Those players, including timekeeper, point at the player they think made the best argument.

The player who gets the most votes wins the Event card. Ties mean nobody wins.

Put the revealed cards in respective discard piles (reshuffling as necessary).

★ DEBATE NOTES AND TIPS ★

★ It is up to the players to frame their arguments as they like.

★ Make your argument fun. People are more likely to vote your way if they laugh.

★ If you run out of steam (20 seconds can sometimes feel like a long time) just repeat your main point once and try to end on a high note.

★ The players serving as the jury should judge which argument they liked best, NOT ON THE CONTEST ITSELF.

★ WARNING: It may be unwise to argue or vote against your spouse, the host, or your ride home.

★ Disputed call? If you have any questions not covered in these rules, vote on it with the timekeeper having the tiebreaker.

WINNING THE GAME
Play rounds, until one player has collected five Event cards.

VARIANTS

TEAM PLAY: You can allow two or more players to play as a team by substituting the word “team” for “player” in these rules. They can take turns, talk over each other or tag team however they like. It is a good idea for teammates to sit together.

SHORTER PLAY: If you have exactly four players or more than eight players, you might shorten the game to be the first player to win four Event cards.