

Debatable, a game published by brassmonkeygoods.com (a website that hangs every time I've gone to it). Here is the description from the back of the box:

“Win points for winning arguments. Inside, you'll find opposing views of 200 hot button issues, like how to load the dishwasher like an actual human being. Just pick a side, and debate it out. Don't worry, no politics, religion, or any of that crap is in here. There way more important things to fight about. For example: those brownie edge pieces are garbage. Go ahead, prove us wrong.”

My summary of the rules:

The instructions recommend four or more players but say that three will work. A dealer is chosen and picks a card at random that has a debate topic. The players to the right and left of the dealer are the debaters, and the rest are the judges, including the dealer. The dealer throws the card in the air and if it lands pink side up, the player to the right of the dealer gets to choose whether to be pro or con on the topic, and the other play has to take the opposite side.

The player who got to choose first makes a single statement supporting their view (instructions recommend 15 seconds or less for all the statements). The second player makes a statement as a rebuttal, and the first player gets one last short statement to address the rebuttal. Then the second player states their argument, and it goes back and forth again.

Each judge then states who they thought won the debate. They tell what their original opinion was, and whether their opinion changed. If their opinion didn't change, each player gets a point. If their opinion did change, both points go to the player who made that argument.

Play until someone gets 10 points.