

Consensus

Agree, or nobody scores. A social negotiation game of secret agendas and shifting coalitions.

PARTY GAME

3-8 PLAYERS

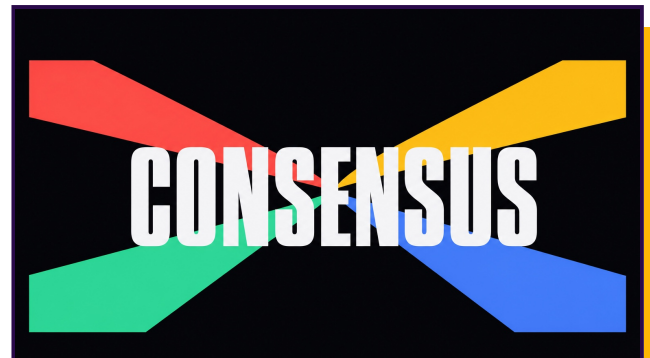
~12 MIN

THE STORY

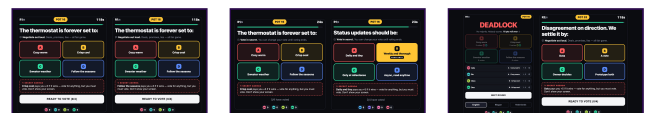
Six dilemmas, no right answers. Each round puts one opinionated question on every phone, with four options worth defending and a pot of points on the table. The official team snack, forever. How status updates should work. An option passes only on a strict majority, and if the room falls short, nobody scores.

Before anyone speaks, every player is dealt a private agenda: one option that pays them a bonus if the team lands on it, whether or not they voted for it themselves. The deal guarantees no option ever holds a natural majority, so the room has to talk. Promises and outright lies are both legal. Winning voters split the pot evenly, so a slim coalition pays each member far more than a unanimous room does. There's always someone worth cutting out, and whoever gets cut can block the next quorum.

Deadlock rolls the entire pot forward, so holding out gets expensive for everyone until somebody folds. Votes and secret agendas both go up on screen after every round, and that's when the table finds out who was lobbying for whom. It runs about twelve minutes on phones and needs no moderator. The arguing is the point.



PLAYERS	3-8 players
DURATION	~12 min
TYPE	Party game
PLATFORM	Browser, no installs
PRICING	Free with a Superglue account



HOW IT PLAYS

- 1 Open a room**
The host creates a room and reads the four-letter code out to the group.
- 2 Read the dilemma**
Each round shows the same question and the same four options to everyone, along with the pot at stake.
- 3 Check your agenda**
Your screen also shows a private card naming one option that pays you a bonus if the team picks it.
- 4 Talk it out**
The host sets 45, 75 or 120 seconds per round, and the discussion happens out loud, in the room or on the call.
- 5 Vote, then watch the reveal**
Votes are secret and you can change yours until the timer stops.