

WOULD YOU

Quick Steps

Start Of Play

Shuffle Challenge Cards and place the deck face down.

Choose player pieces and place them on the Level One Start space.

Game Play

Roll the die and move forward to land on either a Category Space or a Challenge Space.

the Regular Category Space:

- Draw a Question Card and **silently** read the question.
- Try to silently predict how the group will answer the question, note your guess on a ballot ticket, and place it face down on the table.
- Read the question out loud to the group.
- Group then has 90 seconds to discuss the question and come to a consensus.
- Group announces its choice.
- If you have correctly predicted the outcome, roll the die again and continue your turn.
- If you are incorrect, then your turn ends and play moves to the left.

the Challenge Space:

- Draw a Challenge Card and read it out loud to all players.
- Follow the instructions on the card and attempt to successfully complete your challenge.
- If you complete the challenge successfully, move your game piece to the next level **and your turn ends**.
- If you fail the challenge, your turn ends and you must wait until your next turn to roll again.

Winning the Game

You win after you successfully complete your third challenge.

*CATEGORY COLOR CODES

Pain · Fear · Discomfort: orange
Appearance · Embarrassment: blue
Ethics · Intellect: green
Random: yellow

WOULD YOU RATHER...?

RULES OF PLAY

For 4 or More Talkative and Imaginative Players

In-depth Instructions

Equipment

"Would You Rather...?" contains one playing board, one die, 200 Question Cards, 20 Challenge Cards, 8 player pieces, one 90 second sand timer, ballot tickets, and pencils.

Object Of The Game

To stimulate entertaining, ridiculous, and thought provoking conversation with "would you rather" questions as the ice-breakers. More precisely, to be the first player to successfully complete three "would you rather" challenges.

Start Of Play

- Shuffle Challenge Cards and place the deck face down on the table.
- Each player chooses a game piece and places it on the **Level One Start space**. Play moves in a clockwise direction. The youngest player goes first.
- Each turn begins with a roll of the die. Roll the die and move the indicated number of spaces in a clockwise direction to land on either a Category Space or a Challenge Space.

Game Play

the REGULAR CATEGORY SPACE: If your game piece lands on a Regular Category space, play proceeds as follows:

- Draw the first Question Card from the card box. Then **silently** read the "would you rather" question corresponding to the category color* on which your piece rests. Try to predict how the remaining players, **as a group**, will answer the question. Note your guess on a ballot ticket and place it face down on the table.
- Read the question out loud to the other players. They then have 90 seconds (use the timer) to debate, reason, argue, and laugh until they are able to reach a consensus or majority decision.

CONSENSUS: A group decision. In "Would You Rather...?", consensus is reached after a lively, uninhibited discussion about which of the two challenging options of a question is better. Consensus can be reached by voting, discussing, or debating. Use whatever process you choose but do not get hung up on it. After 90 seconds of discussion, if there is a tie or you are unable to reach consensus, just pick one of the options by flipping a coin, or rolling the die, and move on to avoid delaying play. Players who prevent the group from reaching a consensus are hereby declared difficult and should be banished from the game. The goal is entertaining social interaction. A competitive strategy game is not our vision.

You may listen to the loud, entertaining decision making process but you should not give the other players any idea what your prediction is. Trying to influence the process generally reduces your hope of a correct prediction.

NOTE: The objective of the game is honest, funny conversation that relates to the question asked. The group should make the consensus choice independent of what they think the predictor chose. The group should focus the discussion on debating the "would you rather" question. Any type of strategic table talk intended to sabotage the predictor is forbidden. For example:

Good: "I think that sleeping in a bed full of sand would make me itchy."

Bad (against the rules): "I believe that John (the predictor) will think that we will choose to sleep with sand...so let's choose the other one."

- When the timer stops, or earlier if a consensus is reached, the group announces its choice, and you turn over your ballot ticket. If you have correctly predicted the outcome, roll the die again, and continue your turn. If you are incorrect, your turn ends and play moves to the left.

the CHALLENGE SPACE: If your game piece lands on a Challenge Space, play proceeds as follows: (5 different challenges are included in the 20 card deck.)

- Draw a Challenge Card from the top of the Challenge Card Deck and read the entire Challenge Card out loud to all players right away. Do not read it silently to yourself first. Then follow the instructions on the card and attempt to successfully complete your challenge.
- If you complete the challenge successfully, move your game piece to the Level Two Start space to show that you have one challenge down and two to go. Each time you successfully complete a challenge, you move your piece to the next level and your turn ends. If you fail the challenge, your turn ends and you must wait until your next turn to roll again.

NOTE: The entire turn in a Challenge Space should only take a few minutes. **Repeating challenges is common and perfectly okay.** Read the entire Challenge Card out loud to everybody immediately, so that everyone understands...keep it moving.

Winning the Game

A player is declared the winner of the game immediately after he successfully completes his third challenge. Once he has successfully completed his second challenge, and moved to the **Winning Challenge space**, a player waits until his next turn to attempt his final challenge and win the game. No die roll is necessary once a player has reached the Winning Challenge space and he can remain there for several turns trying to successfully complete his third challenge and win the game.

Notes (optional)

AVOIDANCE: Evading the question is strictly against the rules of "Would You Rather ...?" The phrases "I won't choose either," "Neither one" and or "Who cares?" should never be heard while playing this game. Furthermore, you must choose between the two options as they are presented. You may not explain away a question by resolving to have the ugly growth removed or by covering yourself with cosmetics. No actions which change the spirit of the question may be added to a "would you rather" scenario.

TEAM PLAY: "Would You Rather...?" can be played with teams. Teams must make decisions and note their predictions quickly because all other teams are idle as they decide. Use the timer to keep play moving quickly or alternate who makes the decision for each round. Consider forming teams when 8 or more players are participating. Otherwise, individual play works best. Four to five teams are preferable to prevent long, slow games.

COMMON SENSE: Although some of these questions may paint a challenging, perplexing, or unappealing picture. They are NOT to be taken literally (DON'T TRY ANY OF THEM!)... take them with a "grain of salt." They are designed to make you think and engage in lively discussion. Feel free to skip questions that may make someone in the group uncomfortable. Regardless of your choice, please place yourself in the proper fun, social state of mind before playing "Would You Rather...?" **And remember, (with the exception of the "Would You Do It" Challenges) everyone should know that performing or reenacting many of these actions could injure, disfigure, or even fatally harm you. Do not attempt any of this. It is for discussion purposes only.**

QUESTION SUBMISSIONS: Please consider submitting your "would you rather" question creations for future editions. Please do not mail or phone in your submission. Questions dreamed up playing "Would You Rather...?" can only be submitted by visiting our website at www.zobmondo.com and following the instructions. Thank you very much for your input.

QUESTIONS & COMMENTS:

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