

LULUDELULU

DELULU IS THE SOLULU

A 2-player cooperative game · ~15 min · Goal: match each other · luluthethegame.com

SETUP (30 SEC)

- **Player A:** ♠ Ace–10 | **Player B:** ♥ Ace–10 (Ace = 1, no face cards)
- **Bank:** ~50 chips (coins, pasta — anything) in the middle.
- **Pick a variant** before play (see below).

THE TWO RULES

The Lock

Once face-down, a card can't be touched, changed, or swapped.

Simultaneous Reveal

Both flip at once. No peeking, no signals.

THE LOOP

Read prompt → both commit a card face-down → flip together → score → next round

VARIANT — PICK ONE

	EXHAUSTION	FREE PLAY
Cards	Each number used once	Pick up each round
Feel	Strategic	Pure sync, casual
Best for	Experienced	First-timers, kids

PHASES & SCORING (10 ROUNDS)

PHASE	THEME	MATCH	±1
1 Calibration rds 1–3	concrete / physical	1	0
2 Abstraction rds 4–6	social / feelings	2	1
— DRIFT CHECK — 60 sec. Discuss your misses. Recalibrate.			
3 Vibe Check rds 7–9	esoteric / weird	3	1
4 Delulu rd 10	blind commit	5	0

Max team score: 46 chips

PHASE 4 — THE DELULU ROUND

- Player with **fewer chips** commits first (tie → RPS, loser commits).
- They place a card face-down **before hearing the prompt**.
- Prompt is read. Other player plays, trying to match the blind card.
- Reveal. Exact match = 5 each. Anything else = 0.

TEAM SCORE → READING

SCORE	RANK	DIAGNOSIS
0–10	Static	Different wavelengths.
11–25	Syncing	Solid connection.
26–35	Resonant	You share a rhythm.
36+	Telepathic	Statistically anomalous.

DRIFT CHECK — TALK ABOUT

Was one of us consistently high/low? Were we on different scales (global vs. personal)? Did we read the prompt the same way? Adjust, resume.

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v1.2 / v1.2-F · Print one-sided, letter or A4 · luluthethegame.com