



Would You Rather

Choose between two alternatives, defend your choice, and find out who at the table thinks the way you do.

Players 2–30 (best with 4–10)**Play time** 10–30 min**Materials** No materials**Movement** Seated

QUICK RULES

1. The host reads a question with two alternatives.
2. Everyone picks one — there is no "both" or "neither".
3. Go around the table and give a one-sentence reason.
4. The person with the most unexpected reason reads the next question.

SET UP

1. Choose a reader for the first question. The host view shuffles the prompt pack; without a phone, players can invent their own.
2. Agree on one rule of tone before you start: questions stay clean and nobody has to justify a choice they would rather keep to themselves.
3. Decide whether you are playing for conversation only, or keeping a light score using the "predict the room" variation.

HOW TO PLAY

1. The reader asks a question in the form "Would you rather ... or ...?" and reads it twice.
2. Everyone takes a few seconds to choose silently.
3. On a count of three, all players show their choice at once — one finger for the first alternative, two for the second.
4. Starting to the reader's left, each player gives a short reason. One sentence is enough.
5. Players may question each other's logic, but the reader moves things along after a minute or two.
6. The reader chooses the most surprising or entertaining reason. That player reads the next question.

HOW THE GAME ENDS

Stop after a set number of questions — eight to ten suits a dinner table — or when the main course arrives. Would You Rather has no natural winner, so announce "two more questions" to give the game a clear finish rather than letting it fade out.

PLAYING SEATED

Played seated by default. In the large-group version, replace walking to a side of the room with raising a left or right hand so nobody has to move.

TIPS FOR THE HOST

- The best questions make both alternatives slightly attractive or slightly awkward. Skip any that produce an instant unanimous answer.
- Invite quieter players to answer first on some rounds, so they are not always responding to louder voices.
- If a question lands badly, drop it without comment and draw another.
- For mixed ages, use the "everyday choices" category first; the imaginative dilemmas are more fun once people have warmed up.

VARIATIONS

Predict the room. Before the reveal, each player also predicts whether the majority will choose the first or second alternative. Score a point for each correct prediction. It turns the game into a gentle test of how well the group knows each other.

Convince me. After the reveal, the minority side gets thirty seconds to persuade the majority. Anyone who genuinely changes their mind switches sides. The minority scores a point for every convert.

STARTER IDEAS: EVERYDAY CHOICES

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| ■ always arrive twenty minutes early — or — always arrive exactly on the minute | ■ live without music — or — live without films and television |
| ■ give up coffee and tea for a year — or — give up desserts for a year | ■ have a long weekend every week — or — have three months off once a year |
| ■ have a home that is always tidy but never quite clean — or — always clean but never quite tidy | ■ always take the stairs — or — always wait for the lift |
| ■ cook dinner every night — or — wash up every night | ■ read only the first half of every book — or — read only the second half |

STARTER IDEAS: PLAYFUL HYPOTHETICALS

- have a rewind button for your day — or — a pause button
- be able to talk to animals — or — speak every human language
- have hands for feet — or — feet for hands
- always have to skip everywhere — or — always have to walk backwards
- have a personal soundtrack that everyone can hear — or — a narrator describing your day aloud
- be able to fly at walking speed — or — run at flying speed
- sneeze confetti — or — hiccup bubbles
- have a tail that shows your mood — or — ears that turn toward whatever you are thinking about

Times are editorial estimates, not test results. Editorially checked for clarity and consistency. We do not claim group playtesting for this page.