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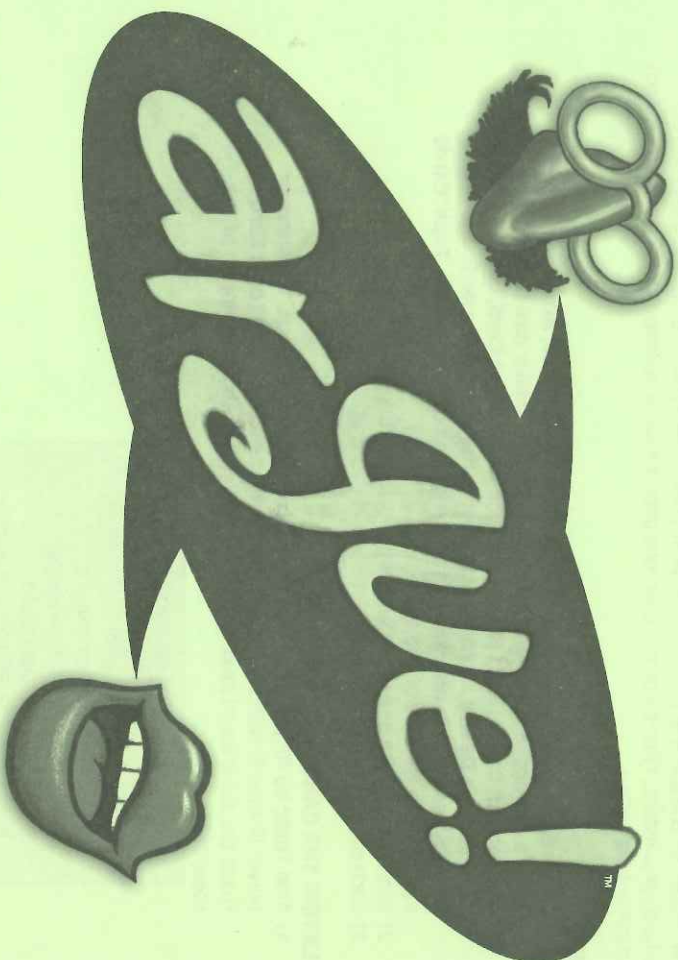
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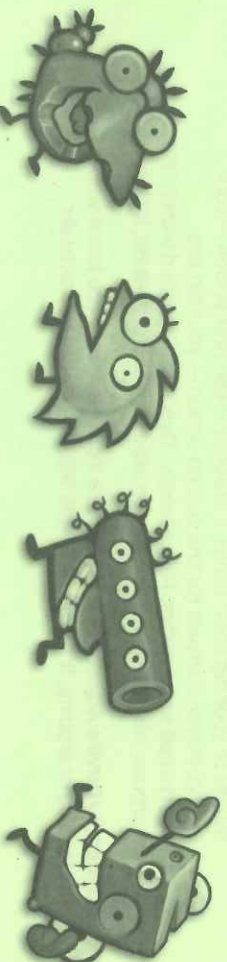
Ship, Captain & Crew™
Dice Game



Rules of Play

Argue created by Richard Halpern and Eric White.

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COMPONENTS

- Game Board
- 100 Topic Cards (1,000 Topics!)
- 50 Distraction Cards
- 6 Advocate Cards
- 6 Devil's Advocate Cards
- 12 Voting Tokens
- 6 Playing Pieces
- Category Die
- Position Die
- 30 Second Sand Timer



OBJECT

The object of the game is to score the most points. Earn points by winning and correctly judging arguments. (*Don't worry — everyone gets the same number of chances to score. Each person argues twice.*)

SETUP

- 1) Cards: separate the cards into four decks — **Topic Cards**, **Advocate Cards**, **Devil's Advocate Cards** and **Distraction Cards**. (Make sure to shuffle the **Distraction Cards**.) Each player picks one **Distraction Card**, one **Advocate Card** and one **Devil's Advocate Card** from the appropriate deck. The rest of these types of cards are returned to the game box. Place all the **Topic Cards** in a stack to the side of the game board.
- 2) Each player picks one green and one red voting token.
- 3) Each player selects a playing piece and places it at **Start**.

PLAYING THE GAME

- 1) **The Topic to Argue:** First, you need a topic to argue about. The shortest player (Player 1) rolls the 6-color topic category die, picks a **Topic Card** and reads the topic listed next to the color rolled. Here's a description of the topic categories:

Color	Category
Yellow	Silly
Purple	Food
Orange	Pop Culture
Green	Anything Goes
Red	Overrated
Blue	Pick Your Favorite

- 2) **The People to Argue:** Now Player 1 needs someone to argue with! Player 1 takes the position die and passes it to his/her left. Players keep rolling in turn until someone rolls a "2". The first player to roll a red "2" will be Player 1's opponent (Player 2).
- 3) **The Positions to Argue:** Do you know which side you're arguing? You don't get to choose! Player 1 argues the first position listed. The player who rolled the first red "2" (Player 2) argues the second position. So what exactly does that mean for the different types of arguments? The explanation below should cover it:
 - a. **Yes/no arguments:** For example, "Is making your bed everyday really necessary?" Player 1 argues "yes" and Player 2 argues "no."
 - b. **Choice arguments:** For example, "Which would you rather lose: your thumb or your big toe?" Player 1 argues for the first option — your thumb. Player 2 argues for the second option — your big toe.
 - c. **Overrated arguments:** For example, "Overrated? Bottled water." Player 1 argues, yes, bottled water is overrated. Player 2 argues no, it's not.
- 4) **Advocate/Devil's Advocate — Which are You?** Now that you know what position you're arguing, it's time to decide whether or not you actually

believe it. If you do, place the **Advocate Card** facedown in front of you. If you don't, place the **Devil's Advocate Card** facedown in front of you.

- 5) **Distractions to Arguing:** There's one more thing before you start! Each player received a **Distraction Card** at the beginning of the game. These are an optional set of cards that can add strategy, spice and laughs to the game. Each arguing player takes a look at his/her **Distraction Card** and chooses whether or not to give it to his/her opponent. If he/she does, the opponent must follow the directions and perform the action listed on the card as he/she argues. Players can use each **Distraction Card** only once (and remember, each player argues twice).

- 6) **Timing the Argument:** You're ready to argue! Give one of the other players the 30 Second Sand Timer — he/she is the official timer for the 2½ minute argument. Here's how the timing works:

- a. Player 1 opens, arguing his/her point for 30 seconds.
- b. Player 2 is up next, arguing his/her point for 30 seconds.
- c. For the next 30 seconds, BOTH players argue in a free-for-all manner.
- d. Player 1 closes his/her side of the argument for 30 seconds.
- e. Player 2 closes his/her side of the argument for 30 seconds.

The timer directs the show. It is not necessary for each arguer to take his/her full, allotted time, though he/she cannot exceed it. If an arguer runs over his/her allotted time, the timer should cut him/her off and signal for the other arguer to begin.

- 7) **Voting on the Arguers:** When the argument is over, it's time to vote and award points! All non-arguing players (the Timer included) secretly select the player they felt argued his/her point best. **NOTE:** Players should vote for who argued the best, NOT for the player who argued the position they personally believe. The green voting token represents Player 1, who argued the first position. The red voting token represents Player 2, who argued the second position. When the timer says "Ready, vote," all voting players push forward the token representing the player they feel won the argument. Each player, starting with the person to the left of the timer and moving clock-wise, tells why he/she voted the way they did. Each arguer tallies the votes received and moves his/her playing piece forward one tooth on the game board for every vote.

- 8) **Judging the Argument:** Next up is the **Advocate/Devil's Advocate** round. The non-arguing players decide whether or not Player 1 was a true **Advocate** for the first position or a **Devil's Advocate**, pushing the appropriate card forward, facedown. All non-arguing players and Player 1 then flip over their cards at once. Each non-arguing player that guessed Player 1's belief correctly moves his/her playing piece forward one tooth on the game board. Repeat this for Player 2.

- 9) **Continuing Play:** Play passes to the left, with the first player who has not yet argued rolling the topic category die. **NOTE:** Those players who already argued do not roll the position die until everyone has argued once.

WINNING THE GAME

The game is over when every player has argued twice. At the end of the game, whoever has the most points (and is furthest along the teeth on the game board), wins! If two players are tied, they will settle who won the game by arguing why he/she feels their opponent should win. This is a one-minute, free-for-all argument that begins when the timer says go. After the argument is over, the timer counts to three, then every player votes by pointing to the person they felt argued best. If the vote is still tied, the timer's vote becomes the winning vote.