Topics

Topics are effects that you can choose to use in a turn. They can change the game quite a bit, so play with them if you want something different than normal Dinner Party.

At **Setup**, take 3 Topics and place them near the Lobby. They stay there all game and belong to no specific player.

During your turn, **before you roll to invite a Guest**, you may announce an available Topic to “talk about” with the Guest. If you do, apply the Modifier on the Topic (if any) to your roll and resolve its instructions. You can also choose not to use any Topic.

Topics (cont.)

Some instructions only happen **"if you are successful"** - do those before you trigger the Guest's Arrival Ability, if any.

Some Topics restrict which Guests you can **combine** them with. E.g. if you charmed a Guest, you cannot choose a Topic that is "Only for Lobby Guests", and after choosing "Taboos" you cannot invite the excluded Guest.

Some Topics tell you to (potentially) **discard** something. You can only choose such Topics if you already have that thing at your disposal, and you can't use it on anything else while trying to invite the Guest.