

Welcome to Ego!

Have you ever had some rough choices to make in life, like what you should eat for breakfast? And it felt as if there was an angel on your shoulder telling you to make some pancakes and a devil telling you to eat some leftover pizza because that's easier.

Well now...you can be the devil on someone else's shoulder! Yay! The only problem? There's always an angel on the other shoulder.

Your goal in this game is to win as many arguments as possible and prove that you are always right, no matter what side of the argument you are on.

Definitions:

Ego: The player who pulls the dilemma and location cards. It is their job to set up the scene and choose the winner.

Role cards: Small deck of cards that assigns the players their role in each debate.

Dilemma cards: Cards with the question on it.

Location Cards: Cards with the location on it.

Inspiration Cards: Cards that have random topics on them that are used to spice up a debate. These cards cannot be played by the ego.

Voting Cards: Cards used by all players not involved in the debate.

What's in the box?:

Dilemma Deck

Location Deck

Inspiration Deck

Role Deck

Voting Deck

Timer

Red Winning Tokens

Blue Winning Tokens

How to Play:

Setup: at the beginning of the game, all players will pull 2 inspiration cards. Place the role cards in the middle of the table. Have the number

match the number of players but minus one. (5 players means 4 role cards). The player wearing the most black will be the first ego.

1. The Ego will pull a location card and a dilemma card. This player will read the cards and set the scene as they choose. Once they are done giving an introduction, then it is time for the players to start the debate.
2. Then all other players will pull for a role card. Once all roles are assigned, the devil starts the debate every time. They can choose their side of the argument. It does not have to be what is considered “wrong”. However, the devil must pull the top card from the inspiration deck.
3. The Devil will get to say their side of the story until the timer runs out. Then the angel will do the same. Any player may add an inspiration card to any side of the argument BEFORE the timer begins.
4. After the angel and devil speak on their own, they can now debate until the timer runs out. Inspiration cards cannot be added at this part of the game.
5. When the debate ends. The ego chooses a winner. All other players who were not involved can vote on who they think did the best. These players will use their voting cards and place them in the middle of the table. The ego will reveal and count the votes. THIS VOTE COUNTS AS ONE VOTE OVERALL. If the majority of other players agree with the Ego. The winning player gets 2 tokens matching their colour and the loser draws two inspiration cards. If the rest of the group does not agree with the Ego, that player only gets 1 token matching their colour. (Red for Devil and Blue for Angel)
6. Then the next player will draw a dilemma card and a location card, and all players who did not debate last round will draw a role card, if your number of players allows this. (In a 5+ Game)

Winning Conditions:

A player must have the number of winning tokens matching the number of players listed below. They must have at least one of each colour.

3-5 Players: 5 winning tokens

6-8 Players: 7 winning tokens

Adding Inspiration Cards:

Any player besides the ego may add inspiration cards to the angel or the devils side of the argument. This must be played before the timer starts.

Example of Gameplay:

Chelsea is wearing the most black, so they are the first ego. Chelsea pulls a dilemma card that says “should I leave my wife” and the location card “volcano”. Chelsea then sets up the scene, explaining that they think the volcano is really hot, but is concerned that their wife is not. Since the game has 5 players, they are able to use the role cards. Lex, Gabe, Nate and Rory pull role cards. Rory pulls the demon card and Nate pulls the angel card. Rory then starts the debate. Using one of their inspiration cards, Rory plays “put yourself first” and explains that it is important to be happy with yourself. And how you are the most important person in your life. Nate then plays “the children” inspiration card. Nate explains how Chelsea has eight loving children with their wife and it would be very selfish to leave their wife alone with all those children. Gabe is a little rascal and decides to add “body building” onto Nate’s argument. Gabe explains that Chelsea is an epic Swedish bodybuilder. Nate adds that it is really helpful when carrying eight children at once. Chelsea decides that Nate wins. Nate will grab a blue token and Rory will pull two inspiration cards.

Extra Winning Token Example:

Bob and Joe debated. Bob was the angel and Joe was the devil. The Ego chose Joe as the winner. The other players Steve, Sarah and Sue use their voting cards to choose who they believe was best and place these cards face down in the middle. The ego reveals that there are two blue cards and one red card. Since the group didn’t agree with the ego, Joe only gets one winning token.

What happens if the votes are tied?:

The winning player only receives 1 winning token.

3 Team Variation:

If you are playing a game with 6 or 9 players, you may play within 3 teams.

Each team takes turns pulling dilemma and location cards, then each team decides which team member is best fit for this debate. Those two players pull from the role cards. These players then debate until a winner is chosen.

All teams start with 4 importation cards, and teams share win tokens and inspiration cards. The team to reach 5 wins (at least one of each colour) wins.

Example: Logan and Shannon are on Team 1, so they pull a location card “birthday party” and dilemma card “should I eat this?”. Logan and Shannon think together to set the scene. Logan and Shannon tell the other teams that they are not sure if they should eat the birthday boy’s mud pie. Alex and Maria are on team 2, and decide Maria should debate on their team. Shawn and Shona are on Team 3, and decide Shawn should debate. Shawn and Maria pull role cards from the centre. Maria pulls the angel and Shawn pulls the devil. Shawn then starts the debate. Logan and Shannon choose Maria as the winner, and Maria grabs a blue token and Shawn draws two inspiration cards.