**Blue Team (Jeremy, Taylor, Jeff)**

**“Tough Love”**

-Parent Player draws cards indicating a positive/ negative situations

 -Sibling Players talk their way into his/her favor or out of his/her wrath

-Parent Player decides who is favored in each situation and awards the favored Sibling Player with a token of their love. If neither Sibling Player gives an acceptable answer, the Parent Player can choose to withhold the Token of Love for that round.

-First sibling player to attain 7 Tokens of Love wins (if cards run out, the Sibling Player with the most Tokens of Love wins)

-The success of the game depends on how well the Parent Player is able to fill his/her role

-Game is played with 3 players (1 parent, 2 siblings), but can be expanded with additional cards

-Cards will indicate an opening phrase to be said by the Parent Player, followed by two scenarios which the Parent Player will choose from (one positive, one negative) in order to form a reaction after the Sibling Players have spoken

 -Don’t feel limited by the cards’ instructions, but try to follow their direction

-Sibling Players can throw one another under the bus, speak in their own favor, or remain silent.

 -If the Sibling Players both remain silent, the Parent Player can accuse (or praise) one or both of the Sibling Players of either of the options on the card, in order to incite a reaction

-If a card goes unfavorably for a Sibling Player, he/she is allowed to make one argument and the other sibling allowed one defense to that argument. The choice is still ultimately up to the Parent Player.

 -For example: **PP:** “Who drove the car last?”

 **SP1:** “I did.”

 **PP:** “What did you hit?! The fender is dented!”

 **SP1:**  “I didn’t hit anything, (SP2’s name) hit it with his bike!”

 **SP2:** “I didn’t hit it with my bike, you ran over my bike!”