

CONTESTED



0+ min.



2+



12+

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Game Box and Rule Book

Introduction

Contested is a game in the model of a radio talk show contest where participants must keep their hand on a car to win the prize (usually the car, but in this case it could be anything). If you need to find a first player for your game, then the last person to take their hand off the car is the first player. You could also keep track of when people took their hand off to set player order. If there's a tie at the end of a game, have the tied players hold their hand on the car and the last one to take their hand off wins.

It simple to play, but as the time ticks, the shift from simple fun to moral dilemma creeps in as you weigh how much getting your way versus getting on with the day matters. Contested could take a few minutes or a few hours depending on which egos go head to head.

Setup

Place the Contested box in the center of the playing surface where everybody can reach it easily.

How to Play

Choose the disputed issue you wish to get a definitive answer for. Some common issues could be who gets to be first player in a game or tie-breaking the end of a game. Then all players place a hand on the Contested box. Nobody should move the box from its current location so as to cause another player to have a harder time touching the box. Players then keep their hand on the Contested box as long as they can.

Ending the Game

The last player still touching the Contested box is the winner. If you would like to set an order, higher rank should go in reverse order of when people pulled their hand off.

Credits

The following people made this game possible.

Game Concept:

Chris Romansky

Artwork:

Chris Romansky

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