

The Personality Question

An Honors Thesis (HONRS 499)

By

Allyson Stoller

Thesis Advisor
Dr. Daphne Rolle

A handwritten signature in black ink that reads "Daphne M. Rolle". The signature is written in a cursive style with a large initial 'D'.

Ball State University
Muncie, Indiana

April 2008

Graduation: May 2008

Sp001
The
LT
2008
2008
2008

Abstract

Board-games are usually fun for all and great for interactions with new people, friends, or family, but rarely do people get the opportunity to learn significant aspects about themselves and others in this type of atmosphere. The Personality Question board-game was designed to be an enjoyable tool in learning about personalities, morals, and characters of teammates, but most importantly about oneself. The game creates a sense of competitive nature that will give people the chance to confront many personal ethical situations in which they must consciously decide whether they will sacrifice proceeding in the game by agreeing with something they are actually against. At the end of the game after battling a few moral obstacles players are awarded with a personality profile based on Don Lowry's True Colors and a general description of how well their team worked together.

Acknowledgements

- I would like to thank Dr. Daphne Rolle for advising me through the process of this project. She was vital in its beginning stages and very encouraging through to the end. Her knowledge and understanding of the concepts presented in my project kept me on my toes and inspired me to create.
- I want to also thank Danielle Deason and Deborah Stoller for being two of the original inspirations.

This honors thesis idea has been very near and dear to my heart for a good majority of my life and I'm happy that it has finally been put into something I believe will be productive and beneficial to others. Growing up in the shadow of my outspoken and very extroverted brother it took me a while to find my place in life and I never really came out of my shell to voice my own opinions until the age of nine. For the majority of my life it seems I've gone through mood swings, not great ones to indicate an imbalance in hormones, but enough of one that I noticed that sometimes I just didn't want to be around people and other times I desperately could not be alone. This posed quite a few problems for me in the early years (and even some problems in the later years) in the difficulties I had in keeping friends. I am usually a very outgoing person and I love meeting new people so making friends has never been an issue for me, but it has always been difficult throughout life in keeping friends, mainly because I have found that I just get bored and do not usually see the need to upkeep a friendship assuming it will stay the way I left it until I come back to it. Now, what does this have to do with my honors thesis project, you wonder? It has everything to do with it. Until about the age of 19 I was utterly confused about the essentials of my being and even I could not tell someone else what made me tick or why I felt the way I did in certain circumstances that might generally be out of character for me. At age 19 I took a test and not just an ordinary test. My psychologist at the time was having trouble convincing me that I was just a normal person still growing up and trying to find myself. With all the symptoms, diseases, online diagnosis that are so prevalent in America, I had trouble believing him. Until this personality test he gave me. It was the Don Lowry's True Colors Personality Test. Together with my psychologist we went through the test and afterwards we analyzed it in detail. It was through this test that I started to understand myself on a whole other

level and miraculously I started to even like who I was. I know it sounds corny to say but this experience changed my entire life because though it did not affect anything directly it changed my thoughts and motives and thus my actions.

When deciding what to do for my honors thesis I knew I wanted to incorporate Don Lowry's True Colors Personality Test. I've always enjoyed learning more about myself and others and it just made sense for me to have a reason to continue along this path. I knew that I wanted to do something that other people would be interested in and might get some use out of, partly because I've always had a secret ambition to be an inventor and I really like to create things. The key feature was that it needed to be fun, something that anyone and everyone could enjoy and take part in. When I was a young child I looked forward to family game night where we'd play various board-games and in college I found that more people than I'd expected played card and board-games and as soon as I thought of fun I correlated it with board-games. That is how the idea of making my honors thesis project into a board-game involving Don Lowry's True Colors. The idea and logistics behind what I wanted to do turned out to be the hardest part of the project because even though it was very time consuming, I thoroughly enjoyed making the board game.

The Personality Question is essentially a two part game: each individual explores their own personality through questions they are allowed to answer privately which determine their own individual personality type at the end of the game and each group is faced with sets of questions that they must work together in order to answer either by time constraints or response by agreement in the whole group which forces them to find out how they work together as a team. The game is best if played in teams of at least two on a team (so a minimum of four people

playing at a time) and each group will choose a representative for their team to draw the cards and determine their final answers for the community questions. This poses another unique side of the game, there are no specific instructions for many questions on how the group must decide upon an answer; the group could decide democratically by majority rules, dictatorially, oligarchy style, or another variant that they determine. This is unique in the sense that the group must decide how they will form the hierarchy within their own group and this says a lot about the individuals within that group, what they will tolerate, how much they value their own beliefs and morals, and how much they value the beliefs and morals of others. The representative of each group rolls the two six-sided numbered dice and moves forward the number of spaces according to the dice rolled on that turn and they pick up the card corresponding to the colored space their piece landed on. There are eight colored card categories of which four (Pink, Orange, Red, Green) are used to measure individual personality profile loosely based on Don Lowry's True Colors scheme and four (White, Purple, Yellow, Blue) that are used as community questions made for the determination of effective group work. All of the individual personality questions are true/false or yes/no questions (some of which may have the designation of a letter for the true/false answers, explained on the cards themselves) to make the answerer of the question make the decision of whether they are like the card or they are not; the in between and actual interpretation of the question is up to the reader, if the reader interprets the question as they always exhibit that quality, they sometimes do, or they seldom do, it is up to them whether they answer yes or no. If the answerer cannot determine whether they agree with the statement on the card or not (because there is no in between or sometimes as an option) then they must choose unable to decide then it affects their team score and the team might be penalized for their lack of

decision (depending on the card drawn). This same dilemma happens in the community questions. The community cards are, in general, much harder to answer when in a group or out loud than the individual ones, but there is a reason for that. In order for people to learn more about themselves through the game, which was my intention, it was essential to make people stop, think, and eventually reflect. In order to do this there are many moral, ethical, and prejudice-typed questions included in the community sections where the group as a whole must discuss, decide as a group (according to their choice of hierarchy), or answer themselves out loud and if they are unable to decide or contribute to their group the group's score is essentially docked and they are penalized by moving backwards on the board. There are also 'uncontrollable instance' cards in the community sections that result in either retroactive (where group drawer is punished by having to go back X number of spaces for a random event) 2) Proactive (where group drawer is rewarded by going forward X number of spaces for a random event) or 3) Challenging (where group drawer chooses a player to have them do a silly activity until some point in the future) consequences. The uncontrollable instances were added mainly for a fun and funny addition to the game which I think brings the game to a higher level so that it could be played multiple times with different outcomes and experiences for players.

The average person would probably agree with the notion that the conception of self is very subjective; who we think we are and who someone else thinks we are is never, and probably never should be, the same. But what about personality- is that subjective, or can it be measured, categorized, or determined? Many of the great psychologists would argue that there are categories of personality types even if no two personalities are identical. Some psychologists (Jung and Keirsey for example) would say that a big factor in our lives is the individual measurement of extroversive behavior we exhibit and that this factor could determine how much

value we put in sharing our beliefs with others. Those people who are introversive tend not to share their beliefs with others and rather prefer introspection and valuing their own opinions above others. Beyond the singular determinant of extroversive versus introversive there have also been studies on other general personalities that contain both extroverts and introverts within its categories. But what do personality types mean and how can that affect who we are, how we act, and how we interact with others? From personal experience and the texts I've had at hand, I claim that it does benefit an individual to learn more about themselves and others through a reflection of their values, morals, and personality type.

Many people are under the impression that since the conception of self is so subjective that it does not matter what other people think of you. In fact, we are all told this from a very early age and it's come to be emphasized in early childhood education as frequently as the golden rule ("do unto others as you would have others do unto you.") There is a slight problem with this, however. Though it's never good to do or not do something just because of the fear that someone won't like you, it's another thing to think that it doesn't matter whether you stand up for your beliefs and morals because you don't care what someone else thinks. If someone isn't willing to stick up for their morals and beliefs, how much can they really believe in them? We assert time and again that it matters more what we think of ourselves than what others think of us. But why do we think this is true? Is it to prevent us from admitting the truth that it really does matter what other people think of us or how we act? There must be a factor of truth in this, that it does matter what others think. If it didn't then people wouldn't shy away from answering questions, people would not care for their appearances so much, and people would not pretend to be nice to someone that they did not like. Are these bad things, necessarily, that our actions and

even our thoughts are so heavily influenced by what society thinks? Well, that depends on what you want out of life and whether you want to “fit in” or not. I do not believe that caring what other people think is a bad thing, in general, especially not in the society that we live in, but there should be a limit as to how much a person cares what others think. It does matter what other people think in a world where there are bosses, co-workers, friends, loved ones, etc. If people didn’t care about others then they wouldn’t care what they thought. If it comes to the point that people *cannot* think for themselves independent of the perception of others, though, society as a whole should be very concerned. That’s why in The Personality Question it forces people to come to the realization that they either have to stand up for their beliefs or acquiesce and go with the team to make them happy; it forces them to consciously choose whether they care what their teammates think or not. It also will hopefully make the players reflect upon their decisions during the game of when and why they may not have spoken up when they wanted to or maybe when they felt like they could not answer the question with the people in their company. This could be a great breakthrough for people, if they take the opportunity, to re-evaluate previous beliefs they themselves have had or notions they may have had about other people. The ultimate goal of the game is to help players become more aware of what they truly believe (and are willing to stand up for) and whether the opinions of others in regards to oneself are as important or worthwhile as they may have previously thought. This will be achieved in the subtle context of a fun-family atmosphere in the likes of a board game.

Annotated Bibliography

Aiken, Lewis R. Personality Assessment: Methods and Practices. 2nd ed. Kirkland, WA: Hogrefe & Huber Publishers, 1996.

Aiken has written this text book in order to assess different methods and practices of personality assessment with psychometrics using math to determine standardization, reliability, and validity for these different types of tests. There's quite a bit of information on the process and logic behind the testing to see if the personality test can be viewed as accurate through these math methods. The process of personality assessment does not end with the test to find if it is accurate, though, the administration, interpretation, and report of the findings of the personality test are also very important because this is how people gauge the information and formulate their responses. Aiken notes that many good findings can come through personality tests if done on a broad spectrum in order to interpret groups or for the curious observer. The most complete way to measure a person's personality when needed is not through one single test, however, it should be done through various behavioral interviews with a qualified individual.

Bayne, Rowan. The Myers-Briggs Type Indicator: A Critical Review and Practical Guide. New York, New York: Chapman & Hall, 1995.

Bayne interprets the Myers-Briggs Type Indicator, a development of the work of Carl Jung, in a research based fashion that could be used for psychology and counseling students to better understand the possible frameworks for career, education, and life management that can be gauged by these assessments. The Myers-Briggs Indicator is an adaptation of Carl Jung's ideas on the basic personality types of Introversive and Extraversive and the guiding components of intuition, sensation, thinking, and feeling; these components along with judging and perceiving, when rearranged, make up sixteen different personality types that people can be categorized into. Bayne identifies "radically different approaches to opportunities and problems in managing or responding to different types of people; further questions leading to better understanding of this innovative personality measure; how the research findings can be used in practice."

Falt, Jack. Appreciating Differences. Energy Medicine, October 1999, Volume 2, Issue 1. Ottawa area, Ontario, Canada. April 3, 2008. <http://www.trytel.com/~jfalt/Ene-med/true-col.html>

Falt interprets Don Lowry's True Colors scheme and describes the methodology over time. This was a very useful page in which I used the descriptions for the profile sheets at the end of the game. He explains the uses and value of knowing a person's true colors and how that can change how you interact with that person. He is also very descriptive as to the background of the true colors and Keirsey's developments into the four types of temperaments a person can have and how the brain functions in 16

different ways according to Myers-Briggs. He does not go into full depth on analyzing which systems are the best to determine personality nor does he name flaws in any of the systems, but he seems partial to Keirsey's developments and strategies in analyzing the four temperaments which eventually Lowry uses for his True Colors system

Loomis, Mary E. Dancing the Wheel of Psychological Types. Wilmette, Illinois: Chiron Publications, 1991.

Loomis writes this almost as a self-help guide to people who want to change the personalities they've been given in life and slightly alter them to fit better in with the society they want. She describes the medicine wheel as the source of life, the power of the four directions, that one must be in tune with to fully understand oneself. The process of finding oneself is the increase in consciousness which Carl Jung calls individuation with an aim to realize and actualize an individual's unique personality. She explains that this process is the understanding of previous conflicts and their resolutions, conflicts caused by one-sided perception, attitudes, beliefs, and behaviors of the past, all of which may have caused distress in someone that could be preventing them being the person they want to be. This can be achieved by self-awareness, understanding how we perceive the world and making sense out of those perceptions, which can be found in Jung's theory of the psychological types based on observances of human nature. Once an individual's personality has been identified methods for change can be put in place and, according to preferences, mapped on how change is the most effective.

Miscisin, Mary. Showing Our True Colors: Fun, Easy Guide for Understanding and Appreciating Yourself and Others. 2nd ed. Riverside, CA: True Colors, Inc. Publishing, 2004.

Miscisin uses Don Lowry's True Colors personality test in her comparisons and identifications of different individuals; the actual test is not included in this book because the book is an interpretation of the True Colors system and simply helps identify traits, characteristics, likes/dislikes, interaction styles, etc of people once they know what colors they are and the colors of the people they interact with. She compares the personality typified systems of Carl Jung, Hippocrates, Myers/Briggs, and Keirsey to Lowry's True Colors explaining how they correspond among the main principles. In each color (Blue-Compassionate; Orange-Courageous; Green-Conceptual; Gold- Conventional) there are lists of typical behaviors, wants, needs, or ideologies about why that color is the way they are and how they should go about interacting with others and how others should go about interacting with them. A main idea in True Colors is that people exhibit all the colors at some point in time but that there are certain traits people use predominately thus the concept of a predominate color and a secondary color both of which are highly important in understanding who someone is and why they are the way they are.

Scroggs, James R. Key Ideas in Personality Theory. St. Paul, Minnesota: West Publishing Co., 1985.

Scroggs uses this work to study the lives and theories of a few personality psychologists paying much attention to the ideas produced by these people and giving his own pros and cons on each of the theories due to their controversial nature and the subjectivity of their interpretation. Scroggs introduces key ideas from George Kelly ("If you understand how someone thinks, especially the mental categories used to organize the thinking process, then you know a lot about that individual's personality"), Albert Bandura ("Personality is largely the result of imitating what other people do, especially of children imitating their parents, learning by observation"), Henry Murray (knowing the main themes of a person's life story provides the best possible understanding of that person, since the themes are the essence of the personality"), Raymond Cattell ("All people share certain characteristics, but the strength of these characteristics varies from person to person"), and Sigmund Freud ("human beings have a survival instinct that operates without their even having to think about it") and uses them readily in comparison with one another and their historical contexts. He also goes in depth in comparing these in real-world terms using realism and possible biasness to determine whether these key ideas can actually measure individual differences. We find that most of the key ideas state nothing about how to interpret a person's personality rather they give ideas in how to go about showing that everyone is different and guidelines are just that, guidelines.

Wiggins, J.S. and Angleitner, A. eds. Personality Assessment via Questionnaires: Current Issues in Theory and Measurement. Germany: Springer-Verlag Berlin Heidelberg, 1986.

Wiggins and Angleitner combine the interpretations of a group of theorists, psychometricians, test constructors, linguists, and personality psychologists to distinguish between the different methods of personality assessment, uses, flaws, and importance in the various types of measurement. One of the main ideas in this work is the response process and its stages of the questionnaire including the types of methodological approaches which could counter-affect results which includes the "content analyses of thinking-aloud protocols, reaction time studies, pair-wise ratings of the similarity between items"; it explains a great deal about how a person approaches the questions posed to them. "When responding to a questionnaire item, the subjects first read the item and form an internal representation of its meaning (encoding stage). Second, they compare that meaning with internally stored information about themselves, and decide whether they agree with the item or not (item-self comparison stage). Before the response is marked on the answer sheet, the latent decision may also be checked for its utility, especially with regard to its congruence with social norms and values (utility-control stage)(p.84)."

There is also a lot to be said about the problems of accuracy on a questionnaire when there is self-deception or responding in a "look-good" manner when a person answers questions they have previously not confronted beforehand. There are a set of necessary conditions for showing that the self-deception idea exists "a) the individual holds two contradictory beliefs; b) the two beliefs are held simultaneously; c) the individual is not aware of holding one of the beliefs; and d) the unawareness of one belief is motivated. (p.145)" There have been different studies focused on impression management and many of these instruments developed included the thought that the subject outright lied, was conscious and purposeful in the deception of others, in order to appear different than what they were either in the person's eyes they were trying to impress or themselves. This takes place often when the

respondents' actions were deemed to be instrumental in advancing stations or places in life (e.i. interviewing for a new job, teacher conference, possible date, etc).

Zuckerman, Marvin. Psychobiology of Personality. 2nd ed. New York, NY: Cambridge University Press, 2005.

This work is a level approach to personality that explores personality from all aspects "from the genetic to the trait with stops at the neurological, biochemical, physiological, conditioning, and behavioral levels of explanation (ix)." Zuckerman focuses mainly on the types of temperaments of people, their trait structure and its persistence over time, regarding traits to fluctuate little once steadily determined. He also discusses the possibilities of extraversion and sociability in young children and how it may affect them in adulthood either positively or negatively depending upon their experiences in youth; he states that if being social proved to work for someone in the past they are more likely to continue this behavior than vice versa. Neuroticism, Impulsivity, and Psychoticism are also delved into in the book in which Zuckerman uses mainly the biological methods to predetermine the likelihood of these personality traits forming in a child.

Personality

How Well Do You Know You?

Players 4+

Ages 14+

Setting Up

Things Included in the Game:

Rule Book

Blue Game Board

Dice

Game Trackers

Eight Colored Question Sets

Pencils

6 Teddy Bear Game Pieces

Shuffle the colored question cards within their respective colors and place them face down around the board. Make sure there are enough game trackers for each person playing, if there are not, make copies.

Getting Started

First, divide players into at least two teams of two with as many as six teams of five. Each person gets one game tracker. Teams choose teddy bear piece to play with and one spokesperson for the team that will draw the question cards and will be the official answer of the team when answering a question.

Second, the spokesperson for each team roll one die to determine which team goes first (highest roll wins).

Third, have fun!

What to Do on Your Turn

The spokesperson for the team at play (the team whose turn it is) rolls the two dice and, adding up the dots on the dice, moves their team's piece that many spaces on the board. Once the team has moved, the spokesperson will pick up the top card in the stack of questions for that respective colored space and read it aloud. If it is a Pink/Orange/Red/Green card then each member of that team will answer that question privately on their game tracker. If it is a Yellow/White/Blue/Purple card then the team will follow the directions accordingly. If the team is unable to answer the question asked then they are to follow the directions on the card as to what they should do. If the team has answered the question asked then they are to stay at the space they are at until their next turn. It is now the next team's turn.

The Different Cards

Each card has basic instructions on it. Upon drawing a card, read the question aloud, following the instructions, do what it says to do or answer the question presented. There are eight color coded cards and five basic types of questions. These colors and categories are:

Pink/Orange/Red: These are true/false or yes/no questions. These questions are to be answered by each individual on the team that drew the card. Each person on that team writes their own corresponding answer on their personal game tracker. Answers do not have to correspond amongst team members and these questions are not to be discussed out loud. If entire team is unable to answer the question on the card, the team must follow the directions and go back four spaces without drawing a new card.

Green: These are true/false or yes/no questions that correspond to the letters A, B, C, and D. These questions are to be answered by each individual person on the team that drew the card. Each person should copy down their personal answer on their individual game tracker according to letter in the Green box provided. The answers do not have to correspond amongst teammates and should not be discussed. If entire team is unable to answer the question on the card, the team must follow the directions and go back four spaces without drawing a new card.

Yellow/White: These questions are true/false or yes/no presented. They are meant to be answered by each individual on the team that drew the card by taking turns to answer the question presented. If

entire team is unable to answer within the time allotted or if any of the teammates are unable to answer the question then the team must go back four or five spaces (according to color of card) and are either able to draw a new card or are unable to draw a new card on that same turn (depending on color of card and its specific instructions). Each person should copy down their answer via tally on the game tracker.

Blue/Purple: These questions are community based cards. The questions presented are either true/false or yes/no questions and the team must be in full consensus in order for the question to count. If team is unable to come to a full consensus then the team should follow the instructions on the card telling them to either go back seven spaces and not draw another card on that turn or go back three spaces without drawing another card (purple and blue, respectively). The team's consensus answer should then be recorded on each person's game tracker.

Uncontrollable Instance: These questions/scenarios/challenges are meant to be fun. They are mixed in with the other community questions in the purple/blue/yellow/white cards. Depending on the color you may get one of three types of situations. 1)Retroactive

(where you have to go back X number of spaces for a random event) 2)Proactive (where you are to go forward X number of spaces for a random event) or 3)Challenge (where you choose a player and have them do a silly activity until some point in the future).

Finishing the Game (Calculating Totals)

On the game trackers (that each player received at start and filled out during the game) there is a section titled "totals." In this section there are seven totals that must be calculated at the end of the game. The team's total points can be calculated by taking how many questions total the team answered and subtracting the total number of questions the team was unable to answer. The total number of A answers can be calculated by adding the A's from the green section with the yes answers from the red row. The total number of B answers can be calculated by adding the B's from the green section with the no answers from the red row. Following this pattern each player is to complete this section after all teams have crossed the finish line. After calculations have been completed the players can refer to the personality profiles sheet to gauge their responses.

How to Win

The first team to cross the finish line gets an extra five points to add to their team total (figured out by calculating the team's total points= total questions answered – questions unable to answer). The team with the most points wins.

Personality Game Tracker (Individual Score Sheet)

Mark with Tallies for Each Answer

Total= #Yes - (#No+#Undecided)	Yes/True	No/False	Unable to Decide	
Yellow Total= _____				
White Total= _____				
Purple Total= _____				
Blue Total= _____				
Pink Total= _____				
Orange				
Red				
	A	B	C	D
Green				

Totals:

_____ (#A's) + _____ (#Red Yes's) = _____ (Total A's)
 _____ (#B's) + _____ (#Red No's) = _____ (Total B's)
 _____ (#C's) + _____ (#Orange Yes's) = _____ (Total C's)
 _____ (#D's) + _____ (#Orange No's) = _____ (Total D's)
 _____ (White Total) + _____ (Yellow Total) = _____ (Total E)
 _____ (Purple Total) + _____ (Blue Total) = _____ (Total F)

Personality Game Tracker (Individual Score Sheet)

Mark with Tallies for Each Answer

Total= #Yes - (#No+#Undecided)	Yes	No	Unable to Decide	
Yellow Total= _____				
White Total= _____				
Purple Total= _____				
Blue Total= _____				
Pink Total= _____				
Orange				
Red				
	A	B	C	D
Green				

Totals:

_____ (#A's) + _____ (#Red Yes's) = _____ (Total A's)
 _____ (#B's) + _____ (#Red No's) = _____ (Total B's)
 _____ (#C's) + _____ (#Orange Yes's) = _____ (Total C's)
 _____ (#D's) + _____ (#Orange No's) = _____ (Total D's)
 _____ (White Total) + _____ (Yellow Total) = _____ (Total E)
 _____ (Purple Total) + _____ (Blue Total) = _____ (Total F)

Personality Profiles Sheet

By comparing the total A's, B's, C's, and D's you will be able to determine your personality profile based on Don Lowry's True Colors. The letter with the highest total is your predominant or primary color and the letter with the second highest total is your secondary color. Your level of extroversion may determine how noticeable your colors are to other people. If you are extroverted your predominant color may shine the brightest and your secondary color may be untraceable to others and vice versa with introversion where the secondary color may be more traceable to the outside world and your primary color is for personal processing.

A= Green

B= Blue

C= Gold

D=Orange

To determine extroversion: If the total for pink is positive then you are an extrovert, if it is negative then you are an introvert. If it is zero or very close to zero then you are a mix between and your level of extroversion is about 50/50.

It is generally believed that an extrovert is a person who is friendly, outgoing, and gregarious someone who is concerned with people and the external world. While these things may be true, the true meaning of extroversion is someone who is energized by being around other people which is the opposite of an introvert who is energized by being alone.

Extroverts tend to lose stamina and "fade" when left alone and oftentimes become bored without other people around. When given the opportunity, an extrovert would rather talk with someone else than sit alone to think, reflect, or read a book. Commonly, extroverts think aloud or process things while they are talking, while introverts are far more likely to think things through before they open their mouth. Extroverts believe that they often think better when they are talking through their thoughts. Concepts would just not seem real to them unless they could talk them through; personal reflection on a topic isn't enough.

Comparing Personality Tests:

Hippocrates	Sanguine	Melancholic	Phlegmatic	Choleric
Astrology	Fire	Earth	Air	Water
Keirsey	Artisan	Guardian	Rational	Idealist
Myers-Briggs	SP-Sensing-Perceiving	SJ-Sensing-Judging	NT-Intuition-Thinking	NF-Intuition-Feeling
True Colors	Orange-Adventurous	Gold-Responsible	Green-Curious	Blue-Harmonious

The Color Types:

The Orange temperament wants to do things now. Their motivation is to be free. They like variety and want to be spontaneous. As children, they learn best by doing. As adults they like to solve practical problems. They are the artisans and craftspeople, painting, sculpting, dancing, singing, acting and making fine furniture. They enjoy action, participating in sports or watching sporting events.

The Gold temperament is the keepers of our traditions. Their motivation is to belong. They look to the past to determine what must be done in the future. They value membership in groups and want to know where they stand in the hierarchy of the group. As children, they are more willing to follow the rules. Most teachers in the elementary system tend to be Golds. Golds are the record keepers, the inspectors and caregivers. They enjoy family traditions such as birthday parties and family gatherings.

The Green temperament is always questioning the status quo. Their motivation is a quest for power. For them, knowledge is power. They strive for competency. As children, they are always asking "Why?" They are the inventors. They may enjoy a sport, but once they have mastered it, they may move on to something else. They see the world as a set of systems and are very good at organizing for efficiency. But even when they have succeeded in making an organization highly efficient, they have difficulty refraining from making further modifications.

The Blue temperament is searching for the meaning of life. Their motivation is to feel authentic. They yearn for self-actualization, yet it is always just beyond their grasp. They are the peacemakers and as children find conflict very stressful. They focus on people and their relationships to one another. They often work in careers that involve helping people, such as psychology, ministry or travel agent.

Group Work

The last two totals (E and F) determine how well you work in a group.

- If you have high numbers of undecided answers for Purple/Blue/White/Yellow then your team does not function as a solid unit.
- If the number of undecided answers for White/Yellow exceeds the number undecided for Purple/Blue then the reason the team does not work well together is lack of trust amongst members.
- If the total for E is high then your group as a whole views society as something they wish to be a part of rather than something they feel they belong to. The members of this team are likely to be self-conscious and have a lower self-esteem. If the total for E is low then the group as a whole has a typical American outlook of society.
- If the total for F is high then your group as a whole has a convoluted view of the world and a rigid moral code. For these members it is difficult to think outside the box and gauge the varieties of "right" and "wrong." If the total for F is low then the group as a whole works well as a group, listening to each other and combining thoughts, as well as being open-minded to different views of self and others.

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Do you slow down in front of mirrored buildings to check your appearance?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Do you believe love at first sight could actually happen, but not to you?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If at a movie where there's a noisy person sitting in front of you, would you complain about it to your friend, but not shush the noisemaker?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

You find six orphaned kittens. Would you take them all to the animal shelter rather than take them all home with you?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Are you uncomfortable with your appearance?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

You're filling out an on-line dating profile for yourself, do you describe your physical features in a "good light" over complete accuracy?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you buy a lot of tickets for a raffle to win a weekend getaway to a romantic island even if you don't have a significant other?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

You're on a date, it's dark outside and you're lost in your car. Would you drive another hour rather than stop and ask for directions?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you ever admit to thinking sexist/racist remarks may very well be true?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you ever avoid the door if a girl scout came to your house selling cookies and you were on a diet?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you ever try to talk a cop out of issuing you a traffic citation even if you knew you were at fault?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you ever have a "secret" tattoo?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you have a reason to panic if the IRS audited you?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you change your usual decisions/actions to avoid upsetting or spiting a loved one?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If people were really like the seven dwarves, would you match any of those personalities totally?
(Which would you be?)

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If the secret to a long life is a very active sex life, would you die at a young age?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Is your casual appearance as important to you as your professional appearance?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you ever assault a vending machine if it ate your last dollar and didn't give you your item?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you honestly want to choose the person you fall in love with?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Do you ever feel as if the different aspects of your personality clash?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Do you feel as if you purposely act differently around different people?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you feed your guest chocolate ants without first telling them?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you take more than 20 items through the Express Lane at the supermarket?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If someone steals for a good cause, should they be tried with those who do not?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Are you morally self sufficient?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you ever go to a Sunday school class to convince the children that there was no God?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Are you so open-minded that you might change your beliefs or morals once hearing the claims from someone who was once the opposite of you?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If your mean co-worker walks out of the bathroom with her dress tucked into her pantyhose, would you avoid telling her?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Do you think it possible for a woman to rape a man?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Have you ever continued to be someone's friend even though they'd treated you poorly in the past?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you ever give a once-cheating ex a second chance?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If you had a hot neighbor that sunbathed in the nude, would you try to look at them through the crack in your fence?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Have you ever woken up past noon on a Sunday and not regretted sleeping in?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you put a healthy puppy to sleep if you knew it would never be adopted?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If you KNEW you would never be caught, would you rob a bank.

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you take your significant other to a public restaurant in order to break up with them (because you knew that way they wouldn't cause a scene)?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you steal if you were hungry?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If you had an STD and you had the opportunity to hook up with a really HOTT stranger, but knew that if you told them about your STD that nothing would happen... do you not tell them?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If you had an opportunity to go back to the 1960's in order to embrace the sexual lifestyle, would you?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Do you regularly evaluate your moral upbringing or judge your parent's beliefs?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Do you think that using/objectifying a specific sex in a beauty/bathing suit/wet t-shirt contest for a fundraiser is acceptable?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Have you ever made a New Year's resolution to attend church more often?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Do you believe in capital punishment as an acceptable sentence for a single murder?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If a man forces sex on his wife, should that not be considered rape?

(Yes=not rape)

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Gauging your topics of conversations, do you talk more about sex than you do current events?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Do you fib about how much you spend on things you buy?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you buy a 'mutual' present for someone knowing that you liked it more than they would?

(Like buying a larger TV for your wife for Christmas even though you'd use it more than she would)

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

Would you embezzle exorbitant amounts of money from your company if you knew you couldn't be caught because you were in charge of accounting?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If you saw one of the nicest people in your neighborhood beat their child, would you give the neighbor the benefit of the doubt and ignore it?

Answer Out Loud Individually
(If whole group does not answer within 3 minutes, go back 4 spaces, draw a new card)

If a nude beach opened in your home town, would you rather look from afar than strip down to get on the beach?

Uncontrollable Instance

Lose your job. Lose next turn.

Uncontrollable Instance

Your dog died. Lose next turn.

Uncontrollable Instance

Your boss reprimands you. Go back three spaces.
(Do not draw a new card)

Uncontrollable Instance

You've gotten caught stealing!! If this were Monopoly, you would "Go to Jail", instead go back seven spaces.
(Do not draw a new card)

Uncontrollable Instance

Rescue a puppy from a drain. Go forward two spaces and draw a new card.

Uncontrollable Instance

Identity Crisis.
Go back to START.

Uncontrollable Instance

You have a night out with friends. Go forward three spaces.
(Do not draw a new card)

Uncontrollable Instance

Find a wallet and return it with all the money still inside. Go forward two spaces.
(Do not draw a new card)

Uncontrollable Instance

Your income taxes have gone up. Go back four spaces and draw a new card.

Uncontrollable Instance

You've witnessed domestic violence and didn't say anything. Go back six spaces.
(Do not draw a new card)

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you prefer receiving from people rather
than giving to them?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you feel a strong desire/pressure to fit in?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you distinguish between people that are
your friends and people that are your
acquaintances?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do the perceived perfections of famous people
make you feel worse about yourself?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you ever envy people who have many
frivolous friendships or relationships?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you rather have a lot of casual friends
as opposed to a few close ones?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you dwell on arguments or events that
happened years ago?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

After a quarrel, are you the first to try and
reconcile?
(Because you can't stand
people being mad at you)

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you feel better about yourself when you
hang around people less cool than you?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you secretly hate the flaws one of your best
friends may have?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Is it true that love is a once in a lifetime
chance and friends are there forever?
(And therefore it's okay to blow off a friend for
a potential love interest)

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you think that your friends should have a
certain responsibility for caring about your
feelings and thoughts?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you expect your best friend to do
something they know is wrong in order to help
you out of a sticky situation?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you find it hard to leave a friendship behind
once it is obvious that it has failed?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you still go out of your way for a friend,
knowing they would not do the same for you?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Can you be close friends with someone you
can't really trust?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you hold a grudge long after someone has
hurt you?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you feel bad about asking your friends for
favors?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Have you ever wanted to be someone's friend
just because they were attractive or popular?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you expect a friend to act differently
after you'd given them your expert advice on
the situation?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you consider taking revenge in a
passive/aggressive manner on a backstabbing
friend?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do compliments from your friends mean more
to you than compliments from strangers?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you expect your friends to help you no
matter what the situation?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Is popularity and appearance a priority in your
life?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you find yourself saying, "I'm not supposed
to tell you this, but..." More often than you
would like to admit?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Does the idea of taking your parents out in a
public setting make you nervous?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Are there aspects of your life that you hope
your family never finds out about?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you purposefully change your actions so
your family will continue thinking of you in a
certain manner?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you trade one of your current living
family members for a new one?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you go out of your way to help one of your
casual friends, even if it would create serious
conflicts in your life?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you be embarrassed if a member of
your family ordered filet mignon with ketchup
while at a very fancy restaurant?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

When asked to visit your senile grandparent,
do you wonder why you should even go since
they won't remember it anyway?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you never be able to put your mother or
father in a nursing home because of guilt?
(It doesn't matter how nice it is)

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Are you an entirely different person around
your family than you are around your friends?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you begin acting like a child again when
you visit your family because it's what's
expected?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Does it matter what your family thinks of your
financial ability?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

While borrowing your grandmother's car with a
handicapped sticker...

Would you still park in a regular parking spot?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Are you embarrassed to introduce your friends
to your family or vice versa?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Are you offended when someone tells you that
you are just like one of your parents?

Answer Out Loud Individually
(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you lie to your friends about something
to spare their feelings?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you ever date one of your friends' exes?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you hate seeing happy couples when you're
single?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Would you ever be able to "cut someone out of
your life" even if they used to be the more
important person in the world to you?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Is the statement "you always hurt the ones you
love" true?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

If the statement "ignorance is bliss" were
actually true, would you wish to be ignorant?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Have you ever forgotten to thank someone
after they went out of their way to help you?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you take your parents' love, support, and
the things they do for you for granted?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Have you ever forgotten an important friends'
birthday?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you hold people's past decisions against
them?

Answer Out Loud Individually

(If entire group does not answer in 4 minutes,
go back 5 spaces, do not draw a new card)

Do you believe that beautiful or intelligent
people should be superior?

Uncontrollable Instance

You skipped out on jury duty. "Skip" out on your next turn.

Uncontrollable Instance

A rumor is spread about you. Lose a turn.

Uncontrollable Instance

You've been feeling over-confident lately. Draw another card.

Uncontrollable Instance

You're pregnant. If you are married, go forward 9 spaces. If you are not, go back 9 spaces.
(Do not draw a new card)

Uncontrollable Instance

On your next turn, choose another team to role for you and multiply by two.

Uncontrollable Instance

Change jobs.
Exchange one of your coworkers (teammates) for someone else's.

Uncontrollable Instance

You've overheard a negative comment about yourself. Go back three spaces.
(Do not draw a new card)

Uncontrollable Instance

You helped out a stranger today. Go forward two spaces.
(Do not draw a new card)

Uncontrollable Instance

You adopted a new pet. Go forward one space.
(Do not draw a new card)

Uncontrollable Instance

Your grandmother took you out of her will. Go back six spaces.
(Do not draw a new card)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Your friends would describe you as being more logical than emotional.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to get a birthday card that is clever and thought provoking over sentimental or emotional.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You analyze questions people ask you rather than answer with your gut feeling.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to be in an active and fast-paced job.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You tend to be unbiased in situations even if it might endanger your good relationship with someone.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

In relationships you tend to expect your partner to know you love them without having to say it all the time.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It is more important to you to have power over self-esteem.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

If there is a chance someone's feelings will be hurt by you telling them the truth you will tell them the truth anyway.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer having a close circle of friends over a wide variety of acquaintances.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not usually feel involved with characters in movies or TV soaps.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You tend to trust reason over your feelings.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to spend your leisure time with a small group over actively socializing with a group of people, attending parties, or shopping.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are a person somewhat reserved and distant in communication.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It is hard for you to "open up to people."

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You care more about efficiency than people's feelings.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Objective criticism is always useful in any activity.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Your actions are not frequently influenced by your emotions.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You have good control over your emotions.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not help other people without expecting something in return.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

People would not characterize you as a generous or heartfelt person.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not frequently or easily express your feelings and emotions.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not usually get involved in social life at a new workplace.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer a few meaningful interactions each day over speaking with many people and forming new friendships each day.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are not strongly touched by the stories about other people's problems.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You think that most anything can be analyzed.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You easily see the general principle behind specific occurrences.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not usually sympathize with others about their problems.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not easily empathize with the concerns of others.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You often prefer to read a book over going to a party where you do not know many people.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not usually feel at ease in a crowd.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You find it difficult to always talk about your feelings.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are not easily affected by strong emotions.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It is not easy for you to communicate in social situations.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You feel the need to acquire knowledge and understand over new topics.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It is not very important to you to express yourself in a unique and authentic way.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not understand why others have the need to always talk about their emotions.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to have a relationship that is self-maintained so that you can focus on other important aspects in your life.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not willingly involve yourself in matters which engage your sympathies.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You value your intellect and capabilities above most else.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You get irritated when other people ask stupid questions.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When someone else is talking, you listen for the facts and information.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When someone else is talking, you take what they are saying at face value and do not usually read between the lines.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You have an aptitude for critique and problem-solving.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You need explanations, answers, and evidence before making an important decision.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

At work, you are a conceptual and independent thinker and do not take co-workers feelings into account when solving a problem in the workplace.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to keep your personal life to yourself.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When someone else is talking, you do not usually notice or remember facial expressions or body language.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are not concerned about the overall connection or harmony of a group and more concerned about their productivity.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

If a group is working on something that you do not feel is productive or useful you do not feel the need to participate.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When in a group, your usual role is not the encourager or supporter.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

At work, you do not have a strong desire to influence others so that they can lead more significant lives.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are not usually adept at motivating or interacting with others.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You value intelligence, insight, and innovation more than you value kindness, empathy, and adaptability.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You may have been accused of "not caring about others, being mad, unfeeling, eccentric/weird, or over-analytical in the past.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You would categorize yourself more as objective, logical, and analytical than as enthusiastic, warm, and communicative.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

At work, you prefer to work by yourself or in a small group to limit the need for communication with co-workers.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not excel in the arts, communications, or helping professions.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are a natural conformist, inventive, and practical more than you are a romantic, poet, or imaginative.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

If others were to criticize you they would least likely call you: wishy-washy, over emotional, pushover/doormat, nosey, "touch-feely", or unrealistically optimistic.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You would categorize yourself more as independent, competent, and a thinker than as idealistic, spiritual, or passionate.

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is there such a thing as inherent right and
wrong?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Are being good and being right the same
thing?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Are things right because God says they are or
does God tell us what is right?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

African Female Circumcision practices are
wrong. True or False.

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is it ever okay to be selfish in life?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Does it matter than Bill Clinton lied under oath?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Do you believe in the Christian God?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is it important for society that its members
help out the less fortunate?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Should you ever lie when someone on the
street asks you for money?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Does it make you feel better if you see
someone give money to a beggar?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Can someone make a decision knowing that it
is the wrong decision before they make it?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Are man's laws more important than God's
laws?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Do people use hindsight to determine if a
decision was right or wrong, or can you know if
it's right or wrong before you know the
outcome?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is a mistake still a mistake if the final outcome
is good?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is lying to someone you love wrong?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is it really wrong to judge people by their
appearance? Do we all do it anyway?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

What IS the value of human life?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Are some individuals worth more than others?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Do all people deserve second chances?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Could someone ever do something to you that
you could not forgive them for?

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

What is the point of keeping someone on life support if they will never regain consciousness?

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

Should prescription medication cost as much as it does?

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

If idol worship is a sin then should all of America be damned for its' hero-worship?
(think of tabloids)

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

Should stem cell research continue in America?

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

Is manipulating someone to do something nice for someone else still bad?

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

Is America more racist or more sexist?

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

If there is freedom of speech, why are diversity and respect so preached?

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

Is there really separation of church and state in the American Government?

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

Should a woman be allowed to choose whether or not she has an abortion?
(What if the baby is a danger to her life?)

Community Decision

(If decision cannot be made, go back 7 spaces and do not draw another card on this turn)

Since there are so many screenings and tests done for blood matching and diseases now, should homosexuals be allowed to give blood?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Should someone receive the sentence of capital
punishment for taking another person's life?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Do you support a president in a war endeavor
even if you believe the cause to be wrong?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Could cheating on someone ever be justified?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Would lying under oath be considered justified
if you were blackmailed to do it?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is there anything inherently wrong with
polygamy?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Should people in pain be allowed to end their
own suffering by death?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Should the taking of one's own life be illegal?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

If someone else does greater good for society
than you do, would it be correct to assume
that you should sacrifice yourself for them to
live if needed?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is the homeless man on the street who
occasionally steals money for food still a thief?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is the separation of church and state real in
the U.S.?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

If the war is not a holy war, then is murder on
the battlefield still a sin?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

How are men and women inherently different?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Are human beings superior life-forms or are
they just at the top of the food chain?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is democracy always the best form of
government? What are some problems you
could face?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is it your civic responsibility to help others in
need when you can?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

If you don't believe in God and thus swearing
on the Bible is meaningless to you, should
something else be used?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Is the statement "more is always better"
usually true?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

Should the people with the money, knowledge,
and power make all the rules?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

If the only way you could survive financially
was to get married, is it wrong to marry
someone you don't love?

Community Decision
(If decision cannot be made, go back 7 spaces
and do not draw another card on this turn)

If disease and heart attacks are nature's way
of telling you to die, why do Americans live so
long and is this right?

Uncontrollable Instance

Take your senile neighbor to the hospital after he falls down and breaks a hip. Go forward four spaces.
(Do not draw a new card)

Uncontrollable Instance

You've graduated from college. Go forward six spaces and draw a new card.

Uncontrollable Instance

You get elected to the House of Representatives. Go forward five spaces.
(Do not draw a new card)

Uncontrollable Instance

Do a good deed. Choose an opposing team to get an immediate bonus roll (an extra free turn).

Uncontrollable Instance

Easy Answer Card.

This card is used as a one-time right answer for when your team cannot answer a community question.
(To use this card, declare you are using your easy answer, place it back in the deck, and team has no negative effects for not being able to answer the community question.)

Uncontrollable Instance

Income tax refund! Go forward three spaces and draw a new card.

Uncontrollable Instance

Calvin was right and you are damned to Hell. Go back to START.

Uncontrollable Instance

Your vote actually counts. You get a free bonus roll. (Roll the dice, move that many spaces forward and draw the color coordinating card)

Uncontrollable Instance

You and your boss have been caught canoodling in the office. Go back three spaces.
(Do not draw a new card)

Uncontrollable Instance

Easy Answer Card.

This card is used as a one-time right answer for when your team cannot answer a community question.
(To use this card, declare you are using your easy answer, place it back in the deck, and team has no negative effects for not being able to answer the community question.)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Others would consider you an extrovert.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Have you ever gone out to eat by yourself?

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Do you need interaction with others daily to feel complete?

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Do you prefer going to a party over staying home alone or with a small group?

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Do you prefer using the phone to chatting online?

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You would consider yourself an extrovert.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Would/Do you feel lonely living by yourself?

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Are you usually the person that makes an effort to stay in touch with friends?

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Do you usually coordinate activities for your friends?

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Do you feel lonely eating alone at home?

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You don't need time away or time alone to feel whole.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

When visiting your parents you think about the other people you could be spending time with instead.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You don't usually like quiet restaurants.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You would not choose to have a party with only the people you know really well invited.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

When inviting people to parties you make the invitations out "guests welcome."

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You would be able to sleep comfortably sharing a common sleeping area with someone you didn't know.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You prefer going out with friends to spending a night at home.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

When choosing a place to eat out you usually choose a noisy, upbeat place.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

The perfect birthday party for you would be a large gathering of friends and lots of fun.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You like large, loud social events.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You enjoy loud concerts.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Silences bother you.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When watching the television, you turn up the volume rather loud.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not have a defined sense of space.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer hugging over shaking hands.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

During free time you like spending time with others.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not choose to ever be alone.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You would not choose to be alone for your periods of free time.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

People might call you "touchy-feely."

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You like giving and receiving hugs.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You usually prefer working in a team or group.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

In school you preferred group activities.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You like doing projects with other people.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

At work you prefer not to work on tasks alone.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

If your job required you to be alone for extended periods of time you would not enjoy that.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You don't like individual projects.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

In school your favorite assignments involved team work.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You're able to let other people do things for you.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

At work you like working on projects with coworkers.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You prefer a fun, loud atmosphere at work.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

At parties you like to stay as long as possible.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not have many friends who are wallflowers.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Your idea of a perfect date is going someplace fun and exciting.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When you have a problem you like to discuss it with others.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You sometimes find yourself "saying too much."

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You like the bar atmosphere.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You like being around people who are loud, crazy, and fun.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You would not choose to have a quiet serene first date.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You don't like solving problems alone.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You tend to confide in other people your problems, feelings, and emotions.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

People would no consider you a reserved person.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

At times you have found yourself dominating conversations.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You enjoy meeting new people.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Other people would say you are easy to get to know.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You wear your heart on your sleeve.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

People would not consider you a quiet person.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are usually very talkative.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You don't usually plan out responses to questions before you answer them.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Most people consider you an easy-going, fun-loving individual.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Others would say that you are an "open book."

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do people who talk big but never act on it annoy you?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should government officials be allowed social perks for their hard work?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should people ever act like they have more authority than they actually do?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should you exert your power over someone else whenever you can?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should convictions be so strong that nothing could change them?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Is stabbing someone in the back to raise your position in society wrong?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you think the government does what it wants without concern for its citizens?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should people who are "easy marks" be taken for all they're worth just because it's possible?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Is it worthwhile to be a public official?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should marijuana be legalized?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

If owning a gun were illegal, would it be wrong to keep a gun for protection if you lived in a bad neighborhood?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Should people screen their phone calls?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

When you ask for someone's advice or thoughts, do you think they should actually tell you all that they're thinking?
(even if you won't like their answer)

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Can individuals working together really affect political action?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should you trust your government?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Do you expect your government to make up for the lack of support on an individual issue if it's still for the good of the whole?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do people who wish to rule the world frighten you?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Is it rude to hang up on telemarketers?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Is it fair to expect your neighbors to do something you would not?
(like conserve energy)

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Is the education of our youth important to you?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Would you ever hide your talents to make a boss like you more?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Would you rather have your boss like you more than all of your coworkers?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Is it 'trashy' to go through another person's garbage to salvage a great piece of furniture?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you judge people who shop at Goodwill?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Would you ever hire someone unfit for a job as your subordinate if it would make you appear better at your job?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

If you had enough money to not work a day in your life, would you anyway?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you plan for tomorrow, rather than living for only today?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you believe in a healthy amount of sucking up in the workplace?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Would you stay in a job you adored if you couldn't pay your bills?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you believe that a professional image is imperative in the workplace?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you regularly run 5 or 10 minutes ahead of everyone else's schedule?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you ever spend extra time and energy on your work and projects? Even when you're off the clock?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you hate telling people "no"?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Would you ever embarrass yourself or someone else for money?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Would you take a job that you hated because it paid really great money?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

While waiting to pay for your groceries, the person ahead of you needs a couple of dollars to pay for the rest of their purchases.

Do you give it to them?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Does it irritate you when people complain about community problems but refuse to seek a solution?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

If you saw someone taking extra supplies from your workplace, would you tell someone?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you thrive under the pressure and responsibility of leading?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you constantly think of ways in which you could "do things better," either at work or in school?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you encourage others to participate in
community activities?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Do you enjoy fundraisers?
(Even if it isn't for a good cause)

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Would you allow the neighbors to chastise your
children?
(What if the neighbor were right?)

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should you regularly contribute to charity?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should you regularly volunteer for community
service activities?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Should people only be allowed to say "Happy
Holidays" because it is politically correct?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

When working on a team, is friendship one of
the least important things?

Answer Out Loud as a Community
(If decision cannot be made, go back 3 spaces)

Are local elections important to the future of
your community?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Is it important to feel like a part of your
community?

Answer Out Loud
(If decision cannot be made, go back 3 spaces)

Are school functions important in the
development of the youth?

Uncontrollable Instance

Choose one member of your team to talk with an Irish Accent when they speak until your next turn.
(If unable to complete, lose next turn.)

Uncontrollable Instance

Choose a member on an opposing team to quack like a duck until their next turn.
(If they are unable to do so, they lose their next turn.)

Uncontrollable Instance

Choose one member of your team to sing "I'm a little teapot."
(If unable to complete, lose your next turn.)

Uncontrollable Instance

Choose one member of your team to talk like Yoda every time they speak for your next two turns.
(If unable to complete, go back four spaces.)

Uncontrollable Instance

Choose one member on an opposing team who is not allowed to talk for their next two turns.
(If unable to complete, they will need to go back three spaces.)

Uncontrollable Instance

Choose one member of your team to pat their head until your next turn.
(If unable to complete, lose next turn.)

Uncontrollable Instance

Choose a member on an opposing team that has to stay silent for their next two turns.
(If unable to complete, they will need to go back six spaces.)

Uncontrollable Instance

Choose one member of your team to speak with a British accent whenever they talk for your next two turns.
(If unable to complete, go back three spaces.)

Uncontrollable Instance

Choose a member on an opposing team to whisper for their next two turns.
(If unable to complete, they will need to go back six spaces.)

Uncontrollable Instance

Choose only one member on your team who is allowed to talk (all other members silent) for your next two turns.
(If unable to complete, go back six spaces.)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are almost never late for appointments or deadlines.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are more interested in the details of how to solve a problem than in the general idea of what needs to be done.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It is in your nature to assume responsibility.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to think about your options rather than act immediately.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You usually plan your actions in advance.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are almost never the first to react to a sudden event.
(Ex. Telephone ringing, unexpected question, game trivia.)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Strict observance of the established rules is likely to predict a good outcome.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You believe the best decision is one that cannot be changed.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are inclined to rely more on careful planning than on improvisation.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not highly enjoy doing improvisation acting.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You know how to put every minute of your time to good purpose.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You like to keep a check on how things are progressing.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When you study you prefer to have a set schedule or guideline of what you need to get done.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do your absolute best to complete a task on time.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You have good control over your desires and temptations.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You often take longer than others to do the same job because you put more effort and work in it.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Deadlines seem to you to be of absolute, rather than relative importance.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to isolate yourself from outside noises.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You take pleasure in putting things in order.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You try to stand firmly by your principles.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not have a great thirst for excitement or adventure.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are consistent in your habits.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You feel highly uncomfortable in an untidy environment.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer your tasks to be clearly defined with a list of expectations.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When you make plans with someone you intend to keep them.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer a steady lifestyle where your day's events could be predicted in advance.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer meeting in small groups to interaction with lots of people.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Your work area is usually neat and orderly.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When making plans with people you prefer having specific plans than a general guideline.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are generally not opportunistic.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When you travel you prefer to have a preplanned itinerary than figuring out what to do when you get there.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

In a work environment you prefer to have a set routine to change and variety.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are usually ten minutes early for meetings.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do most things with a plan in mind rather than on the spur of the moment.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It frustrates you when others do not keep the agenda in mind during meetings.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You think rules are there to be followed.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Even when everyone else is breaking a rule it is difficult for you to break it also.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When it comes to intimacy in a relationship you think details are too private to discuss openly with others.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It annoys you when friends make plans with you and then cancel without notice.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to get things done quickly, sticking to the agenda than goofing off and having fun while doing the work.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When working on a group project you usually take the lead because others are not as task oriented as you.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You judge many things as being "right" or "wrong."

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are usually conscientious about being politically correct.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not the have a flair for recognizing and seizing opportunities.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

At work, you provide stability and can maintain organization.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It annoys you when you show up at a meeting or event and there is not a schedule.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

In relationships, you find planned out dates more preferable to "let's just hang out."

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It annoys you when you are interrupted.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You feel the need to be responsible, useful, and belong in a group.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not need fun, variety, or excitement to feel fulfilled.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Your ability to handle details and to work harder than others makes you the backbone of many projects.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are not a natural performer.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are naturally a preserver, a good citizen, and helpful to others.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not feel natural with tools, performing, or competing.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are very risk averse.
(Avoider of Risk)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You believe that work comes before play, even if you must work extra time to finish a job.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You value and implement structure, consistency, and closure in most facets of life.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not value skill, resourcefulness, or options as high as you value structure and consistency in life.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Others may have possibly called you: rigid, bossy/controlling, uncompromising, judgmental, boring, or opinionated in the past.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

If people were critical of you, the last things they would call you would be: flaky, taking advantage of others, not being serious about things, rude, unprepared, or irresponsible.

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

When working in an unfocused group you take the time to discuss the problems people are having with each other even if it moves you much closer to the deadline without progress.

(B=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You go shopping because it makes you feel good even if you don't have a practical reason to go.

(B=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

In romantic relationships you look for your soul-mate rather than look for a potential spouse.

(B=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You prefer romantic comedies over action thrillers as a general rule.

(B=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

In relationships it's more important to have emotional bonding than to have physical intimacy.

(B=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

When greeting others you prefer to give hugs than to shake hands.

(B=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You learn things better when they are told in story format over the presentation of facts.

(B=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You think it's more important to make others happy than to follow the rules.

(B=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You prefer dealing with people related issues over task related ones.

(B=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

When someone has done something to bother you it is more important to make peace than to confront them.

(B=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You would prefer others to see you as a team player than as the star of the team.
(B=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When a friend is down it is better to cheer them up by having them talk about their feelings than to "go out and have a good time."
(B=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You are more likely to have many projects going at once than to do one project at a time.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You would prefer others to see you as a creative problem solver over being a realistic decision maker.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer having an intelligent companion over having a practical mate when it comes to serious relationships.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

Your contribution to others is through inspiration rather than entertainment.
(B=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You often think about future projects and goals than the immediate task at hand.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer looking for new solutions than just using what has worked in the past.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

It is more important at work for you to be mentally stimulated than to have predictable situations.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You question authority more often than you assume it is right.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

If something can be improved or fixed you are the first to realize it.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You like being the one to make the important decisions.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You do not give your heart away easily.
(A=True, D=False)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When you are attracted to someone you stop to analyze the person before deciding whether they would be good for you or not.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When making a decision you usually think about everything involved before deciding.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You like fixing things up, remodeling, working with your hands.
(D=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

In school you learn things easier by reading it than by doing it.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When dealing with others you tend to act more like their teacher rather than their playmate.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to spend time with someone who makes you think over someone who is just fun to be with.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to work with your mind over using your hands.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

When it comes to homework, you need peace and quiet in order to work.

(C=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You don't pretend to like someone if you really don't like them.

(A=Yes, B=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You get pleasure from spending time alone.

(A=Yes, B=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You prefer to spend leisure time alone or relaxing in a peaceful family atmosphere.

(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You put a lot of stock in how you feel about something as to what you decide.

(B=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You do not like small talk or chit chat.

(A=Yes, B=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You easily perceive various ways in which events could develop.

(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

As a rule, current preoccupations worry you more than do your future plans.

(D=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You are more comfortable sticking to conventional, tried ways..

(C=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

Your decisions are usually based on feelings of the moment than on careful planning.

(D=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You often contemplate how things can be improved.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You consider the scientific approach to be the best.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

When solving a problem you would rather follow a familiar approach than to solve it a new way.
(C=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

The process of solving a problem is more important than the solution itself.
(C=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You learn best by doing with your hands.
(D=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You often think about the possible sequence of events when considering a situation in life.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You pay more attention to the now than the possible future.
(D=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You prefer to be outside the center of a party.
(B=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You easily comprehend new theoretical principles without extreme effort.
(A=Yes, O=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker
(If unable to answer, go back 4 spaces, no new card)

You avoid being bound by obligations.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You enjoy being at the center of attention.
(C=Yes, B=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You rely on your experiences more than on theory.
(C=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You value justice higher than mercy.
(C=Yes, B=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

After a prolonged period of socializing you feel the need to be alone or get away.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You often think about humankind and its future.

(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You are more inclined to experiment than to follow familiar approaches.
(A=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You find it difficult to speak loudly at times.
(B=Yes, C=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

You get bored if you have to read theoretical books.
(D=Yes, A=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

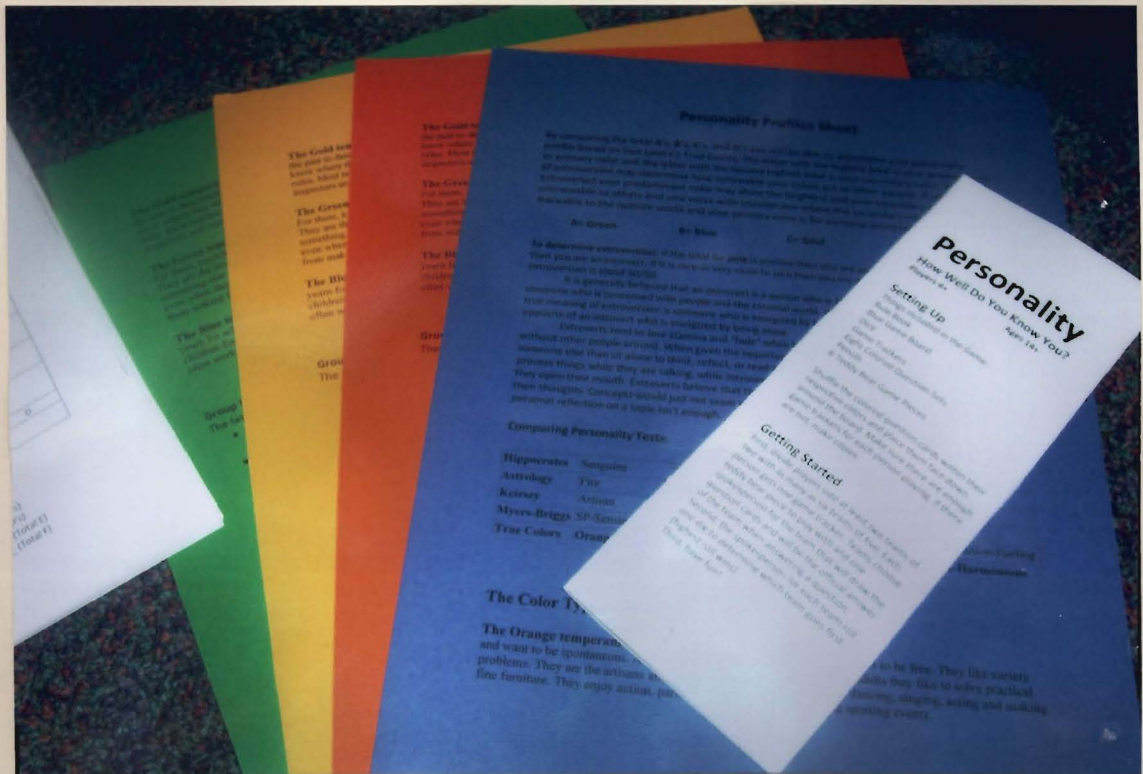
You often contemplate about the complexity of life.
(A=Yes, D=No)

Each Person: Copy Answer Down in the Corresponding Spot on Game Tracker

(If unable to answer, go back 4 spaces, no new card)

It's difficult to get you excited.

(A=Yes, D=No)





**Personality Game Tracker
(Individual Score Sheet)**

Mark with Tallies for Each Answer

Total= #Yes - (#No=#Undecided)	Yes	No	Unable to Decide	
Yellow Total= _____				
White Total= _____				
Purple Total= _____				
Blue Total= _____				
Pink Total= _____				
Orange				
Red				
	A	B	C	D
Green				

Totals:

_____ (#A's) + _____ (#Red Yes's) = _____ (Total A's)
 _____ (#B's) + _____ (#Red No's) = _____ (Total B's)
 _____ (#C's) + _____ (#Orange Yes's) = _____ (Total C's)
 _____ (#D's) + _____ (#Orange No's) = _____ (Total D's)
 _____ (White Total) + _____ (Yellow Total) = _____ (Total E)
 _____ (Purple Total) + _____ (Blue Total) = _____ (Total F)

