

Que Harías

Game instructions

If you've played Apples to Apples or Cards Against Humanity, the gameplay is similar.

Cards:

- Moment (pink)
- Reaction (white)
- Decider (yellow) - optional

Basic version

Setup

- Shuffle the moment deck.
- Shuffle the reaction deck.
- Each player gets 4 Reaction cards that he/she can look at but should not show to other players. *(A volunteer can help them read the card if they have trouble.)*

Each round

- Players take turns each round playing the “decider.” Choose someone to be the first decider.
- The “decider” puts his/her Reaction cards face down (he/she doesn't use them this round) and instead flips a Moment card face up and reads it aloud. *(A volunteer can help them read the card if they have trouble.)*
- Each player looks at his/her Reaction cards and chooses a Reaction card that he/she thinks is the best reaction to that moment. Players place their selected card face down in the middle.
- The “decider” shuffles the Reaction cards and reads them aloud to the group. He/she then picks the one that he/she thinks is the best reaction for that moment.
- The player whose card was selected as the best reaction is given a point. *(You can give them the moment card as a way to keep track of their points.)*
- **As the facilitator: comment about the moment and selected reactions and allow for a discussion about how appropriate or not the reactions are. Reference culture, etc.**
- At the start of a new round, change the “decider” player (usually the person to the left of the previous decider) and repeat. Each player who was not the “decider” in the last round should take a new Reaction card (so he/she has 4 total).
- Keep playing until time runs out. The person with the most points wins! *(Or you can play until a player earns X points.)*

Decider card version

The rules are the same as the basic version. However, instead of just flipping over a Moment card, the “decider” also flips over a Decider card. Then players have to pick the reaction card in his/her hand that they think best fits the decider criteria.

For example:

Moment card – You are wearing the same shirt as another kid.

Decider card – Most mature

Players should pick the Reaction card from their hand that they think is the most mature reaction to realizing you are wearing the same shirt as another kid.

Player’s choice Reaction version

If you think the game would work better with the players coming up with their own reactions, then *don’t use the printed Reaction cards*. Instead, give each non-decider player a blank white card at the start of the round and ask him/her to write his/her reaction to the selected moment on the card.

Make sure all players’ blank cards look the same and that they write on the same side, the striped side, so they all look similar and you can’t (as easily) tell who wrote which card.

You can combine this version with “Decider card version” above.

Team’s choice Reaction version

If there doesn’t seem to be much engagement by players, have them play as teams. So 2+ players work together to write their own reaction. These teams would also work together as one “decider” based on the basic rule set.

Player’s choice Moment version

If a facilitator/player has a moment they would like to try out in the game, give them a blank pink card to write this moment on. Then instead of using a printed Moment card, play the round with the handwritten player’s Moment card.