

The "Do Tell Difference"
Compare Do Tell game play and philosophy to other social games.

Item	Do Tell Game	Other Social Games
Types of Cards	Cards which have you both Doing and Telling bring the challenge.	Answers are given to questions and you either match or judge the other person.
How You Win	Win by Playing and connecting, by sharing life and achievements and listening to others. You don't score points by lying or bamboozling or judging others.	Do a lot of finger-pointing and can make players feel negated. Players are judged by having answers that are deemed "correct."
Scoring	What ?? Do Tell uses a playing board where players advance to the center to "win".	By judging others or by others judging you. Is this a good place to open up?
Game Play	Share ourselves and have fun.	Make fun of each other and judge each other's answers.
Family Games Gender & age	Do Tell has Neutral questions. The cards are fun to play for everyone of all ages at the same time. Plays well with mixed ages.	The game box may say that the age range is for kids 8+ years old, but the questions tend to not be challenging enough for kids over 12, much less parents and grandparents playing with the kids.
Effect on Relationships	Do Tell strives to create and improve connection.	Can put relationships in question through questions that might intimidate, embarrass or provoke.
Range	Explores places people don't go, not because they don't want to, but because they have not been asked these questions.	You judge what's already written or you guess using limited choices. Is as expansive or narrow as what's written on the cards.
Educational	Core Educational Values. Do Cards are Full Body expressions.	Ah, ...we dont think so.
Competitiveness	Do Tell is an all inclusive game, and invitational game. A sharing game, not a competitive game.	Yes, and it's a social game.
Knowledge needed to play	Just being willing to share, risk and reveal personal opinions, experiences and beliefs.	A number of games require knowledge of trivia, sports and celebrity figures.
Intention	We're about expansion, diversity, compassion, understanding, coming out of our box, acceptance, love and laughter.	The focus of many interactive games can be limiting, making fun of other players and negatively competitive at the cost of potential connection (and might create alienation as a result).
Depreciation	People don't want to stop playing. They like the depth of this game. It's different everytime you play.	One round is often enough.
Other markets	Therapists and Educational. This game is about who people are and what their beliefs, attitudes and experience of life is.	