

# HOW to PLAY



## OVERVIEW

This is a game for getting to know someone else... or for learning more about your partner!

## EQUIPMENT

You will need the Topic cards from Choose One, 8 new Answer cards (4 for each player), and a new gameboard.

## HOW TO PLAY

First, sort the 8 Answer cards and give each player a set of 4. Then shuffle the Topic cards and deal each player 3 cards. Place the new board between the players, next to the draw pile, and choose a player to go first. Each turn then has 3 phases: Question, Answer, and Discussion.

## PHASE 1: QUESTION

If it's your turn, draw a new Topic card, add it to your hand, then choose one to discuss. Place that card face up on the table between the players.

Both players decide upon their own answer as well as making their best guess as to which card the other player will choose. Place your chosen two Answer cards face down in front of you, and keep the other two cards hidden. When both players are ready, reveal the cards!

## PHASE 2: ANSWERS

Players may decide to reveal their answers all at once, but we find it's the most fun to use the following sequence. First, you each reveal your predictions for each other, then you each reveal your actual answers, with the person who asked the question going last in both cases.

If your guess about the other player was correct, but they were wrong about you, then you draw an extra card.

Lastly, if the players gave matching answers about themselves, the topic card is placed on the Agree pile. If not, where it goes will be determined during the discussion phase.

## PHASE 3: DISCUSSION

Now the players get to talk about the topic itself, to whatever level they desire. Some subjects may evoke lengthy conversations, others simple agreement.

More importantly, if the players gave different answers, you will need to decide how to handle the disagreement. The question is, does this difference of opinion really matter... or, might it even be to our mutual advantage to have different viewpoints?

As you discuss this issue, keep in mind that this game is best suited for new or potential couples. You're not just trying to learn more about each other, you're also measuring the compatibility of your opinions and personal preferences.

A good test case is the card, "Window vs. Aisle." You might each feel strongly that the other is Wrong, that your preferred answer is the only acceptable viewpoint, and that this card should go into the Disagree pile.

However, consider how useful it would be, if the two of you actually traveled together, for you to have different answers in this situation! Like Jack Sprat and his wife, you should say, "Vive la Difference!" and place this card in the middle category.

That said, the option to place a card in the middle instead of the Disagree column should not be overused. It doesn't have to be a "hill you would die on." Unless there's an articulable reason why it's actually nice for you to have differing opinions, the card should go on the Disagree pile.

Another good test card to consider is "Plain vs. Pepperoni." You might think, that's OK, to each his own, we can agree to disagree... but someday you might be ordering a pizza together and it's gonna be annoying to have different preferences.

## GAME OVER

The game ends when one player has 10 cards. Whoever has the most cards wins, but since this is a game for couples, you also win, as a couple, if the number of cards in the Disagree pile is lower than the total of the cards in the other two piles.

## CREDITS

Game designed by Andrew Looney

Special thanks to Sleevs, who was a pioneering playtester for this version, and to everyone who worked on Choose One

More info: [LooneyLabs.com/ChooseTwo](http://LooneyLabs.com/ChooseTwo)



**My Answer  
About Me**



**My Answer  
About Me**



**My Answer  
About Me**



**My Answer  
About Me**



**BACKS**



**My Answer  
About You**



**My Answer  
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