Phil Vizcarro × Antoine Baillargeau

DANY

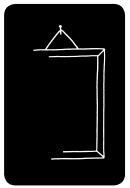
3 to 8 players | 30 minutes

Dany hears voices. And Dany has had enough.
You're one of these voices. And you want to exist.
Work with the others, communicate and persist.
And if you are Dany, well… it's gonna be tough.

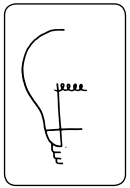
If you are *Dany*,
you're going to have to do everything in order to stop the secondary personalities to succeed, without being discovered.

If you are one of Dany's *secondary personalities*,
you're going to have to correctly communicate enough times with the others to keep existing.

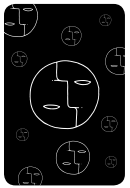
Contents



60 **Memory** cards



37 **Idea** cards



8 **Personality** cards

5 **Choice** cards

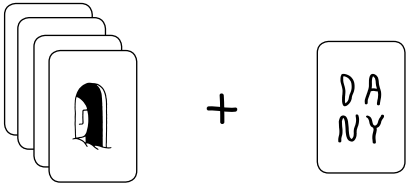
Setup

· Separate the cards by their types: **Memory**, **Idea**, **Personality**, **Choice**.
· Randomly take out 30 **Memory** cards from the deck, put them back in the box and shuffle the 30 remaining cards. Place them face down on the table.
· In the **Personality** deck, take as many *secondary personality* cards ( ) as the number of players minus one, and add the *Dany* card ( ).
· Shuffle these **Personality** cards face down and deal one to each player around the table.
· Players secretly look at their **Personality** card, without revealing it to the others, then place it face down in font of them.

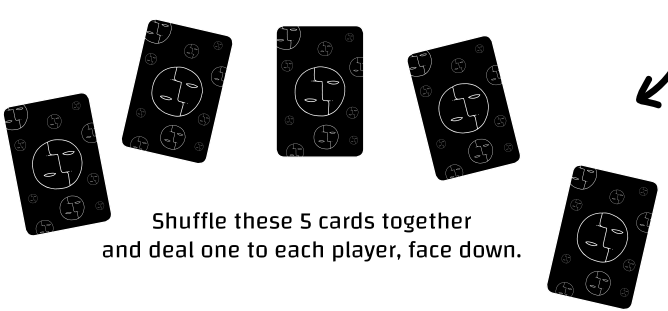
The person who talks to him/herself most often starts: this person will be the active personality of the first turn.
The person on its right will be the deciding personality of this turn.

Example
In a 5-player game:

In the **Personality** deck:



Take 4 cards plus the card.



Shuffle these 5 cards together
and deal one to each player, face down.

Game overview

1

The active personality is getting ready.
· Flip the first **Idea** card, read it out loud and place it face up on top of the **Idea** pile.
· Shuffle the **Choice** cards, and secretly look at the first one. Leave it on top, face down. The number on this card is the word you have to make the other guess on the **Idea** card.
· Draw the first 7 cards from the **Memory** draw pile, face down, without showing them to the others.

2

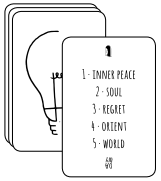
The active personality focuses.
· You're going to have to synthesize the word on the **Idea** card, using the **Memory** cards you drew. In order to do so, you can use as many of the 7 you have in hand (you can use any number from 0 to 7 of the cards you have in hand).
· Once you have chosen the cards you are going to use, discard the unused cards back on top of the **Memory** pile, face down.

3

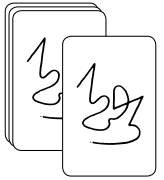
The active personality creates.
· You can place the cards you chose to keep on the table as you see fit: apart, stacked, one over the other in order to hide some parts... Be creative.
· Once you're done, pull your hands away and and stand back. This symbolizes you sending your idea to the other personalities.

Example
The active personality...

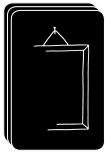
1



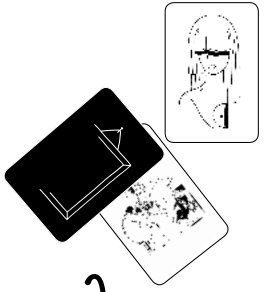
Draws one **Idea** card and reveals it.



Draws on **Choice** card and secretly looks at it, then puts it back face down.

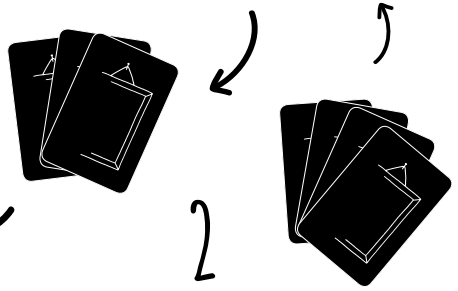


Draws 7 **Memory** cards without showing them to the others.



3

Places its chosen cards freely in order to allow the others to guess the correct idea.



2

Puts back any unchosen **Memory** cards on top of the **Memory** deck (but can choose to keep all 7 cards).

4

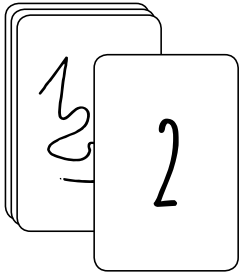
The other personalities think and communicate.
· The other personalities then try to guess the synthetized word by looking at the **Memory** cards.
They can speak aloud, trade ideas, argue…
But they cannot communicate with the active personality.
Any communication or help from the active personality invalidates the turn (no point is gained and the turn is over). Memory cards placed on the table cannot be touched by any personality until the end of the turn.

5

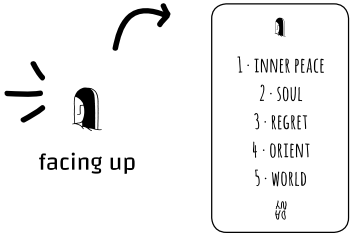
The deciding personality comes into play.
· The player seated at the right side of the active personality is called deciding personality. He/She participates in phase 4 like every other player but has the final word, even if the decision taken is not done accordingly to the other personalities. When everyone has chosen a word on the card, the deciding personality announces which word (idea) he/she thinks is the right one.
The deciding personality's choice is final.

6

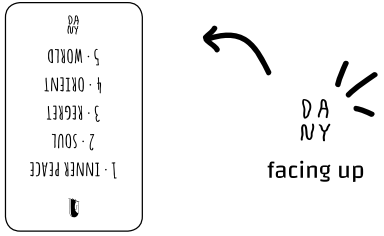
Active personality reveals the word.
· Once the decisive personality has announced the word he/she chose, the active personality reveals the correct word from the **Idea** card and flips the **Choice** card to prove it.



✓ **If the answer is right:**
A success is added for the personalities and the **Idea** card is placed face up on the right side of the draw pile.



✗ **If the answer is wrong:**
A failure is added for the personalities and the **Idea** card is placed face up on the left side of the draw pile.



Next turn setup

· Put back all used **Memory** cards in the box: they won't be used anymore.
· Shuffle the actual **Memory** cards draw pile.
· Whoever was the active personality on this turn becomes the new decisive personality, and the player on his/her left becomes the new active personality.

End of game

Game ends:

1

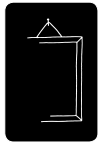
· As soon as the personalities get 6 correct answers (6 success **Idea** cards – right of the draw pile).

2

· As soon as the personalities get 3 wrong answers (3 failure **Idea** cards – left of the draw pile).

3

· If there ever is less than 7 **Memory** cards left in the **Memory** cards draw pile.



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Secondary personalities win the game and can now live in peace inside Dany's head.

Dany finally finds lucidity. You have to play the **Final twist**.

(see next page)

Final Twist

If there are either 3 wrong answers or less than seven **Memory** cards left in play, you get to play the Final Twist.

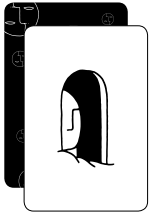
· In this case, all personalities discuss for a while then count to three and point a finger to the person they think is *Dany*. Majority gets the final word and the designated personality has to reveal its **Personality** card.

· In case of a draw, there is a new vote, where only the personalities who were in that draw can be designated. Keep going like this until only one personality is designated by majority; this one then has to reveal its **Personality** card.

If it is the *Dany* card:

Secondary personalities win the game and can now live in peace inside Dany's head.

If it is a *secondary personality* card:



DA
NY

Dany wins and the *secondary personalities* vanish from Dany's head.

IMPORTANT !

If you are DANY
you're gonna have to make the other personalities
doubt, try to make them choose wrong words
and do everything you can so they don't get the victory.
But of course, you're gonna have to do all that without
exposing yourself, or the secondary personalities will
not listen to you anymore. Plus, it's gonna be impossible
for you to win the Final Twist if you're busted early.

Rules for the active personality:

· You cannot speak or make gestures to show all or part of a card (like pointing to a specific part of a card).

· You cannot interact with other elements from the table (objects, body parts, etc.). Memories being only inside Dany's head, nothing else can be part of the creation of your idea, except the surface (table) on which you place the cards.

· You have to be able to explain your creation if anyone asks you to. If you can't, no point is given, even if the word is correctly found.

Variant

If you ever think that the **Memory** cards draw pile empties up too quickly, you can play with 35 or 40 **Memory** cards (or more) instead of the 30 aforementioned.

• Credits •

Game designer Phil Vizcarro
Artist Antoine Baillargeau
Development Phil Vizcarro et GRRRE Games
Graphic design Valeriane Holley
Fonts
Changa - Copyright (c) 2011 by Eduardo Tunni (www.tipo.net.ar)
Amatic - Copyright (c) 2011 by Vernon Adams (vern@newtypography.co.uk)

Acknowledgments

Phil Vizcarro First of all, thank you to all the people fighting daily to make this world a bearable one. Thank you to Christine & Johnny for their support during Dany's first playtests. Thank you to my game buddies for the laughs and the good fun each and every time we get together to play one of my prototypes. A special thank you to whoever invented pizza.
And of course, thank you to Chris, for being my link to reality.

Antoine Baillargeau « Bengal » An unconditional and natural thank you to my family, friends and lovers, present, past and future. A really deep thank you to everyone who constantly battle to create a better and happier world. Thank you to anyone who believes in the beauty of the body as it is. A big thank you to André Breton, Gustav Klimt and Pablo Picasso for their kind words.
Finally, a thousand apologies to you, mother Earth, for everything I put you through when scratching my messages onto your skin. Hopefully they will serve some purpose. Glory to unconditional love.

Instagram : Bengal_Studio

Game summary

1. The active personality is getting ready: flip the first **Idea** card, draw a **Choice** cards, and 7 **Memory** cards.
2. The active personality focuses: discard the unused **Memory** cards.
3. The active personality creates: place the cards you chose to keep on the table as you see fit.
4. The other personalities think and communicate.
5. The deciding personality comes into play: He/She announces which word (idea) he/she thinks is the right one.
6. Active personality reveals the word:

If correct, facing up

If wrong, facing up

7. Setting up the next round: put the used **Memory** cards back in the box, shuffle the **Memory** cards deck. Active and Deciding personalities change.
8. Game ends:

1

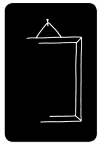
· If 6 correct answers

2

· If 3 wrong answers

3

· If less than 7 **Memory** cards



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Final twist