

Overview:

Does your friend prefer chocolate or vanilla? Would they like the window or the aisle? Are they more afraid of snakes or spiders? These are just a few of the thought-provoking questions you'll face.

Number of players: 3-10

Setup:

Each player gets two Choice Cards (one blue, one white, each with a question mark on the back) and five cards from the shuffled deck of Topic Cards. Each player also chooses a token to represent them on the scoring track.



How to Play:

One player, called the Chooser, selects a Topic Card from their hand and reveals it. The Chooser indicates their choice with their own Choice Cards. Everyone then votes by placing one of their Choice Cards face down. Their goal is to guess the color corresponding to the side of the Topic Card they think will be selected by the Chooser.

No Bluffing:

Bluffing is not a part of this game. The Chooser must not deliberately lie when deciding on their choice since the others are trying to predict what the Chooser thinks.

Scoring:

If at least one player gets it right and at least one player gets it wrong, everyone who guessed correctly gets one point, as does the Chooser. If no one matches their answer the Chooser scores two points. If everyone guesses correctly, no one scores.

Discard & Draw:

When their turn ends, the Chooser may discard as many cards from their hand as they wish, then draw back up to five cards.

How to Win:

Each time a player gains a point, their piece is moved up one space on the scoring track. The first player to move their piece into the winner's circle is the winner. In case of a tie, continue the game with all players until a single winner emerges.

Game Design: Andrew Looney Package and Component Design: Derek Ring

Playtesters: Kristin Looney, Alison Looney, Robin Vinopal, Amber Cook, Shel West, Josh Drobina, Bonnie Brett, Wil Allyn, Jason Clayton, the Kramer-Smyth family, and the Wunderland Toast Society



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