

# ERGO

## THE GAME OF PROVING YOU EXIST

Do you exist? I think therefor I am? From Socrates to Descartes, the question has dogged mankind. Now with **Ergo** you can prove your existence while disproving the existence of your friends!

**Series/Type:** Family Card Game

Players are assigned a variable (A, B, C or D) at the start of a game. During each round, players attempt to collectively build a Proof that proves their existence, while disproving the existence of any other player. Each turn a player will draw two cards and play two cards, even if a player can't play to the Proof and must discard. When a Proof is stopped, provided there is no paradox, the number of cards in the Proof equals the number of points awarded to each proven player. All cards are then shuffled again and a new round begins. The first player to 50 points wins!

**Selling Points:**

- A unique concept that combines the classic rules of logic into a fun card game.
- Simple rules, but huge depth of play.

**Target Market:**

- Anyone that enjoys a game that makes you think.
- Philosophy students.
- Educators.
- Computer programmers.

**Contents:**

- 55 cards
- Fold-out rulebook
- High-quality tin packaging

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