

The Gallery players now mark two numbers on their own score sheets: mark your position on the statement in the column where it says “You Think,” and mark what you believe the Hot Seat thinks where it says “Hot Seat Thinks.” So if you believe that the Hot Seat strongly agrees with the statement, write “5” in the corresponding column, and if you strongly disagree with the statement, write “1” in the You Think column.

Both the Hot Seat and the Gallery must keep their opinions secret until everyone has finished entering their positions.

Once all players have marked their positions, the Hot Seat announces his Opening Position, and may, if he chooses, state why he believes it’s right. The Hot Seat then announces whether this round will be a **Free For All** or a **Lightning Round** and sets the timer.

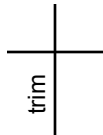
FREE FOR ALL

If the Hot Seat chooses a Free For All, he will turn over the longer timer and listen as the “free for all” begins. The object for the Gallery is to convince the Hot Seat to move to their own positions. A player who agrees with the Hot Seat’s Opening Position will of course argue to keep the Hot Seat from changing his mind. The Hot Seat may jump into the discussion if he likes.

Free for all discussion reigns - arguing, yelling, laughing, rebutting, and high-fiving (but please — no hand-to-hand combat). Once the timer has run out, discussion stops. The Hot Seat will now reconsider his position in light of the arguments presented, and will indicate his Closing Position on the Score Sheet in the second Hot Seat column for this round. He then reveals this position, which may or may not be the same as his Opening Position. Points are recorded on each player’s Score Sheet (see SCORING, below), and then the next player to the left is in the Hot Seat for the next round.

LIGHTNING ROUND

If the Hot Seat chooses a Lightning Round, he will start the shorter timer instead of the longer one. The player to the left of the Hot Seat opens the argument. He must state his position within thirty seconds; once the thirty seconds are up, the timer is reset and play continues with the next player to the left, until all players have taken their turn, or passed. Once the Lightning Round is complete, the Hot Seat will, as above, record his Closing Position on the Score Sheet and reveal it to the group.



Power Play CARDS

Each player starts with two Power Play cards. Their use is simple — but devastatingly effective, as described below. A Power Play card may be played any time before the round ends. Once a player plays a Power Play card, no other players can play one during that round. The two kinds of cards are:

LAST WORD

The Last Word card gives a player exactly that — the last word. The player using this card gets 30 seconds to make any final arguments he likes in support of his position — and against that of his opponents! He does this after the Lighting Round or Free For All has ended. Once the 30 seconds are up, the Hot Seat records and reveals his closing position as usual.

PUT A SOCK IN IT!™

The Put A Sock In It! card can be played against any player: it forces that player to stop speaking for the remainder of the round. Use it to silence players you disagree with if their argument is undermining your position. Note well: If the player who receives a Put A Sock In It! card keeps speaking, then by unanimous decision of all other players, the round may be cancelled, the Hot Seat draws another card, and the penalized player must sit out the round and thus receives no points. So if someone plays a Put A Sock In It! card against you — take the hint and put a sock in it!

The Hot Seat may not play a Power Play card. After a Power Play card is played, it is returned to the deck. You only get two Power Play cards for the whole game, so use them wisely.

SCORING

Each player records his score on his Score Sheet. Scoring in Controversy! is simple — just answer these 3 questions:

- Did I correctly guess the Hot Seat’s opening position? If so, I get 1 point.
- Does the Hot Seat’s closing position exactly match mine? If so, I get 1 point.
- How many points, if any, did the Hot Seat player move *toward* my position? I get that many points. So if my position is 1 and I moved the Hot Seat player from 5 to 3, I get 2 points.

Just add up the points you get from answering those questions, and voila — that’s your score for the round.



The Hot Seat never receives points. Also, you don't get points for the distance someone moves *past* you. So if you're trying to move me from 1 to 3 and I move to 5, you only get credit for moving me from 1 to 3 (2 points). The fact that I moved past 3 doesn't count, since you only wanted me at 3.

The first player to reach 10 points is the winner. Alternately, you may choose to set a time limit, so the player with the most points when time is up wins. In the case of a tie, play continues until one player has acquired more points than the others.

Playing Controversy! is as simple as that. So draw a card, set the timer, and let the controversy begin! But remember: **Argue Responsibly™**.



One player at a time is in the “Hot Seat.”

The Hot Seat reads a topic: “Working for a tobacco company in almost any capacity is at least slightly immoral.” Everything is on a scale of 1 (strongly disagree) to 5 (strongly agree). The Hot Seat writes down what he thinks without announcing it, and the Gallery has to guess what he wrote.

After the Gallery has recorded their guesses, The Hot Seat announces his opinion. Then...

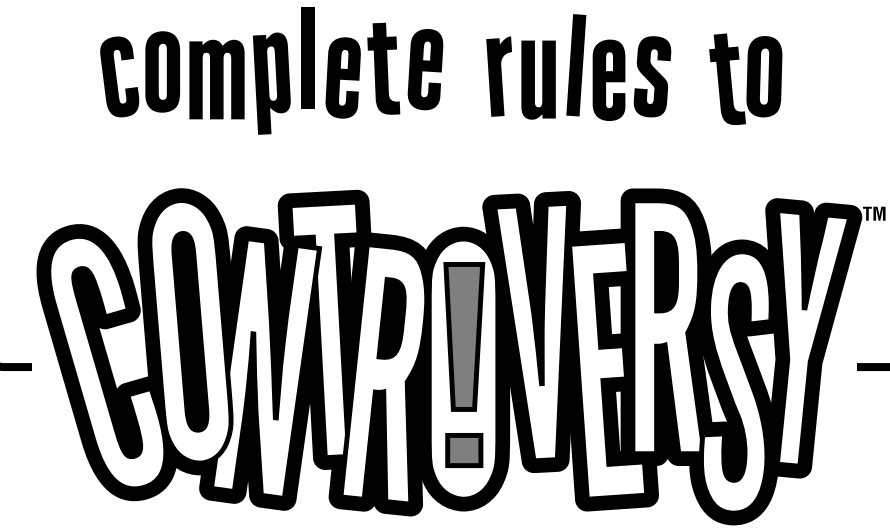
The Gallery has a chance to argue (Free For All or Lightning Round) and convince the Hot Seat to change his mind so he thinks the way they do. After the arguing is done...

The Hot Seat declares whether he has changed his opinion, and, if so, to what number.

Then the round is scored. If a Gallery player guessed what the Hot Seat thinks, he gets one point; if he swayed the Hot Seat to his opinion, he gets another point; and he gets a point for each point that he moved the Hot Seat toward him.

The opinions expressed on Controversy! cards are not necessarily those of New York Game Factory or anyone associated with it. Or of anyone else, for that matter. They are intended only to inspire freewheeling discussion, debate, and argument.

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OBJECT

Guess what your friends think about controversial topics and win them over to your way of thinking — by being eloquent or just plain devious. The first player to reach 10 points wins.

PREPARATION

Place the box of Controversy! cards in the middle of the table. The first twenty cards in the box are Power Play cards; these should be removed from the box. Shuffle the Power Play cards and deal two to each player. Each player will need one Controversy! Score Sheet and a pencil. Remove the two sand timers from the box. You are ready to play Controversy!.

PLAY

The player with the next upcoming birthday is the first to sit in the “Hot Seat.” That means the other players try to guess what he thinks and win him over to their way of thinking. The other players are in the “Gallery.” The Hot Seat draws the first card from the deck of Controversy! cards and reads the topic on the card aloud. Then the Hot Seat writes his opinion of that statement on a scale of 1 to 5 in the appropriate row of the Score Sheet, where 1 means “strongly disagree” and 5 means “strongly agree” (3 could mean “neutral” or “I see equally strong arguments on both sides”). This is the Hot Seat’s Opening Position — the arguing skills of the other players will determine whether it changes during the round! Note: the Hot Seat does not reveal his opinion — yet.

