

Date or Hate Rules

Tagline: The Dating Game of Choosing the Best of the Worst

Designed by Danielle Reynolds & Terry Kramer

Contents:

- 3 Person tokens
- 18 Impression Tokens (3 in each color)
 - 6 Heck No! Tokens
 - 6 Maybe... Tokens
 - 6 Ok, Yes Tokens
- 100 Profile Cards
- 1 Point Tracker
- 6 Pawns

Objective:

To guess which dating profile your friend will go out with of the three options. The better you know your friends the higher you'll score!

Set Up:

1. Give each player a 3 **impression tokens** of the same color (1x **Heck No!** Token, 1x **Maybe...** Token and 1x **Ok, Yes** Token) and matching **player pawn**.
2. Shuffle the **profile cards** making sure to keep all the card backs and faces matching in the same direction.
3. Lay out the 3 **person tokens** with enough space to put cards underneath them.
4. Place the **point tracker** off to the side and add the **player pawns**.
5. The last person to go on a romantic or friend date goes first.



How to Play:

1. Starting with the active player aka the dater, have them lay out a **profile card** under each **person token**.
 - a. Depending on their sexual preference flip the cards to the pink (female) or blue (male) side. Feel free to mix them!
2. Have all the other players guess which profile the dater would go on a date with and place their **impression tokens** face down below each **profile card** the dater is considering going out with.

3. Have the dater place their **impression tokens** face up while explaining why they chose each dating **profile card**.
4. Then flip over all the **impression tokens** to see how many players matched up their guesses with the dater.
 - a. For every match, gain 1 point.
 - b. If you match all 4, gain an additional 2 points.
 - c. If all the players match at least one **impression token** with the dater, the dater will receive 1 point.
 - d. Move your **pawns** on the **point track** depending on the points you've earned.
 - e. Feel free to argue and discuss your decisions!
5. Have each player collect their colored **impression tokens**.
6. Discard all the **profile cards** and have the player clockwise the dater set up their 3 dating **profile cards**.
7. Continue taking turns going clockwise until every player has been the dater twice.

Winning:

The player with the most points at the end of two rounds is the winner.