

# EVEN MORE METAGAMES

Beyond the six games that come in the box... here is the third in our series of rules for new games to play with your Metagame deck.


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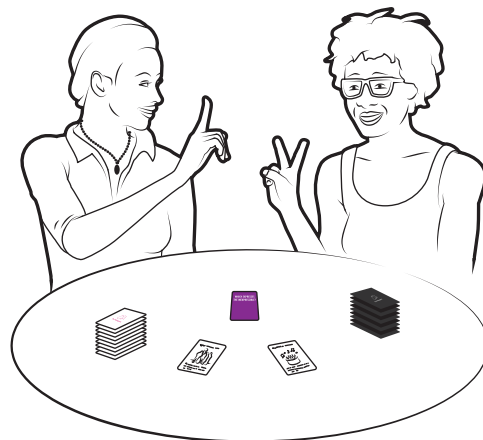
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# THINK-ALIKE

 2+



Get on your partner's wavelength so you both pick the same card. With two players, it's cooperative - with more, each pair plays as a team.

### SETUP

Sit down next to your partner. Place both kinds of cards face-down in separate stacks. **If you only have 2 players:** Deal one stack of 7 opinion cards face-down on the table.

### PLAY

**Each team of 2 takes a separate turn.** On your turn:  
**FIRST:** reveal 1 opinion card. If there is a blank, you and your partner fill it in with any word or phrase.  
**THEN:** deal 2 culture cards face-up below the opinion card. *At this point, no talking with your partner!*

Each team member silently picks which culture card is best for the opinion card. The card to the left is **one** and the card to the right is **two**. Count "ready, set, GO!" and put out one or two fingers, revealing your selection.

**If you both pick the same card** - You advance! Discard all cards you used. Next round deal 3 culture cards.

**If you don't match** - It's OK! Discard all cards you used. Next round, use the same number of culture cards.

### WINNING

**2 players:** Keep advancing up to 3, 4, and 5 cards. If you make a match at 5 cards - before the stack of 7 opinion cards run out - you win!

**Teams:** Each pair takes turns, advancing 1 more card if they make a match. After one team gets a match with 5 culture cards, every other team gets one more turn. If only 1 team has matched 5 cards, they win!

**If there is a tie:** The tied teams play SUDDEN DEATH rounds, everyone using the same set of 5 culture cards. If any team matches, the teams that didn't match are knocked out. Survivors win.