

ZOBMONDO!! DEAL BREAKER™

Rules of Play

For 3 or more talkative players

Contents Contains 49 **Deal Breaker** cards.

Object Of The Game To collect the most **Deal Breaker** cards.

Game Play (See other side of card.)

What's a Deal Breaker? A deal breaker is a situation that makes your date, your spouse, your girlfriend or your boyfriend “**not THE ONE.**” A deal breaker is a something that makes his or her status change from “**could be THE ONE**” or “**is THE ONE**” to “**temporary AT BEST.**” If something is a deal breaker, then this is NOT the last person you will have a serious relationship with...hopefully. In other words, **keep looking.**

Please remember to place yourself in the spirit of the situation presented. In other words, if you are single but the scenario references being married...answer as if you were married. Have fun and feel free to skip **Deal Breakers** that might make someone in the group uncomfortable. Place yourself in the proper fun and social state of mind before playing **Deal Breaker.**

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Start Of Play Each player draws one **green Deal Breaker** card and one **red Deal Breaker** card. The youngest player goes first.

Game Play

- When it's your turn you are **The Focus**. The player to your left chooses one **Deal Breaker** scenario and reads it out loud to the group (from any of his or her **Deal Breaker** cards).
- Secretly make your choice by placing either the "**All Good**" card green side down on the table or the "**Deal Breaker**" card red side down.
- All other players simultaneously guess what you chose by placing their green "**All Good**" or red "**Deal Breaker**" cards face down as well.
- When everyone has placed a card, all players except **The Focus** turn their cards over to reveal their guess. **IMPORTANT**: each player **MUST** push their revealed card to the center of the table so that scoring can be counted after each turn.
- **The Focus** then turns over his or her card over to see who matched.
- Each player who guesses correctly is awarded an additional **Deal Breaker** card from the deck. **The Focus** is awarded one **Deal Breaker** card for each match.
- Play moves left and the next player becomes **The Focus**. **NOTE**: on your turn, the player to your left always chooses and reads a **Deal Breaker** from one of his or her own cards.

Winning the Game You win if you have the most **Deal Breaker** cards (both colors total) at the end of any number of complete rounds. (See other side of card for more info.)