

RORSCHACH

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You awake from troubled dreams. Looking around, you see that something isn't right. White walls with no windows. A locked door. "How are you all feeling?", a male voice asks. You and the others turn your heads to the voice. In the corner, half-hidden in shadow, an elderly bearded man sits at a table. He introduces himself as Professor Rorschach, a psychiatrist. There must be some mistake, you say confused. You're all perfectly fine.

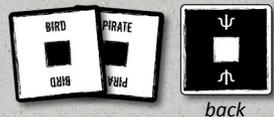
"Of course you are," says Rorschach, smiling. "Let's just make sure by doing a few tests. Or should I say, playing a game."

Components

100 image cards



100 word cards

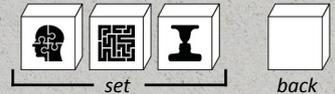


18 markers

3 black sets:

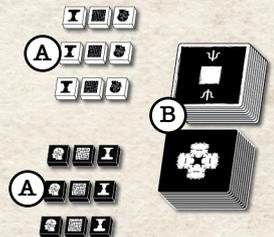


3 white sets:



Setup

- Form two teams of about the same size, sitting across the table from each other.
- Each team takes the 9 markers of one color and places them on their side of the table in 3 face-up sets. (A)
- Shuffle the words and the images separately and place them between the teams in 2 face-down decks. (B)
- Choose a team to be the first round's **test team**. The other team will be the **control team**.



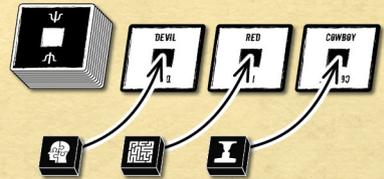
Playing the game

Rorschach is played over several rounds. Each round, a player secretly pairs words with inkblot images while the others try to guess those pairings. The team that does this better wins.

Each round goes as follows:

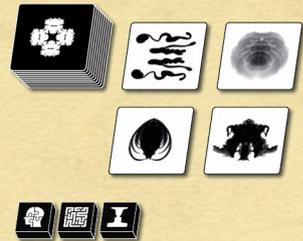
First, the **test team** performs these preparatory steps:

Draw 3 cards from the word deck and display them face up on the table.



Take one set of your markers and place one marker face up in the center of each face-up card.

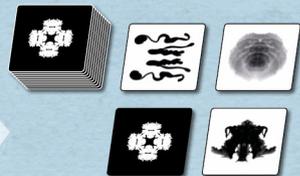
Draw four cards from the image deck and display them face up in a square with some space between them.



Finally, choose one player from your team to be this round's **test subject** and give that player a second set of your markers.

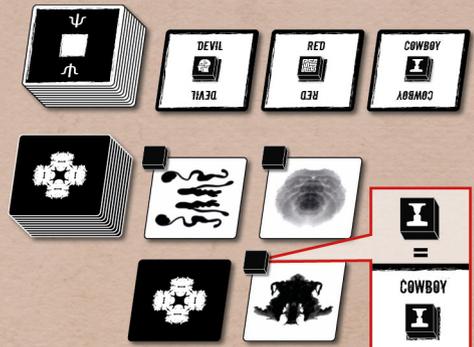
The **control team** must then remove one of the face-up images from play:

Discuss among your team members which image could most easily be matched to one of the words and flip that image face down.



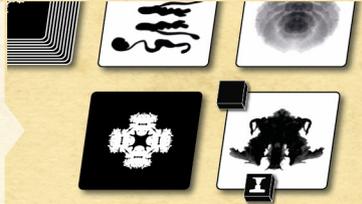
Then the **test subject** takes over:

Pick up your set of markers. You must now secretly match each face-up image to a displayed word by placing one of your markers **face down** on the top left corner of each image. Each image becomes matched to the word with the same marker. How you match is up to you and your own associations.



Now the rest of the **test team** takes over:

Discuss aloud or in secret how you think the **test subject** matched. The **test subject** can't give any hints, of course. Then choose an image whose word you think you know. From your third set of markers, take that word's marker and place it **face up** at the bottom of that image.



Next, the **control team** can guess too, by placing beside your marker either:

a) one of their markers with the same symbol (if they agree with your guess).



or

b) one of their markers with a different symbol (if they think the word with that symbol is the right answer).



Afterwards, there is a **scoring phase** (a *scoring overview can be found on the back of this rule book*). The **test subject** reveals the marker on the top left corner of the image you guessed and your guess was either:

A) **right**, if the marker's symbol is the same as yours,

or

B) **wrong**, if it's different.



A) If you guessed **right**, check how the **control team** guessed:

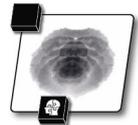
If they also guessed **right**, place the image **back in the box**.



If they guessed **wrong**, place the image in front of you **as a point**.



Then you make another guess by placing another of your markers face up at the bottom of another image. The **control team doesn't** get another guess. Then the **test subject** reveals the marker on the top left corner of that image...



If you guessed **right**, place this second image in front of you **as a point**.

If you guessed **wrong**, instead place it as a point in front of the **control team**.

If you guessed **right**, place this second image in front of you **as a point** too.

If you guessed **wrong**, instead place it back in the box.

B) If you guessed **wrong**, check how the **control team** guessed:

If they also guessed **wrong**, the round ends with no points scored.

If they guessed **right**, they get the image as a point.

Overview of the possible scoring scenarios:

	The test team's guess is:	The control team's guess is:	Which team gets the image as a point?	May the test team make a 2 nd guess?	Which team gets the 2 nd image if the 2 nd guess is right ?	Which team gets the 2 nd image if the 2 nd guess is wrong ?
1.	right	right	neither	yes	test team	control team
2.	right	wrong	test team	yes	test team	neither
3.	wrong	wrong	neither	no	-	-
4.	wrong	right	control team	no	-	-

Once the **scoring phase is complete**, each team takes its markers back and splits them into sets again.

Clean up the display area by placing this round's face-up words and unscored images (including the face-down one) in the box.

Afterwards, a new round starts, in which the roles of the teams are **reversed**.

End of the game

A team wins if, at the end of any scoring phase, they have at least 4 points and are at least 2 points ahead of the other team.

"Well done," says Rorschach, who has been watching you closely throughout. "You have passed the test and are free to go!" As you all get up to leave, however, the Professor raises his hand. "I meant just the winning team, of course. The rest of you must remain here." Then he smiles and adds: "But perhaps I'll give you another test soon..."



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