

**SQUABBLES™**

school edition

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## THE GAME OF CONFLICT RESOLUTION

### INSTRUCTIONS FOR PLAYING

**SQUABBLES™** IS THE GAME OF CONFLICT RESOLUTION. IT MAKES SOCIAL AND EMOTIONAL LEARNING FUN! THIS "SCHOOL EDITION" OF THE GAME IS TO BE LED BY A TRAINED HOST (PARENT, TEACHER, COUNSELOR, ETC.) AND PLAYED WITH A STUDENT VOLUNTEER. THE BETTER THE HOST DOES, THE MORE EFFECTIVE THE GAME WILL BE! HOST TRAINING VIDEOS AND OTHER HELPFUL RESOURCES CAN BE VIEWED ONLINE AT [SQUABBLES.COM](http://SQUABBLES.COM).

IN THIS BOX OF CARDS THERE ARE FOUR CAREFULLY CRAFTED GAMES:

**STOP IT!** **GOOD NEWS/BAD NEWS** **MAKE IT/TAKE IT** **SORRY NOT SORRY**

EACH GAME COMES WITH SEPARATE INSTRUCTIONS.

THEY NEED TO SEE YOU DEMONSTRATE BOTH RESPONSES (UPSET VS. KIND) BEFORE YOU REVERSE ROLES AND TEASE THEM.

WHAT ARE YOU WAITING FOR? GO FIND SOME KIDS AND HAVE SOME FUN!

## SQUABBLES™

### ON TOUR NOW

BRING **SQUABBLES™ LIVE** TO YOUR SCHOOL AND PLAY THE GAME IN A SCHOOL ASSEMBLY FORMAT WITH OUR AWARD WINNING YOUTH SPEAKERS. MORE THAN 2,500 SCHOOLS HAVE BOOKED OUR PROGRAM ALLOWING US TO REACH OVER TWO MILLION STUDENTS!

YOUR STUDENTS WILL LEARN HOW TO MANAGE SOCIAL SQUABBLES ON THEIR OWN WITHOUT CONSTANT ADULT SUPERVISION AND INTERVENTION. THEY WILL LAUGH-OUT-LOUD WHILE LEARNING PRACTICAL SOCIAL SKILLS BUILT ON THE FOUNDATIONAL BUILDING BLOCKS OF EMOTIONAL RESILIENCE. ONCE YOUR STUDENTS EXPERIENCE THE GAME LIVE, THEY WILL BE EAGER TO PLAY THE GAME IN THE CLASSROOM, REINFORCING THE MESSAGE ALL YEAR LONG. SOCIAL AND EMOTIONAL LEARNING HAS NEVER BEEN SO FUN!

LEARN MORE AT [WWW.SQUABBLES.COM](http://WWW.SQUABBLES.COM).

## SQUABBLES™ LIVE

# INSTRUCTIONS FOR PLAYING

BULLYING IS BY DEFINITION, THE ATTEMPT TO MAINTAIN PSYCHOLOGICAL POWER OVER SOMEONE ELSE. IN THIS GAME YOU WILL TEACH STUDENTS HOW TO STOP BULLYING BEHAVIOR WITH VERY LITTLE EFFORT.

IF SOMEONE IS BEING MEAN TO YOU AND YOU GET UPSET AND TREAT THEM LIKE AN ENEMY, THEY WILL LIKELY CONTINUE THEIR MEAN BEHAVIOR AND REMAIN YOUR ENEMY. HOWEVER, WHEN YOU STOP GETTING UPSET AND TREAT THEM LIKE A FRIEND, THEY WILL LIKELY STOP THEIR MEAN BEHAVIOR AND BE FRIENDLY IN RETURN.

THIS GAME DEMONSTRATES THE POWER OF RECIPROCITY AND THE WISDOM OF THE GOLDEN RULE:  
"TREAT OTHERS, THE WAY YOU WANT TO BE TREATED"

WHEN YOU CHOOSE A STUDENT VOLUNTEER TO PLAY THIS GAME WITH YOU, MAKE SURE THAT YOU (THE HOST) ARE THE ONE THAT THEY ARE TEASING BEFORE SWITCHING ROLES IN THE BONUS ROUND. THEY NEED TO SEE YOU DEMONSTRATE BOTH RESPONSES (UPSET VS. KIND) BEFORE YOU REVERSE ROLES AND TEASE THEM.

## STOP IT



**WHO ARE WE?**  
CHOOSE A CHARACTER

- FRIEND
- CLASSMATE
- TEAMMATE
- NEIGHBOR
- OPPONENT
- TEACHER/STUDENT
- COACH/PLAYER
- PRINCIPAL
- ETC.



**WHERE ARE WE?**  
CHOOSE A LOCATION

- HALLWAY
- CLASSROOM
- BUS
- SPORT FIELD
- LOCKER ROOM
- CLASSROOM
- LIBRARY
- ONLINE
- ETC.



**WHAT'S WRONG?**  
CHOOSE A MISTAKE

- NAME CALLING
- EXCLUSION
- PREJUDICE
- RUMORS
- TEASING
- RUDE HUMOR
- CYBER INSULTS
- PUSHING/SHOVING
- ETC.

1 of 9

STOP IT

## ROUND ONE



IN THIS GAME, YOU'RE GOING TO BE MEAN TO ME AND I'M GOING TO TRY TO STOP YOU. IF I STOP YOU, I WIN. IF I CAN'T STOP YOU, AND YOU CONTINUE TO BE MEAN, YOU WIN.

1.. 2.. 3..  
**ACTION**



THE HOST GETS UPSET AND IS MEAN BACK. GAME ENDS WHEN THE HOST GIVES UP.

2 of 9

STOP IT

## ROUND TWO

?

WE ARE GOING TO PLAY THE GAME AGAIN. SAME RULES. YOU'RE GOING TO BE MEAN TO ME. AND I'LL TRY TO STOP YOU. IF I STOP YOU, I WIN. IF I CAN'T STOP YOU, YOU WIN.

1.. 2.. 3..  
**ACTION**



THE HOST DOESN'T GET UPSET AND IS KIND  
BACK GAME ENDS WHEN THE PLAYER GIVES UP.

3 OF 9

**STOP IT**

### LESSON #1

## THE CYCLE OF AGGRESSION

?

WHICH TIME DID YOU HAVE MORE FUN BEING MEAN TO ME. THE FIRST OR THE SECOND? WHY?



- THE MORE UPSET I GET, THE MORE FUN YOU HAVE
- THE MORE FUN YOU HAVE, THE MEANER YOU ARE
- THE MEANER YOU ARE, THE MORE UPSET I GET

"HATE CREATES MORE HATE.  
ANGER CREATES MORE ANGER.  
VIOLENCE CREATES MORE VIOLENCE.  
IT'S AN ALL-DESCENDING  
SPIRAL LEADING TO DESTRUCTION"

DR. MARTIN LUTHER KING JR.

4 OF 9

**STOP IT**

### LESSON #2

## THE AGGRESSION PARADOX

?

WHICH TIME WAS I TRYING THE HARDEST TO STOP YOU. THE FIRST OR SECOND?



- THE MORE I TRY TO STOP YOU, THE HARDER IT IS TO WIN.
- THE LESS I TRY TO STOP YOU, THE EASIER IT IS TO WIN.

"A SOFT RESPONSE  
TURNS AWAY ANGER"

KING SOLOMON

5 OF 9

**STOP IT**

# BONUS ROUND



WE ARE GOING TO PLAY THIS GAME ONE LAST TIME. LET'S REVERSE ROLES. I'LL BE MEAN TO YOU. AND YOU'LL TRY TO STOP ME. REMEMBER. DON'T GET UPSET AND TREAT ME LIKE A FRIEND.

1.. 2.. 3..  
**ACTION**



THE PLAYER DOESN'T GET UPSET AND IS KIND BACK. GAME ENDS WHEN THE HOST GIVES UP.

8 OF 9

**STOP IT**

## LESSON #3

# THE ILLUSION OF AGGRESSION



WHEN I BECAME UPSET THE FIRST TIME. WHO WAS MAKING ME UPSET?



- IT APPEARED THAT YOU WERE MAKING ME UPSET, BUT YOU WERE NOT.
- I UPSET MYSELF THE FIRST TIME AND WAS ABLE TO REMAIN CALM THE SECOND TIME.

"IT IS NOT THINGS THAT DISTURB US, BUT OUR THOUGHTS ABOUT THEM AND INTERPRETATION OF THEIR SIGNIFICANCE"  
EPICETUS

6 OF 9

**STOP IT**

## LESSON #4

# THE SOLUTION TO AGGRESSION



WHICH TIME DID I TREAT YOU LIKE A FRIEND. THE FIRST OR SECOND?



- WHEN I TREAT YOU LIKE AN ENEMY, YOU WILL STAY MY ENEMY.
- WHEN I TREAT YOU LIKE A FRIEND, I JUST MIGHT MAKE YOU MY FRIEND.

"DO I NOT DESTROY MY ENEMY WHEN I MAKE THEM MY FRIEND?"  
ABRAHAM LINCOLN

7 OF 9

**STOP IT**

# THREE WARNINGS

1

IT MIGHT GET WORSE BEFORE IT GETS BETTER. ONCE THEY REALIZE THEY CAN'T UPSET YOU, THEY MIGHT INTENSIFY THEIR BEHAVIOR BEFORE LEAVING YOU ALONE.

2

BE CALM AND KIND 100% OF THE TIME. IF THEY DISCOVER THAT THEY CAN UPSET YOU EVERY ONCE IN A WHILE, THEY WILL CONTINUE TO BE MEAN.

3

BE CALM AND KIND 100% OF THE TIME. IF THEY DISCOVER THAT THEY CAN UPSET YOU EVERY ONCE IN A WHILE, THEY WILL CONTINUE TO BE MEAN.

9 OF 9

STOP IT

## INSTRUCTIONS FOR PLAYING

IN THIS GAME, YOU WILL TEACH STUDENTS HOW TO BE OPTIMISTIC. YOU WILL BE ASKING THE PLAYER WHAT THE GOOD NEWS IS ABOUT THE BAD NEWS YOU JUST GAVE THEM. THEY NEED TO FIND A POSITIVE IN THE NEGATIVE. IF THEY ARE HAVING A HARD TIME, HELP THEM BY ASKING THIS QUESTION: "HOW COULD IT BE WORSE?"

HELPING THEM SEE THAT THE NEWS COULD BE WORSE IS ANOTHER WAY OF BEING OPTIMISTIC AND FINDING GOOD IN THE BAD.

THIS GAME IS NOT TEACHING STUDENTS TO BE IN DENIAL ABOUT BAD NEWS, BUT RATHER TO ACKNOWLEDGE THAT IT'S NOT AS BAD AS THEY MAY THINK, AND THAT GOOD CAN COME FROM IT.

## BAD NEWS/GOOD NEWS

### NAME CALLING

IN THIS GAME, I'M GOING TO GIVE YOU BAD NEWS. YOUR CHALLENGE IS TO TURN IT INTO GOOD NEWS. TRY TO STAY POSITIVE.

1

THE BAD NEWS IS:

PEOPLE ARE STARTING TO CALL YOU A NICK-NAME THAT YOU HATE

HOST CHOOSES A NAME

THE GOOD NEWS IS:

2

THE BAD NEWS IS:

TEACHERS HAVE FORGOTTEN YOUR REAL NAME AND CALL YOU BY THIS NICK-NAME

THE GOOD NEWS IS:

3

THE BAD NEWS IS:

THE NAME-CALLING HAS SPREAD AND PEOPLE ARE USING THAT NAME FOR YOU ONLINE

THE GOOD NEWS IS:

1 OF 9

BAD NEWS/GOOD NEWS

# TEASING

IN THIS GAME, I'M GOING TO GIVE YOU BAD NEWS.  
YOUR CHALLENGE IS TO TURN IT INTO GOOD NEWS. TRY TO STAY POSITIVE.

1

THE **BAD NEWS** IS:

PEOPLE ARE TEASING  
YOU ABOUT

HOST DECIDES WHAT THEY ARE  
TEASING THEM ABOUT

THE **GOOD NEWS** IS:

2

THE **BAD NEWS** IS:

THEY ARE  
THREATENING TO  
TELL THE PERSON THAT  
YOU HAVE A CRUSH ON

THE **GOOD NEWS** IS:

3

THE **BAD NEWS** IS:

DURING LUNCH,  
A LARGE GROUP MAKES UP  
A CHANT AND GETS OTHERS  
TO JOIN IN

THE **GOOD NEWS** IS:

2 OF 9

**BAD NEWS/GOOD NEWS**

# EXCLUSION

IN THIS GAME, I'M GOING TO GIVE YOU BAD NEWS.  
YOUR CHALLENGE IS TO TURN IT INTO GOOD NEWS. TRY TO STAY POSITIVE.

1

THE **BAD NEWS** IS:

YOUR FRIENDS ARE  
THROWING A BIRTHDAY  
PARTY AND YOU ARE  
NOT INVITED

THE **GOOD NEWS** IS:

2

THE **BAD NEWS** IS:

YOUR FRIENDS ARE  
ALL GETTING REALLY  
COOL PARTY GIFTS AND  
YOU'LL GET NOTHING

THE **GOOD NEWS** IS:

3

THE **BAD NEWS** IS:

YOUR FRIENDS  
DECIDED AT THE PARTY  
THAT THEY NO LONGER  
WANT TO BE YOUR FRIEND

THE **GOOD NEWS** IS:

3 OF 9

**BAD NEWS/GOOD NEWS**

# PHYSICAL

IN THIS GAME, I'M GOING TO GIVE YOU BAD NEWS.  
YOUR CHALLENGE IS TO TURN IT INTO GOOD NEWS. TRY TO STAY POSITIVE.

1

THE **BAD NEWS** IS:

YOU'RE BEING  
PUSHED AROUND IN GYM  
CLASS BY STUDENTS  
BIGGER THAN YOU

THE **GOOD NEWS** IS:

2

THE **BAD NEWS** IS:

THEY TRIP YOU  
IN THE HALLWAY AND  
YOUR BOOKS FALL  
TO THE GROUND

THE **GOOD NEWS** IS:

3

THE **BAD NEWS** IS:

THEY DUMP MILK  
ON YOUR SHIRT DURING  
LUNCH TIME. TRYING  
TO START A FIGHT

THE **GOOD NEWS** IS:

4 OF 9

**BAD NEWS/GOOD NEWS**

# RUMORS

IN THIS GAME, I'M GOING TO GIVE YOU BAD NEWS.  
YOUR CHALLENGE IS TO TURN IT INTO GOOD NEWS. TRY TO STAY POSITIVE.

1

THE **BAD NEWS** IS:

SOMEONE STARTED  
A RUMOR ABOUT YOU

HOST CHOOSES  
AN EMBARRASSING RUMOR

THE **GOOD NEWS** IS:

2

THE **BAD NEWS** IS:

SOMEONE HAS  
EVIDENCE THAT  
THE RUMOR IS TRUE

THE **GOOD NEWS** IS:

3

THE **BAD NEWS** IS:

THE RUMOR  
HAS SPREAD AND  
SHOWN UP IN THE  
NEW YORK TIMES

THE **GOOD NEWS** IS:

5 of 9

**BAD NEWS/GOOD NEWS**

# PREJUDICE

IN THIS GAME, I'M GOING TO GIVE YOU BAD NEWS.  
YOUR CHALLENGE IS TO TURN IT INTO GOOD NEWS. TRY TO STAY POSITIVE.

1

THE **BAD NEWS** IS:

PEOPLE ARE SAYING THEY  
DON'T LIKE YOUR GREEN  
SKIN OR ALIEN VOICE

PLAYER MUST TALK LIKE A ROBOT

THE **GOOD NEWS** IS:

2

THE **BAD NEWS** IS:

PEOPLE THINK  
THAT YOUR KIND IS  
A DANGER TO SOCIETY

THE **GOOD NEWS** IS:

3

THE **BAD NEWS** IS:

ON THE BATHROOM  
WALL SOMEONE WROTE  
"GO BACK WHERE YOU  
CAME FROM"

THE **GOOD NEWS** IS:

6 of 9

**BAD NEWS/GOOD NEWS**

# GESTURES

IN THIS GAME, I'M GOING TO GIVE YOU BAD NEWS.  
YOUR CHALLENGE IS TO TURN IT INTO GOOD NEWS. TRY TO STAY POSITIVE.

1

THE **BAD NEWS** IS:

PEOPLE ARE DOING  
THIS GESTURE EVERY  
TIME THEY SEE YOU

HOST DEMONSTRATES THE GESTURE

THE **GOOD NEWS** IS:

2

THE **BAD NEWS** IS:

THEY ADDED A SOUND  
EFFECT WHEN THEY DO IT

HOST MAKES A NOISE  
WITH THE GESTURE

THE **GOOD NEWS** IS:

3

THE **BAD NEWS** IS:

SOMEONE MADE  
A STICKER OF THIS  
GESTURE AND SLAPPED  
IT ON YOUR LOCKER

THE **GOOD NEWS** IS:

7 of 9

**BAD NEWS/GOOD NEWS**



## RUDE HUMOR

IN THIS GAME, I'M GOING TO GIVE YOU BAD NEWS.  
YOUR CHALLENGE IS TO TURN IT INTO GOOD NEWS. TRY TO STAY POSITIVE.

1

THE BAD NEWS IS:

SOMEONE IS SAYING  
YOU LOOK LIKE  
AN ANIMAL

HOST CHOOSES THE ANIMAL

THE GOOD NEWS IS:

2

THE BAD NEWS IS:

THEY ARE SAYING  
YOU WALK LIKE THIS

HOST ACTS IT OUT

THE GOOD NEWS IS:

3

THE BAD NEWS IS:

NOW THEY ARE  
SAYING THE SAME JOKE  
ABOUT YOUR MOM

THE GOOD NEWS IS:

8 of 9

BAD NEWS/GOOD NEWS

## CRITICISM

IN THIS GAME, I'M GOING TO GIVE YOU BAD NEWS.  
YOUR CHALLENGE IS TO TURN IT INTO GOOD NEWS. TRY TO STAY POSITIVE.

1

THE BAD NEWS IS:

SOMEONE IS  
CRITICIZING YOU FOR  
THE WAY YOU -----

HOST CHOOSES A CRITICISM

THE GOOD NEWS IS:

2

THE BAD NEWS IS:

THEY ARE  
COMPARING YOU TO A  
-----

THE GOOD NEWS IS:

3

THE BAD NEWS IS:

THEY MADE A GIF  
OF YOU AND ARE TEXTING  
IT THROUGHOUT  
THE SCHOOL

THE GOOD NEWS IS:

9 of 9

BAD NEWS/GOOD NEWS

## INSTRUCTIONS FOR PLAYING

EMOTIONALLY HEALTHY PEOPLE KNOW THAT THEY ARE NOT PERFECT AND LEARN TO TAKE AND MAKE A JOKE ABOUT THEMSELVES. IN THIS GAME, YOU WILL BE TEACHING STUDENTS THE NATURE OF HUMOR. ALL JOKES ARE INSULTS AND SOMETIMES, WE ARE THE BUTT OF A JOKE. IN ORDER TO ENJOY LIFE, WE NEED TO LEARN HOW TO LAUGH AT OUR FLAWS AND MISTAKES.

YOU WILL CHOOSE A STUDENT VOLUNTEER WHO WILL "ROAST" YOU BY MAKING FUN OF A KNOWN FLAW OF YOURS. YOU WILL TRY TO ONE-UP THEM BY INSULTING YOURSELF AFTER THEY INSULT YOU. THE FUNNIEST JOKE WINS. AFTER YOU DEMONSTRATE HOW TO TAKE AND MAKE A JOKE ABOUT YOURSELF, YOU ARE GOING TO SWITCH ROLES AND THE STUDENT WILL BECOME THE TARGET OF HUMOR.

**IMPORTANT NOTE:** DO NOT PLAY THIS GAME IF YOU OR THE STUDENT ARE NOT COMFORTABLE BEING MADE FUN OF. THIS GAME HAS THE POTENTIAL TO BRING THE MOST LAUGHS, BUT IT ALSO CARRIES THE RISK OF OFFENDING PEOPLE. SO DO NOT PLAY THIS GAME UNTIL YOU ARE CERTAIN THAT EVERYONE INVOLVED CAN TAKE AND MAKE A JOKE ABOUT THEMSELVES.

MAKE IT/TAKE IT



IN THIS GAME, YOU'RE GOING TO "ROAST" ME. WHAT ABOUT ME DO YOU WANT TO MAKE FUN OF?

BIG NOSE, UGLY CLOTHES, FAT BELLY, ETC.



AN EMOTIONALLY HEALTHY PERSON KNOWS THAT THEY ARE NOT PERFECT AND CAN MAKE AND TAKE A JOKE ABOUT THEMSELVES.

DON'T WORRY ABOUT HURTING MY FEELINGS. IN FACT, I'M GOING TO TRY AND ONE-UP YOU AND MAKE FUN OF MYSELF. THE FUNNIEST JOKE WINS.



1 OF 2

## MAKE IT/TAKE IT



IF YOU ARE UP FOR IT, LET'S PLAY THE GAME AGAIN. BUT THIS TIME SWITCH ROLES. WHAT ABOUT YOU CAN I MAKE FUN OF?

BIG NOSE, UGLY CLOTHES, FAT BELLY, ETC.



FOR SOMETHING TO BE FUNNY, SOMEONE HAS TO BE THE BUTT OF THE JOKE. LEARNING TO LAUGH AT YOURSELF IS AN IMPORTANT PART OF ENJOYING LIFE.

THIS IS JUST A GAME. I DON'T WANT TO HURT YOUR FEELINGS. IN FACT, I WANT YOU TO TRY AND ONE-UP ME AND MAKE FUN OF YOURSELF. THE FUNNIEST JOKE WINS!



2 OF 2

## MAKE IT/TAKE IT

## INSTRUCTIONS FOR PLAYING

SOMETIMES A SIMPLE APOLOGY IS ALL IT TAKES TO RESOLVE A CONFLICT. IN THIS GAME THE STUDENT PLAYER WILL BE BLAMING YOU FOR DOING SOMETHING WRONG. IN THE FIRST ROUND, YOU WILL BE GETTING UPSET, DEFENDING YOURSELF, AND BLAMING THEM FOR DOING SOMETHING WRONG IN RETURN. THE GOAL IS FOR YOU (THE HOST) TO RESOLVE THE CONFLICT. IN THE FIRST ROUND YOU WILL LOSE. HOWEVER, IN THE SECOND ROUND, YOU WILL NOT BE DEFENSIVE, BUT RATHER, YOU WILL TAKE RESPONSIBILITY FOR YOUR OWN WRONGDOING AND HUMBLY APOLOGIZE. THE CONFLICT WILL END QUICKLY AND YOU WILL WIN THE GAME.

THIS GAME TEACHES STUDENTS THE POWER OF A SIMPLE AND SINCERE APOLOGY.

## SORRY NOT SORRY



## WHO ARE WE?

CHOOSE A CHARACTER

- FRIEND
- CLASSMATE
- TEAMMATE
- NEIGHBOR
- TEACHER/STUDENT
- COACH/PLAYER
- PRINCIPAL
- PARENT/KID
- ETC.



## WHERE ARE WE?

CHOOSE A LOCATION

- HALLWAY
- CLASSROOM
- BUS
- LOCKER ROOM
- CLASSROOM
- LIBRARY
- ONLINE
- FIELD
- ETC.



## WHAT DID I DO WRONG?

CHOOSE A MISTAKE

- I GOT YOU IN TROUBLE
- EMBARRASSED YOU
- MADE THE TEAM LOSE
- SAID SOMETHING MEAN
- ETC.



1 OF 5

# SORRY NOT SORRY

## ROUND ONE



IN THIS GAME, YOU'RE GOING TO BE MAD AT ME FOR DOING SOMETHING WRONG. IF I CALM YOU DOWN, I WIN. IF I CAN'T CALM YOU DOWN, YOU WIN. YOUR GOAL IS TO STAY UPSET.

1.. 2.. 3..  
**ACTION**



THE HOST GETS DEFENSIVE AND BLAMES THE PLAYER. GAME ENDS WHEN THE HOST GIVES UP.



2 OF 5

# SORRY NOT SORRY

## ROUND TWO



WE ARE GOING TO PLAY THE GAME AGAIN. SAME RULES. YOU'RE GOING TO BE MAD AT ME FOR DOING SOMETHING WRONG. I'LL TRY TO CALM YOU DOWN. IF I DO, I WIN. IF I DON'T, YOU WIN.

1.. 2.. 3..  
**ACTION**



THE HOST SINCERELY APOLOGIZES AND IS KIND. GAME ENDS WHEN THE PLAYER GIVES UP.



3 OF 5

# SORRY NOT SORRY



WHICH TIME WAS IT EASIER TO STAY UPSET WITH ME. THE FIRST OR THE SECOND? WHY?



- WHEN I DEFEND MYSELF, MAKE EXCUSES, AND START TO BLAME YOU, YOU GET ANGRIER.
- WHEN I SIMPLY AND SINCERELY APOLOGIZE, YOU CALM DOWN.



4 OF 5

## SORRY NOT SORRY

### BONUS ROUND



LET'S SWITCH ROLES AND PLAY THE GAME ONE LAST TIME. I'M GOING TO BLAME YOU FOR DOING SOMETHING WRONG. IF YOU CAN CALM ME DOWN WITH A SINCERE APOLOGY, YOU WIN.



THE PLAYER SINCERELY APOLOGIZES AND IS KIND. GAME ENDS WHEN THE HOST GIVES UP.

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## SORRY NOT SORRY