

# What Shall We Play?

## CONDENSED RULES

The **highest stakes** you will ever play for at games night!

**What game** will you play for the next 2 hours. . . and **who with?**

## Components

- Deck of 9 cards / player
- 1 'drywipe' card / player
- 1 wax pencil
- 1 meeple / player
- Play mat (optional)

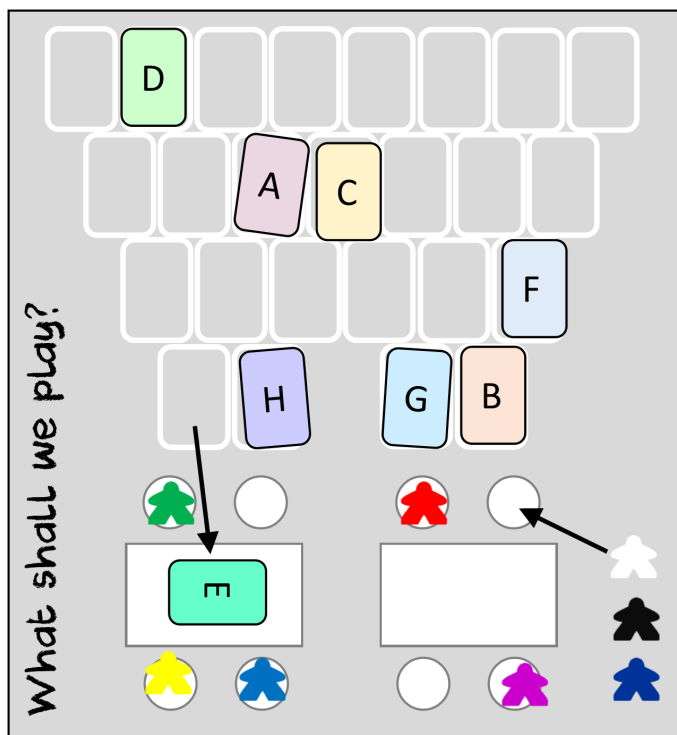
Additionally—for the 'Game night game'

- 30 'parody game' cards
- 32 objective cards

What Shall We Play, can be played as a short filler game to make any choice where players might express varying degrees of preference (games, movies, takeaways, restaurants etc)

## SetUp

Give each player a deck of choice cards. The cards are double sided. On one side the actions allow choices to be moved towards (or away from) the tables. On the other side the actions relate to players eating positions. If only 1 choice is required,



WSWP game setup



then players will ignore the side of the cards relating to seating position and only play with one side of the cards. Each player writes their choice on a whiteboard and places these at the top of the play area.

## Gameplay

The player who expresses the strongest opinion is the start player. On each turn, players play a card from their deck, and perform the

action described. Cards may move one of the choices down the pyramid towards one of the tables, or may allow a seat at one of the tables. The 'final card played from their hand' allows players to pass and pick up all their cards.

If any of the choices reach a table then that is locked in as a choice of the group. If a second choice is required then

the game continues.

When both tables have a choice and all player meeples are in position at a table then the game ends and the games begin!



Example choice cards

## Game Night

WSWP can also be played as a short filler game over 3 rounds.

Each round players are given 4 'objective cards'. These will give each player a Nemesis, (someone that they do not want to play with) a Playmate (who they do want to play with, and characteristics of games that they like or dislike.

In each round, deal out 1 parody game for each player.

Round 1 is the Filler game.

Round 2 is the Appetiser and points earned are doubled.

Round 3 is the Strategy Game and points earned are quadrupled.

At the end of game night, the person who has earned the most points is the winner.



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