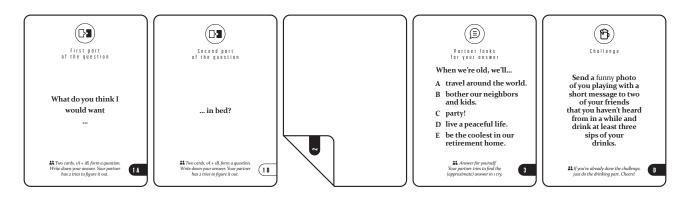


Print the file, take a pair of scissors, and cut out the cards for Coupling the game: ME&YOU!



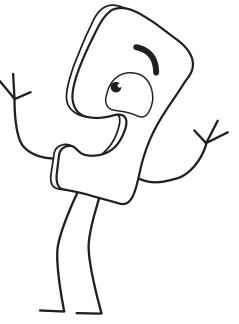
Turn around the deck with the marking **equivalent** immediately so that you don't see what's written on it.

The markings on the bottom right corner of the cards are important because they signify the 3 phases of the game:

- Phase 1, First part of the question (What do you think I would want ...)
 Phase 1, Second part of the question (... in bed?)
 Phase 2, challenge cards: Charades with sounds, Recipes, Geometric shapes and lines, Lip reading
- Phase 3, icebreaker cards: Questions, ABCDE, Psychological blots, Drawing
- D DRINKLING

We suggest you read the rules as you go along – it's the easiest and most interesting way to learn the game!





First, SET UP THE ATMOSPHERE:

- (1.) Create a new playlist, choose 3 songs each, then play it on shuffle.
- (2.) Make yourselves your favorite drinks.
- (3.) Turn off unnecessary lights.

The rules:

The game is collaborative, you're not competing against each other!

Both of you take a piece of paper and a pen.

ME&YOU is played in 3 phases. You play each phase until you've taken all the cards from an individual phase.

Each time you run out of cards in a phase, take a card from the **DRINKLING** pile (you'll do this 3 times during the game).

Write down every successful answer/challenge (you can check out your score when you finish the game!).

When you're done with the card that took from the pile, just **put it away**, don't return it to the pile.

There are mini rules for every separate challenge written at the bottom of the cards.

You take turns taking cards. The one that took the initiative for your first date starts!

You're done with the game when you run out of cards.

PHASE ONE:

The player that starts takes two cards: **1A & 1B**. Together they form a question that you read out loud (What do you think I would want... ... in bed?).

The starting player writes down their answer, **but does not tell it out loud**, because the other player will now try to figure out what the answer is!

The other player has 2 chances to get the answer (approximately) right.*

If you figure it out, you get a point, otherwise you don't. Now it's the other player's turn to take the cards.

When you finish PHASE ONE, take a DRINKLING card.

*If you didn't get it right at the first try, you can give a clue in the second one!



PHASE TWO:

The player whose turn it is takes a card from the pile marked 2 and **does not show it to the other player**. You read the name of the minigame out loud (for example Charades with sounds).



The other player decides which word you get by telling a random number from 1 to 6. You have 2 minutes to complete the minigame.

When you're done with PHASE TWO, take a DRINKLING card.

PHASE THREE:

The player whose turn it is takes a card from the pile marked 3. The rules are the same as with PHASE ONE, but with ABCDE questions the other player can guess just once.

When you run out of cards, it's game over.

Take the last DRINKLING card, check out your score and play the game again if you feel like it!

Or you can play the game your own way.

Do you want to know how well you did?

Visit www.couplingthegame.com/your-score/

OR scan this QR code:



DO YOU WANT THE GAME TO LAST LONGER?

THERE IS MORE COMING SOON ON KICKSTARTER!

Follow us at **FO @couplingthegame** and make sure you don't miss the release of the game!

