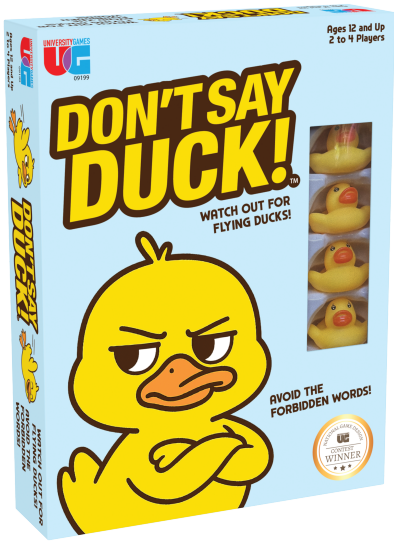


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Don't Say Duck
Ages 12 and Up

Crash Out
Ages 12 and Up



Ages
14 and
Up

2 to 6
Players

It's
not
that
deep™

Instructions

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COMPONENTS:

- 160 Question Cards
- 12 Not My Vibe Cards
- 4 Scoring Cards
- 2 Dry Erase Boards
- 2 Dry Erase Markers

OBJECT OF THE GAME:

The first player to score 100 points wins the game.

SETUP:

- Players shuffle all Question Cards thoroughly and place the stack face down in the middle of the playing area.
- The two Dry Erase Boards and Markers are also placed in the middle of the playing area, accessible to all players.
- Place Scoring Cards in the middle of the table for easy reference by players.
- Each player receives 2 Not My Vibe Cards.
- Players find a piece of paper and a pencil to keep score.

HOW TO PLAY:

The youngest player goes first. This player draws a Card and reads it out loud. That player will then do whatever the Card requires. Depending on the Card type, players either answer, reflect, perform or react.

Points are scored on each Card as follows (*also see Scoring Cards for easy reference*):

1. **Smash or Pass** (40 Cards) – Worth 10 Points

- “Smash or Pass” is a game category where players quickly decide whether they like or approve of something (“Smash”) or don’t (“Pass”).
- Players answer the questions and score 10 points.

2. **Spiral Lite** (40 Cards) – Worth 10 Points

- “Spiral Lite” is a game category with lightly provocative questions that spark honest, slightly emotional and often funny responses without getting too intense.
- Players answer the questions and score 10 points.

3. **Energy Check** (40 Cards) – Worth 20 Points

- “Energy Check” is a game category where players do quick, playful challenges that boost energy, spark laughter and get everyone engaged. Feel free to involve other players in these challenges to get everyone involved in play.
- Players perform challenges and score 20 points.

4. **Mirror Mirror** (40 Cards) – Worth 30 Points

- “Mirror Mirror” is a game category where players share personal preferences and pick one other player in the group to match answers with. Each of the 2 players writes their answer on a Dry Erase Board keeping it hidden from others.
- The players reveal their answers. If they match each other, each player scores 30 points. If they don’t match, no points are given.

5. **Not My Vibe** (2 Cards per player or 12 Cards)

- These Cards allow players to opt out of any Card challenge they don’t want to answer. No points will be scored. Players can opt out up to 2 times during the game.

WINNING THE GAME:

The first player to score 100 points wins the game.