

Deal 2 **Occupation cards** and 2 **Secret cards** to each player.

Each player chooses an Occupation and a Secret card for their character and writes them down in the corresponding section (below the ✓ symbol) of their Record sheet. Each player also writes the Occupation and Secret they do **not** choose in the corresponding section (below the ✗ symbol) of their Record Sheet (this information will be useful, since they know for sure that the other players do not have that Occupation or Secret). Each player puts the two cards they chose face-down by their screen and the two they did not choose are discarded back into the corresponding piles, without being shown to the other players.



Important: Don't show or tell anyone about the 4 cards you received.

Spend some time imagining a story for your character: what they look like, what led them to their Occupation, what they like, etc. You may come up with a name for them and list it in your Record sheet. Now you are your character.

2 ➤ ANSWERING QUESTIONS

Randomly draw 2 cards from the Appearance Question deck and 3 cards from the Assorted Question deck without revealing them. Stack them face down — this is your Question deck for the round. Put all of the remaining Question cards aside, you won't need them in this round.



Note: We recommend stacking the Question deck so that the Appearance Questions go first and third (from top to bottom).



Choose any one player to read the questions for everyone. The chosen player reveals the first card from the Question deck and reads the question out loud. Then, all players (including the one who read the question) simultaneously write their answers down next to the sequential question number at the bottom part of their Record sheets, and each player tries to give the others a hint about their Occupation and/or Secret.

Note: Answer all questions in the first person since you're impersonating your character now. In your answer, try to make the majority of the players get your Occupation or Secret right (or even both!). However, if your answer is too obvious or too vague (everyone gets your card(s) right or no one does), you won't score any VP at the end of the round (see "Scoring").

Tip: There are no limitations to the length of your answer, but one or two sentences should be enough.

When all players are done writing their answers down, they take turns reading them out loud, starting with the one who read the question and going clockwise. During this process, each player may take notes and jot down ideas for the Occupations and Secrets of their opponents in the corresponding columns of their Record sheet. You may take detailed notes on the other players' answers by using additional blank sheets of paper.

Note: Before your first answer, you may introduce your character, letting everyone know their name, gender, etc. While reading your answer, you may spruce it up with insignificant details, read it in a modified voice, add filler words, and use other techniques to bring your character to life, but you may not change the core meaning of your written answer.


Repeat this step until all 5 questions from the Question deck have been answered.

Game Variants

You may change the number of Question cards and use any combination of Appearance and Assorted Questions cards if you wish. In order to shorten a round, answer 4 questions instead of 5. If you want a more difficult game, shuffle the Appearance and Assorted Questions decks together so that you'll play with random questions.

3 GUESSING


It's time to leave all doubts behind!

Starting with the player who read the questions and going clockwise, each player reads all of their answers aloud once again. Once a player is done reading, all other players have 30 seconds to think and finalize their guesses on their Occupation and Secret in the  sections of their Record sheets.





When all players are done reading, they have 2 additional minutes to settle their guesses and get ready to announce them.


4 SCORING

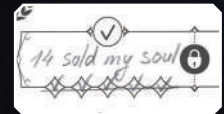
Choose any one player. All other players take turns announcing their guesses regarding that player's Occupation and Secret. Then, the chosen player reveals their cards, and the players tick the  slots in their Record sheets according to the rules listed below (1 tick = 1 VP).



If you are the chosen player:

 Tick a  slot for every correct guess of your Occupation or Secret under the corresponding section.




 If every other player gets your Occupation or Secret right, cross out all of the ticks in the corresponding row — they are not going to score VP.



 If no one gets your Occupation or Secret right, all other players tick the  slots next to their incorrect guesses.



If you are not the chosen player:



Every time you get another player's Occupation or Secret right, tick the  slot next to every correct guess.

Then, choose another player and keep going until all of the players have revealed their cards.

At the end of the phase, each player tallies their uncrossed ticks in all of the  slots and writes the result down in the  slot at the top of their Record sheet.

GAME END

If you want to play several rounds in a row, return all of the cards in the corresponding decks, shuffle them separately and set up for the next round. At the end of the last round, each player tallies all of their VP scored in all rounds.

The player with the most VP wins! In case of a tie, the player who scored more VP for other players' Occupations and Secrets (the number of ticks in the  slots next to the  sections) wins. If still tied, the players share victory.

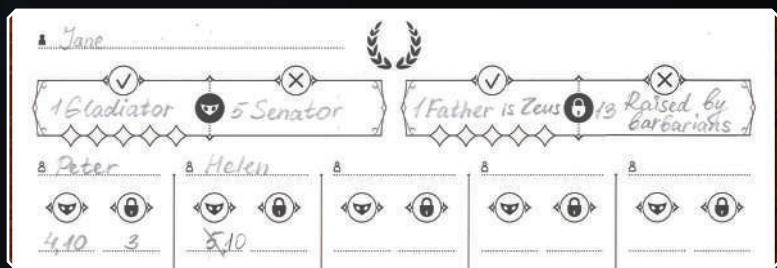
ROUND EXAMPLE



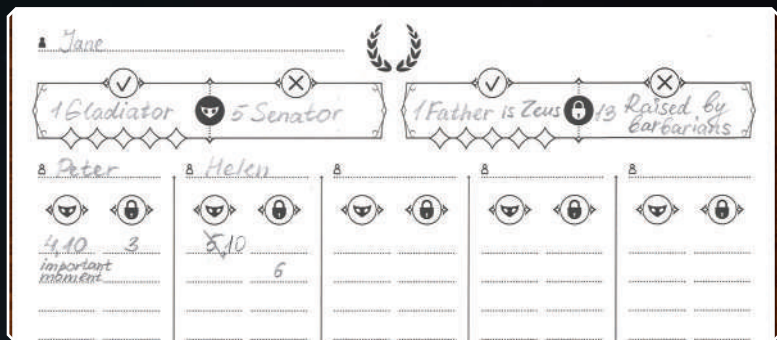
Jane, Peter, and Helen have decided to play in the “Antiquity” setting. Each of them has 2 Occupation cards and 2 Secret cards. Jane has the senator and gladiator Occupation cards and the Raised by barbarians and Thinks that my father is Zeus Secret cards. Jane takes some time to think and decides to go for the gladiator who thinks that their father is Zeus. She doesn’t know what other players will pick but crosses the senator and Raised by barbarians out of this round.



Peter reveals the topmost card of the Question deck. It's an Appearance Question: "What do your hands look like?". After thinking about her character's Occupation, Jane writes down: "My hands are rough, I would say that work has its impact on them." She hasn't come up with a good enough hint leading to her Secret, so she decided to wait for the next question. Peter reads his answer out loud: "My hands are smooth, but sometimes I have to get them dirty." Jane takes notes: he can be a hierophant or an actor, or, maybe, he carves obscenities on walls. Helen is short and sweet with her answer: "My hands are pleasant to look at." Jane is not sure about Helen and supposes she could be an actor or a senator, but she instantly corrects herself as she has the senator crossed out already!



The next card turns out to be from the Assorted Questions category: "What pet do you have?" This time Jane wants to give a clue to both of her cards and writes down: "I have a sturdy stallion — as trained as I am. Though those who see it can't believe their eyes, as it came to my possession quite unusually." Although the clue about being trained and a vague hint at a Pegasus are quite risky, Jane is willing to take that risk, so she turns her attention to what others have to say. Peter says: "My little parrot is always distracting me, once it even nearly spoiled an important moment of my life!". Helen's answer is: "My dog's name is Aeschylus. It is now not so active and lively as it used to be". Jane doesn't rush into any conclusions yet and leaves a note in Peter's column only about the important moment in his life. As for Helen, she assumes that she witnessed a labour of Hercules — his fight with Medusa, to be more specific. Helen might have hinted at the fact that her dog was turned into stone.



After resolving three other questions, Jane has a pretty good idea about the other players' Occupations and Secrets. At the end of the round, she says that Peter must be a tax collector who posed for a nude statue, while Helen thinks that he is a legionary who burned down a wonder of the world. Peter reveals his cards and turns out to be a winemaker who posed for a nude statue. Jane has got Peter's Secret right, so she and Peter score 1 VP each. Peter's Occupation hasn't been guessed, so Jane and Helen score 1 VP each.

Then, Jane says that Helen is a philosopher who witnessed a labour of Hercules. Peter's guess is that Helen is an actor who witnessed a labour of Hercules. Helen reveals her Theater actor and Witnessed a labour of Hercules cards. Jane scores 1 VP for the Secret she got right. Peter scores 2 VP for both correct guesses. Since all players got Helen's Secret right, she crosses out both ticks in her Secret's section and scores only 1 VP for her Occupation.

It's Jane's turn now. Peter believes she is an organizer of bacchanalia who prepares for the Olympic Games. Helen gets both Jane's Occupation and Secret right. Peter doesn't score any VP, while Helen and Jane score 2 VP each.

The players tally up their VP: Jane has 5 VP, Peter — 3 VP, and Helen — 4 VP.

If Helen had got Peter's Occupation right, her score wouldn't have changed but Peter would've scored 1 VP instead of Jane. Thus, there would be a tie since every player would've had 4 VP. In this case, Helen would've won by scoring the most VP for the other players' Occupations and Secrets (3 while Jane and Peter would've scored only 2 each).





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