

## Julie, the Hostess

Sober		Drunk	
Parent	3 dice	Parent	2 dice
Adult	2 dice	Adult	1 die
Child	1 die	Child	3 dice
Happiness	12	Black Marks	
Courage	6	X X X	
Capacity	8		

### Special Powers – Food, Valium

You are in charge of the food. At the start of each course, you may pick up to two people and add an extra serving of food to their plate. This means that they will have to eat more and talk less. You can leave your food uneaten, because “cooking stops me feeling hungry.” At any time during the Starter and Main Course, you may Excuse yourself to the kitchen to “check on things”. If things get really bad, there’s some Valium in the top drawer: take it to gain +6 Happiness, +3 Courage, but from now on discard any 6’s you roll in a conflict.

### Hangup - Body

You are obsessed with your looks. Gain 1 Happiness (in addition to any other benefit) whenever someone gives you Praise for your appearance or Snipes at the appearance of another woman. Lose 1 Happiness whenever someone Praises another woman for their appearance. If someone criticizes your appearance, lose an extra 2 Happiness, but gain 2 Courage.

### Issue - Age

You’re not as young as you look, and much older than you pretend to be. You wish that Bob was more fun to be with, and that life wasn’t such a struggle. In other words, you wish you were both ten years younger again. You need 20 Courage to confront this issue (25 if you took the Valium).

### Games

**He Doesn’t Try Hard Enough** – You can only play this game while Bob is Eating. Explain to the other speaking guests how Bob could do much better for himself, if only he put a bit more effort into it. You gain 2 Happiness and Bob loses 2 Happiness. Each speaker must then agree or disagree with you. For each person that agrees, you gain 1 Courage and Bob loses 1 Happiness. For each person that disagrees, Bob Gains 1 Courage and you lose 1 Happiness. This game does not allow Eating players to Speak.

**Tease** – Spend 1 Courage to target a male guest (not Bob) and act suggestively towards them. Roll your Child vs. their Parent. If you win, gain 2 Happiness and 2 Courage. If you win, they must also roll their own Child vs. their Parent: if their Child score is higher, they gain 2 Happiness, but if their Parent score is higher, they lose 2 Happiness.

**Hostess** – Once each course, you may ask each guest in turn (not Bob) whether they are enjoying themselves. For each guest that answer’s “yes”, gain 1 Happiness. If all guests answer “yes”, gain 2 Courage. Any guest that answers “no” has just committed a Faux Pas. This game does target guests who are Eating, and they can now Speak.

## Bob, the Host

Sober		Drunk	
Parent	1 die	Parent	2 dice
Adult	2 dice	Adult	2 dice
Child	3 dice	Child	2 dice
Happiness	8	Black Marks	
Courage	8	X X X	
Capacity	10		

### Special Powers – Wine, Eviction

You are in charge of the wine. You choose when to fill each player's glass (but you must fill their glass between courses). If you fill your own glass, you must offer to fill everyone else's. When it's your turn, you can also encourage another player to "drink up". Roll your Child against their Parent, if you win, they must drink at least 1 measure of Wine.

You also get to decide whether or not a guest with 3 Black Marks gets evicted from play.

### Hangup - Wealth

You are driven by the need to obtain the "good things" in life for yourself and your wife. Gain 1 Happiness (in addition to any other benefit) whenever someone gives you Praise for the quality of your lifestyle (house, car, clothes, record player etc) or for your success (new job). If someone criticises your quality of life, lose 2 Happiness, but gain 2 Courage.

### Issue - Debt

You're broke. Your great paying new job isn't that great, but you were laid off from the last one (you have kept this a secret from everyone but Julie.) You're sick of having to spend money just to "fit in" and you are furious with your wife's refusal to economize. You got a letter from the bank this morning: they are calling in your overdraft. It will take you 25 Courage to address this Issue, good luck!

### Games

**Henpecked** – You may play this game even when it isn't your turn. If Julie ever asks you to do something, or criticises you in anyway, then you can say "Yes, dear", gain 1 Courage and force Julie to lose 1 Happiness. This doesn't change the result of any challenge. You also gain an additional point of Courage whenever you defeat Julie in any challenge.

**Look At This** – When it's your turn, show off something you own or have bought for Julie. Make sure you mention how much it cost. Ask a guest (not Julie) what they think of it. They can congratulate you on your good taste and fortune (Gain 4 Happiness) or spend 2 Courage to tell you what they really think of it (you lose 4 Happiness, but gain 2 Courage). This replaces the usual gains and losses for your Hangup. You may play this game once per course only.

## Terry, the neighbour

Sober		Drunk	
Parent	1 die	Parent	3 dice
Adult	2 dice	Adult	1 die
Child	3 dice	Child	2 dice
Happiness	8	Black Marks	
Courage	12	X X X	
Capacity	12		

### Special Powers – Bully

You are physically intimidating, and use this to your advantage. You may spend 1 Courage to add 2 dice to your total in any challenge, but this counts as a Faux Pas, in addition to any other rules for the challenge.

### Hangup - Strength

You're the strongest man here, and you expect to be treated with respect. Gain 1 Happiness (in addition to any other benefit) if anyone complements you on your physical or mental toughness. You also gain an additional 1 Happiness if you win any challenge, but you lose an additional 1 Happiness if you lose a challenge.

### Issue – Sex and Violence

Susan won't sleep with you any more, not since you hit her four weeks ago. You're permanently angry with her, but deep down you know that you were wrong and you need to ask her forgiveness. But it will cost you 30 Courage to get on your knees and beg.

### Games

**Poor Susan** – When it's your turn, criticise or humiliate Susan in front of the other guests (even if she's eating.) Include the phrase "poor Susan, it's not her fault" somewhere. Susan loses 3 Happiness. This is a Faux Pas, but if no-one Accuses you, you gain 3 Courage for getting away with it.

**Hard Man** – on your turn tell a story about how tough you are. Each other speaker must laugh (you gain 1 Happiness for each person who laughs) or spend 1 Courage (you lose 1 Happiness for each person who doesn't.) If everyone laughs, you also gain 1 Courage for each person who laughed. Susan will not laugh, and doesn't have to spend Courage.

**Letch** – Target one of the female guests (not Susan) and ogle them. Gain 2 Happiness, but roll your Child vs their Parent; if you lose then you have committed a Faux Pas. (Note: this game triggers the Hostess' Hangup, don't forget to tell her this.)

## Susan, the Neighbour

Sober		Drunk	
Parent	2 dice	Parent	1 die
Adult	3 dice	Adult	2 dice
Child	2 dice	Child	2 dice
Happiness	6	Black Marks	
Courage	6	X X X	
Capacity	10		

### Special Powers – Martyr, Conversation Killer

You are used to suffering – you live with Terry, after all. If anyone causes you to lose Happiness, you can try and make them feel guilty. Roll 2 dice to their 1: if you win, you gain 1 Happiness and they lose 1 Happiness. If you lose, lose 1 Courage.

You lose one die in any conflict with Terry, but if you win you gain 2 Courage in addition to any other benefits.

Once (and once only), you can say something so inane that all conversation must cease: the turn ends and all characters must Eat during their next turn. This counts as an Interrupt (but does not cost Courage) and the current action is cancelled.

### Hangup - Personality

Your belief in your own decency is all you have left to cling to. Gain 1 Happiness whenever you Praise another person, or if someone supports you in a conflict. Lose 1 Happiness if you Snipe or Slander someone.

### Issue - Love

You don't love Terry anymore. It's not just because he hit you – he doesn't respect you, and you no longer feel anything for him except a creeping sadness. However, you're terrified of what 'll do if he leaves you. It will cost you 25 Courage to confront him.

### Games

**Mummy** – When it's your turn, tell the other guests that Terry may act like a hard man, but he's just a lovely boy really, like the son you never had. This costs 2 Courage, roll all three of your stats. If your Parent stat is highest, gain 3 Happiness; if your Adult stat is highest, gain 4 Courage. If your Child stat is highest, gain nothing. Whatever happens, Terry loses 3 Happiness and must empty his glass unless he rolls 5+ on his Adult stat.

**Stupid** – When it's your turn, make out how you're not really as clever/pretty/interesting as the other guests. This counts as a Fish manoeuvre against all the guests who are speaking this round: use the same Child roll to challenge each character's Adult. You can only lose a maximum of 1 Happiness, but can gain Happiness for each time you win. You may only play this game once per course.

## Arthur, the Boss

Sober		Drunk	
Parent	3 dice	Parent	2 dice
Adult	3 dice	Adult	2 die
Child	1 die	Child	2 dice
Happiness	10	Black Marks	
Courage	10	X X X	
Capacity	10		

### Special Powers – Position of Power

You are a powerful member of the community and people don't like to cross you. Any character (except Delia) must pay an additional point of Courage to Interrupt you, or take any action that might reduce your Happiness. The Host must pay two additional points of Courage instead of one.

### Hangup - Brains

You are convinced of your own intellectual superiority. Gain an extra point of Happiness if anyone Praises your wit. You also gain an additional point of Happiness if you roll the highest total during any Small Talk action.

### Issue - Respect

People are nice to you in front of your face, but you know they laugh at you behind your back. At least your wife does it to your face. Why can't they just treat you like other people? You only got an invite to this party because you're the Host's boss, and it rankles. It will cost you 25 Courage to up and say it though.

### Games

**Sweetheart** – When it's your turn, you can Snipe at Delia while using a term of endearment. "That dress you're wearing tonight is awful. Isn't that right, sweetheart?" Delia loses 2 Happiness out of sheer frustration, and you gain 1 Happiness. It is now Delia's turn.

**Gentleman** – You can Take Sides and support any female speaker (even Delia) in a condescending way. Roll your Parent vs their Child; if you win, they must pay your Courage cost for supporting them. You still gain 1 Happiness if they win. You can play this game during someone else's turn.

**Trivia** – On your turn you can initiate a Trivia action. This is like Small Talk, except you are attempting to show off your knowledge rather than make conversation. Each other speaker must roll their Adult dice and score 6 just to keep up with the conversation. If they do not keep up, they lose a point of Happiness. If no-one can keep up with you, score 2 Courage and 2 Happiness. Playing this game more than once in a course is a Faux Pas, you pompous windbag.

## Delia, the Boss' Wife

Sober		Drunk	
Parent	3 dice	Parent	3 dice
Adult	2 dice	Adult	2 dice
Child	1 die	Child	1 dice
Happiness	14	Black Marks	
Courage	8	X X X	
Capacity	8		

### Special Powers – Hauteur

Whenever any character commits a Faux Pas, you may give them a frosty stare. Roll your Parent against their child. If you win, they lose a point of Courage, and you gain 1 Happiness.

### Hangup - Class

You are socially superior to everyone here (including your husband), make sure they all know it. Gain 1 Happiness whenever anyone Praises your refinement. Gain 2 Courage if anyone else gains a Black Mark.

During any Small Talk action, you may dismiss the topic as being beneath your dignity. Gain 1 Happiness, and all other participants deduct 1 from their roll in the Small Talk challenge. (This power does not affect Arthur's Trivia power.)

### Issue - Passion

You're so repressed, even getting drunk doesn't make you any less starchy. But within that frosty exterior beats a heart filled with passion. Arthur wouldn't be able to handle the real you, no-one could, not even yourself. It will cost you 30 Courage to come out of your shell and set the world ablaze with your inner fire.

### Games

**Blemish** – whenever Arthur wins Happiness, you may point out one of his faults and reduce his gain by one point. Both of you must also roll your Parent dice, whichever of you has the best score may steal a point of Courage from the other.

**I Know** – If someone Praises you (including if you successfully Fish for praise), you can play this game in return. Make it clear that you already know how great you are and you don't need their good opinion. You gain an additional point of Happiness, and the person who praised you loses 1 Happiness. However, this is a Faux Pas.

**Connoisseur** – choose a target (not Arthur), point out something they are wearing, or something they own, and compare it unfavourably to something else. "That's a lovely painting. Of course, it's not an Old Master, but it's still very pretty." Roll your Parent against their Adult. If you win, gain 1 Courage and they lose 1 Happiness. If you lose, you must lose 2 Happiness.

## Fran, the Mysterious Woman

Sober		Drunk	
Parent	2 dice	Parent	1 die
Adult	3 dice	Adult	2 dice
Child	2 dice	Child	3 dice
Happiness	6	Black Marks	
Courage	10	X X X	
Capacity	12		

### Special Powers – Secrets

You know someone's dirty secret (use their Issue or make something up – it's true). Choose one other character (not George), whom you may confront privately during *Aperitifs*. Tell them that you know their secret and they had better be nice to you. That person immediately loses half of their Happiness. At any later time, you may choose to reveal their secret. Roll your Adult against their Adult to see if the others believe you (other players may Take Sides in this conflict.) The loser leaves the game, the winner gets a Black Mark (but gains 5 Courage).

### Hangup - Mystery

You hate the idea that someone else should be able to understand how you think and feel. If anyone initiates a conflict against you and wins, lose 1 Happiness (in addition to any other effects). If they target you and lose the conflict, then you gain 1 Happiness in addition to any gains.

### Issue – Isolation

You don't have any friends. Given the way you treat people, this isn't surprising. What is surprising (to you, anyway) is that you are incredibly lonely as a result. You want nothing more than for someone to love you, or at least be a good friend. You wish you had been nicer to people, maybe you wouldn't have been this way. 30 Courage to deal with this.

### Games

**Twisting the Knife** – When it's your turn, drop a subtle hint about your victim's Secret. Roll your Parent against their Child, if you win, they lose 2 Courage and you gain 1 Courage and 1 Happiness. If you lose, they lose 1 Happiness, but they gain 2 Courage (plus any normal awards for resisting a challenge).

**Scruples** – When it's your turn, target any speaker and ask them a tough moral question. They may duck the issue but this will cost them 1 Courage. If they answer the question, you'll tell them why their answer is morally wrong (regardless of what the answer was). Roll your Adult against their Adult. If you win, gain 2 Happiness, if they win, they gain 2 Courage.

**Shrink Me** – Start a round of Small Talk, except the subject is you. Resist everyone's attempts to analyse you. Everyone rolls their Adult Dice. You gain 1 Courage for each person you beat, but lose 1 Happiness for everyone who beats you. Anyone who beats you gains 1 Courage, if your victim beats you they gain 3 Courage.

## George, the Drunken Friend

**George starts play drunk and will not sober up!**

### Drunk

Parent	1 die
Adult	1 die
Child	4 dice

**Happiness**      12  
**Courage**        12  
**Capacity**        0

### Black Marks

**X**   **X**   **X**

### Special Powers – Drfunk

You may not enter the game until after the Starter course has already begun (exactly when you turn up is up to you). You are utterly, stinking drunk when you arrive (but still capable of speaking.) You automatically get one Black Mark for arriving late and drunk, so you may as well make a dramatic entrance!

Reduce any Courage or Happiness losses you take by one. Everyone knows about your grief and is sorry for you in a condescending way. They must pay 5 Courage (instead of the usual 3) to Accuse you. Because you are a hard drinker, you must drink 2 measures of wine to gain 1 Courage, but you will not pass out or be ill, no matter how much you drink tonight.

### Hangup - Funny

You think you're a really funny guy. See the Games section to see how this works.

### Issue – Grief and Anger

Everyone knows you've been grieving since the death of your wife a few months ago. They are polite to you, they pity you and you hate them because not once have they actually done anything to help you get over your grief. So you drink to hide your pain and your anger. 25 Courage to confront this, and you're nearly halfway there.

### Games

**Funny Guy** – If it's your turn, tell a joke. Hell, if it's someone else's turn, why not interrupt them so you can tell this great joke? You can only do this if there is more than one other player speaking (you need an audience). Each player must choose to laugh sincerely, laugh insincerely, or not laugh. If they laugh sincerely, gain 1 Happiness. If they laugh insincerely, lose 2 Happiness, but gain 2 Courage. If they don't laugh, they must lose 1 Courage. If no-one laughs, you cannot tell any more jokes for the rest of the game, but you gain 3 Courage.

**Schlemiel** - "Accidentally" do something dreadful, like spill your wine, drop ash on the carpet or break something fragile. Then apologize to the Host or Hostess (or someone else if you did something to them) . If they forgive you, they lose 2 Happiness, and you gain 2 Happiness. Otherwise they must Accuse you.

**Panhandle** – You can try to hit up the Host for a drink. Roll 5 dice against his Adult. If you win, he must fill your glass. If you lose, he can deny you drink for the rest of the game.



# The Dinner Party – Rules Summary

## Basic Rules

Drinking – For each Wine Token you consume, gain 1 Courage and lose 1 Capacity. If you reach 0 Capacity you are Drunk. If you Eat or Drink when you are Drunk, roll 2 dice: if you get double 1 or double 6, you are Sick.

Conflicts – Each player in a Conflict gets the number of dice for the attribute (Parent, Adult or Child) listed in the conflict description. If you are in the conflict, you may spend 1 Courage (no more) to gain another die. If you are not in the conflict, you may spend 1 Courage to Take Sides and give one of the participants an extra die.

Each player in the conflict rolls their dice. Highest dice wins: if the highest die is tied, throw them away and compare the remaining dice. If all dice are tied, roll again.

If you win a conflict that another player initiated, gain 1 Courage.

If you Take Sides and the person you support wins, gain 1 Happiness

If you and your Companion are on different sides of the same conflict, and your side wins, you gain 1 Happiness and they *lose* 1 Happiness.

## Leaving Play

If you reach 0 Happiness or are Sick, you must leave the room until someone Consoles you (by spending 2 rounds out of play and rolling a higher Parent score than you Child score: no-one gains or loses Courage or Happiness as a result of the conflict.) If you are consoled, you may return to play with 3 Happiness. If someone fails to console you, they may not try again (but someone else can).

If you gain 3 Black Marks, the Host may Evict you. If another player gains 3 Black Marks, you may quit the game as soon as they gain their 3<sup>rd</sup> Black Mark or whenever they commit a Faux Pas subsequently. If you leave because of the actions of the Host or Hostess, add your Courage to your Happiness.

If you gain enough Courage to confront your Issue, you *must* do so. You immediately gain the initiative and cannot be interrupted or challenged for as long as you choose to speak. You may say anything you want! Once you have finished, you drop to 0 Happiness *and cannot be consoled*. This ends your involvement in the game.

## Turn Sequence

### *Aperitifs*

Each player gets a glass of sherry (2 Wine Tokens.) Characters chat amongst themselves, and may Drink whenever they wish. The Host may replace their tokens if he wishes. At the end of this round, you must Drink any tokens you still hold.

### *Starter, Main Course, Dessert*

Hostess dishes out the Food, the Host fills each players glass up to 3 Wine Tokens. Hostess gets the Conversation Token.

At the start of each round, decide who Eats and who Speaks.

If no-one speaks, the round ends.

If only one person speaks, they gain 2 Courage and the round ends.

Otherwise, the player with the Conversation token begins (if they are eating, pass the token left until someone who is Speaking gets it.)

Take actions from the rules sheet until an action ends the round. *If an action targets a player who is eating, all players can Speak for the rest of this round.*

Then decide who Eats and Speaks again.

The round ends when everyone except the Hostess has eaten.

Hostess chooses to clear the dishes on her own (gaining 2 Happiness) or with the Host (no Happiness). While the dishes are being cleared, everyone can Speak for 2 rounds. Then the next Course begins.

### *After Dinner Drinks*

There is no food, and everyone can speak in every round. Keep playing until everyone leaves or is Evicted.

# The Dinner Party – Play Aid

## What can you do on your turn?

<b>Praise</b>	Choose another speaker: they get +1 Happiness and it's their turn next.
<b>Snipe*</b>	Choose another speaker, they get -1 Happiness and it's their turn next.
<b>Small Talk</b>	All speakers may roll their Adult. Anyone who rolls 4 or more gains +1 Happiness. The player with the highest roll goes next.
<b>Blether</b>	Roll your Parent. The round will end unless another character Interrupts, or tries to stop you and rolls a higher Parent. Blethering more than once during a course is a Faux Pas.
<b>Pass</b>	Give the initiative to another person. If they Pass too, the round is over.
<b>Fish</b>	Roll your Child against another speaker's Adult. If you win, they must Praise you gain +1 Happiness and it's your turn still. If you lose, it's their turn now and you lose 1 Happiness.
<b>Slander</b>	Spend 3 Courage and take a Black Mark. Roll your Child vs another speaker's Adult. If you win, you gain 3 Happiness and the target loses 5 Happiness and gains a Black Mark. It's still your turn, bitch.
<b>Play Games</b>	You may initiate one of your character's Games or special abilities. See the rules on your character sheet for details.

\* This action is always a Faux Pas

## What can you do on someone else's turn?

<b>Interrupt*</b>	Spend 1 Courage and roll your Child vs. the acting speaker's Adult. If you win, their action is cancelled, they lose 1 Happiness, you gain 1 Happiness and it's your turn. (if more than one speakers interrupts, the highest score wins. All losing speakers lose 1 Happiness.)
<b>Accuse</b>	Spend 2 Courage and target a player who just committed a Faux Pas. Roll your Parent vs. their Child. The winner must pay the loser 3 Happiness and apologise, or gain a Black Mark. If you win, you also gain 4 Courage and it's your turn.
<b>Drink</b>	You can drink whenever you want to. Every time you remove a Wine token from your sheet, add 1 to your Courage and Reduce your Capacity by one. If your capacity reaches 0, you are <i>drunk</i> and must use the "Drunk" number of dice in any challenge. Getting drunk before the end of the Dessert course is a Faux Pas.
<b>Excuse Me</b>	Spend 1 Courage and leave the room to "wash your hands"; for each round you remain away from the table, recover 1 Capacity (up to <i>half</i> your initial value). Don't let your food go cold!
<b>Walk Out</b>	You may only take this action if one of the two bathrooms is unoccupied. If another character has 3 Black Marks, you can get your coat and go. Add half your Courage score to your Happiness, and take no further part in the meal. If you have a Companion, they must Walk Out too, or take a Black Mark.
<b>Take Sides</b>	Spend 1 Courage, and choose a character in a conflict that you are not also in. that character gains an additional die for the conflict. If they win, you gain 1 Happiness.
<b>Play Games</b>	If the rules for one of your character's games or special abilities (see your character sheet) say that you can use it during someone else's turn, go ahead.

\* This action is always a Faux Pas

## What shouldn't you do?

<b>Bolt your food</b>	If you have no Food Tokens left and all of the other players have at least two Food, this is a Faux Pas.
<b>Play with food</b>	If everyone else has no Food Tokens left and you have at least two, this is a Faux Pas. If you are the last person with food left and you Speak instead of eating, this is also a Faux Pas.
<b>Drink too fast</b>	If you are the first to empty your glass during a Course, this is a Faux Pas.
<b>Hog the conversation</b>	If you are get the initiative and have already spoken twice this round, you should Pass. If you do not, this is a Faux Pas. Blethering more than once during a course is also a Faux Pas.
<b>Hog the Bathroom</b>	Spending more than 3 rounds away from the table is a Faux Pas, unless you are the Hostess and have gone to the kitchen.
<b>Ignore anyone</b>	If you don't speak to someone at all (target them with an action) during a whole course, this is a Faux Pas.

## Small Talk Notes – Friday November 29<sup>th</sup>, 1974

### In the News

*Lord Lucan* has been missing for a month after the death of his children's nanny, Sandra Rivett.

In America, the *Watergate Trials* are still going on, with five of the Watergate Seven still in the dock. Of course, *Richard Nixon* has already resigned.

*Nick Drake* died last week, from an overdose of antidepressants.

The *Birmingham Pub Bombings* happened a couple of weeks ago, the *IRA* have claimed responsibility.

*Ronald Milhinch* has been jailed for forging the signature of Prime Minister *Harold Wilson* to help clinch a property deal. By the way, who did you vote for earlier this year? Heath or Wilson?

### On the TV

Last week's Top of the Pops: Ace, Barry White, Al Green, David Essex, Gary Glitter, Kenny, Suzi Quatro, The Goodies, can't remember the rest. Queen weren't on though.

More programmes you may have seen: *Anthony and Cleopatra*, *Born Free*, *Bagpuss*, *All Creatures Great and Small*, *It Ain't Half Hot Mum*, The last series of *Monty Python's Flying Circus* (they're doing a film next year, don't you know), *Napoleon and Love*

### At the Movies

Out this year: *Chinatown*, *The Godfather Part II*, *The Towering Inferno*, *The Great Gatsby*, *Murder on the Orient Express*, *Alice Doesn't Live Here Anymore*, *Thunderbolt and Lightfoot*.

The Great British Sex Movie industry is in full swing, with *Confessions of a Window Cleaner* and *Eskimo Nell* both out this year. *Emmanuelle* also came out. If you're feeling particularly risqué, you might like to mention last year's sensation, *Deep Throat*.

*The Man With the Golden Gun* will be out just before Christmas, will it be as good as last year's Bond, *Live and Let Die*?

### Sport

Football: Leeds United won the Football League, will Liverpool get the title back this year? Holland beat West Germany in the World Cup final, England didn't even qualify.

Cricket: The first Ashes test has just begun in Perth. Australia are winning. South Africa are still banned from international cricket because of apartheid, but there was a tour last year. Should politics get in the way of a game of cricket?

### Other Topics

Feel free to add your own, less historic, small talk topics. For example, it's nearly Christmas. Or you might want to talk about where you went on holiday, or where you want to go. Or the best way to mix a Martini.

## *Dinner Menu*

### *Starter*

*Prawn Cocktail (3)*  
*Gazpacho Soup (3)*  
*Smoked Trout Pate with Green Salad (2)*  
*Melon with Port \* (2)*

### *Main Course*

*Beef Stroganoff with Noodles (4)*  
*Spaghetti Bolognese (4)*  
*Quiche Lorraine with New Potatoes and Broccoli (3)*  
*Roast Rack of Lamb with Potatoes and Vegetables (5)*

### *Dessert*

*Apple Strudel with Ice Cream (2)*  
*Black Forest Gateau (special \*\*)*  
*Pineapple Upside-Down cake with Custard (3)*

*Followed by after-dinner Drinks and Recriminations*

At the start of the game, the Hostess must choose one item for each course of the meal. The number in brackets at the end of each dish is the Portion Size for that dish.

\* Eating this dish is the equivalent of drinking 1 measure of Wine.

\*\* If you serve this dish, ask each player how much cake they'd like (between 1-3 portions). You may then give them a serving within 1 point of what they asked for (never less than 1).