

Debatable Instructions

(4+ players would be great..but 3 will work)

First choose who will be the dealer for the first round. Flip a coin, draw straws, or maybe wrestle or something. After each round, this role will shift clockwise to the next player.

The players sitting to the immediate left and right of the dealer are the debaters this round and all other plyers (including the dealer) are the judges.

The dealer then selects a card at random (they can even be shuffled if they're really serious). This card is the debate topic. Individually, all judges then secretly write down their opinion on the matter (which side they agree with) and keep it hidden.

The dealer then holds the card in the air and drops it. If the pink side lands up, the player to their right gets to choose which opinion they will argue in favor of. If it's orange, the player to the left picks.

The choosing player leads off the debate, while the other player is left to argue for the opposing view.

The 1st player then gets one statement to make their argument. By the way, the length of the statements are up to the group (We suggest something short, like fifteen seconds or something...But if you guys like to filibuster, have at it).

The opposing player then gets the same amount of time for a statement of rebuttal (AKA why that other player is wrong). Afterwards, the 1st player gets one last (short) statement to address the rebuttal.

Now the second player gets to state their argument, following the same structure as before.

Each judge then announces who they thought won the debate and reveals their original opinion that they wrote down. If a judge's mind wasn't changed, a point is

awarded to both players. But if their opinion was swayed, both points are awarded to the player that made the argument.

This is where strategy (and knowing your fellow players) comes into play. If you are pretty sure that the judge thinks that the edge pieces of brownies are the best, you may choose to argue for the chewy center – even though you may actually agree with them. In order to score points. If you think you can convince them, that is.

The dealer tabulates the points awarded to each player and writes them down on a score sheet. Play then rotates with the next player to the right becoming the new dealer.

Play continues until a player is leading by ten or more points... or until you are all sick of each other. Whichever comes first.