

Blue Culture

RULES

1. Time is **NOT IMPORTANT** or precisely measured.
2. Age is always respected regardless of cultural background. Always bow **BEFORE** talking with someone older than yourself. A younger person should **NEVER** ask an elder for a favor.
3. Conversation about **FAMILY** and **FRIENDS** is necessary communication. This usually takes up the first 1-2 minutes of any conversation.
4. A greeting with a **HANDSHAKE** is an acceptable way to begin a conversation.
5. Anyone anxious to shake hands **CANNOT BE TRUSTED**. Do not trade or deal with this person.
6. If you are asked a direct question, answer **YES** when you really mean **NO**.
7. **ALWAYS** talk with someone of the **OPPOSITE SEX**.

TOKENS

The object of this game is for each person to come away with at least **TWO** tokens. You are considered a success if you have a token from each culture. Collecting more than your share of tokens is **NOT** acceptable.

Orange Culture

RULES

1. Time is simply **NOT IMPORTANT** at all.
2. When talking to someone else, **LOOK** them in the eye.
3. Answer **INDIRECTLY; NEVER DIRECTLY** answer questions. It is considered impolite.
4. **NEVER** touch **RIGHT HANDS**. The right hand is reserved for sacred ceremonies or family members.
5. You find it **DIFFICULT** to make friends or act friendly at a first meeting.

TOKENS

Giving gifts is very important. **GIVE AWAY ALL** of your wealth. On the other hand, it is acceptable to receive valuable gifts.

Red Culture

RULES

1. **HIGHLY** time conscious.
2. Ask **DIRECT** questions and expect direct answers.
3. You are most comfortable during conversation when the person you are speaking with is at least an **ARM'S LENGTH** away; try to maintain this distance.
4. A greeting with a **HANDSHAKE** is an acceptable way to begin a conversation.
5. **EYE-TO-EYE CONTACT** is important during conversation. When someone you're talking with looks down or turns away, this indicates possible lying or shame. **DON'T** accept anything from this kind of person.
6. **NEVER** take anything from another person unless you are able to shake hands on the deal.

TOKENS

The object of this game is to come away with **AS MANY** tokens as possible. You are considered highly successful if you have **MANY** tokens.

Yellow Culture

RULES

1. Brunettes **CAN ONLY** start trade discussions with blondes.
2. **ALL** trade discussions happen while **STANDING**. If you do not want to trade or want to stop a trade discussion or transaction, then sit down.
3. **DO NOT TOUCH** anyone. If you are touched by someone, sit down and do not talk to them. If they continue to touch you, get up quietly and move away slowly.

TOKENS

The goal of your culture is to acquire through trade **AS MANY** blue tokens as possible. The rate of exchange is **2 YELLOW** to **1 BLUE**. Other tokens may be traded at any rate.

Green Culture

RULES

1. Time is **NOT IMPORTANT** unless the person you are with makes you feel uncomfortable.
2. When communicating with someone always maintain a **CLOSE PROXIMITY** and if possible make **PHYSICAL CONTACT** by touching on the shoulder or arm during the conversation. **NEVER** maintain **EYE-TO-EYE CONTACT**.
3. **NEVER TALK** to anyone of the **OPPOSITE SEX** unless absolutely necessary – then only for a very brief period.
4. **GIVING** something away is a sign of superiority over another person, be anxious to cooperate when it involves giving.
5. Always be the one to **INITIATE** conversation.

TOKENS

The object of this interaction is to **GIVE AWAY** your token, if possible. The person who has succeeded in giving away a token is considered successful. You may only give your token away if you have followed the rules of your culture.