

Pals

We've heard it from everywhere: don't judge other people.

But everywhere is boring! It's time to use the most unforgivably judgmental dark pit of your soul to figure out who your opponent's best pal is.

Goal: Guess which loser is your opponent's best pal.

Players: Two, but as many observers as possible. Trust us: this is a party game.

Setup: Each player arrays his group of suspects in front of him, and picks a pal from the pile of losers.

Play!! Players alternate asking questions, and can only ask subjective questions about their opponent's pal. Your opponent must respond as honestly as possible, and you eliminate (to the best of your judgy ability) any of the face-up losers that match his response. Flip them sub-humans over and forget about them!

All observers—known as "The Rabble"—can look at the pals (but cannot reveal their identity), can give advice on the "correct" answer to a question, or can sway who the players eliminate. Basically, The Rabble judges the players' every decision. They're also useful for recording all of the questions asked, which makes the reveal of the best pal at the end of the game even more entertaining!

As a reminder, objective questions are fact-based; hair color, whether he or she wears glasses, etc. Subjective questions are anything based on mushier criteria: assessments that come from the gut—you know, the part of you that is a terrible person. Not that we're judging your despicable human nature—here are some of the questions we asked in the first-ever session of Pals:

1. Has your pal ever bought a tabloid magazine?
2. Does your pal have a bachelor's degree?
3. Has your pal ever been arrested?
4. Does your pal live in a mobile home?
5. Does your pal shop exclusively at gas stations?
6. Has your pal ever owned a brand new car?
7. Do your pal's kids visit him anymore?
8. Does your pal masturbate in public?
9. Does your pal live in his mom's basement?
10. Does your pal suffer from depression?

As you can see, any subjective question is fair game. Shock your friends, make them laugh, or just embarrass everyone present who knows what an Alabama Hotpocket is.

Winning: Everyone wins at Pals!!

It doesn't matter if you guess your opponent's best pal correctly—doing so simply makes you question what kind of person you've become, so be sure to do your best! Lookin' at you, Mike Houlette!

Once both players are left with only one loser who could be his opponent's best pal, the first player recounts the questions he asked and the answers he received. He then reveals the bastard who is undoubtedly his opponent's pal, and his opponent reveals his best pal. Repeat for the second player.

Finally, choose new players and play again!