

CUT ALONG SOLID LINES

FOLD ALONG DOTTED LINES



### Quick Reference Guide

#### 1 SET UP

Create your **Question Cards** Deck. Think about the players in this session and which questions are going to generate the best conversation.

Deal out **Question Cards**, **Trophy Cards**, **Action Cards**, **Challenge Cards** and **Vote Cards** based on the rule set you've chosen.



#### 3 QUESTION ROUND: CONVERSATION PHASE

Players review their **Trophy Cards** and change out any that are duplicates.

*Full Rules: Issue **Challenge Cards***

Read the **Question Card** to the group and start the timer at 10 minutes.

Have your conversation, starting with the person who placed the question or choose a player to start.

*Full Rules: Use **Action Cards** throughout the conversation*

Finish up the conversation when the timer reaches 0 or comes to a close.

#### QUICK PLAY RULES Pg 2

**Question Cards** Deck  
**Trophy Cards**  
**Voting Cards**  
Conversation Guide Cards

Optional:  
Timer (not included)

#### FULL RULES Pg 4

**Question Cards** Deck  
**Trophy Cards**  
**Action Cards**  
**Challenge Cards**  
**Voting Cards**  
Conversation Guide Cards  
Timer (not included)

Optional:  
**Blank Question Cards**  
Pens (not included)

#### 2 CHOOSE QUESTIONS

Each player should place 1 **Question Card** from their hand face up on the table. If using **Blank Question Cards** they may write an alternate question and set it down with one YES vote from their **Vote Cards**.

Set **Voting Cards** out next to each question. Each player should use 3 of their **Vote Cards**. Immediately eliminate any **Question Card**, paired with a VETO. Then rank the cards with the most YES votes after removing any that pair with a NO votes is selected.

*For the Quick Rules, use 1 question that has the most remaining YES votes.*

*For the Full Rules, you'll select the top 3 questions.*

#### 4 QUESTION ROUND: AWARD TROPHIES PHASE

Award 1 **Trophy Card** from each player to another player.

*Full Rules: Determine who has won their **Challenge Card** challenges*

*Full Rules: Start Question Round 2 and then 3 for remaining **Question Cards***

#### 5 WRAP UP: FINAL ROUND

Total up points from **Trophy Cards**, **Challenge Card**, and **Action Cards**



Mixed Company is a conversationally engaging card game for 3-6 players, ages 10 and up.

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