

Most Likely To Questions for Adult Groups

Vote on a playful everyday scenario, then let anyone explain or pass.

Host guide / Letter / Friends & adult social / 10–20 minutes

Read the guide privately first if this activity has hidden answers. Print single-sided at Actual size / 100%. Cut only sheets marked CARDS. Keep answer keys with the host.

What you need

- The scenario cards below
- Optional: paper slips for anonymous votes
- Optional: a timer

How to run it

1. Before play, explain that each person may pass, vote for themselves, or ask for a new prompt. No one is required to receive a vote.
2. Choose whether the group will point at once, write an anonymous name, or volunteer a name verbally. Use the same method for every card.
3. Read one scenario, allow a few seconds for votes, and let the named person respond only if they want to. A brief laugh or “that is not me today” is enough.
4. Read the next card or invite a volunteer to be the reader. Stop when the group’s time is up; there is no score and no final ranking.

Choose a voting style before starting

A simultaneous point can be quick, while anonymous slips make the round gentler for a new group. Let people nominate themselves or choose “no vote.” The host should not announce a person’s name if that person has asked to pass.

Keep each prompt about a harmless, visible behavior in a fictional or everyday scenario. Avoid questions about intelligence, trust, relationships, money, appearance, competence, or who is liked most. The game should not become a way to criticize a friend.

- No vote, self-vote, and pass are valid responses.
- Do not keep a running score or rank players.

Make room for a friendly response

After a vote, the person can say one sentence, tell a brief story, or simply smile and let the next card begin. Do not demand that they agree with the group’s choice. If a prompt produces an uncomfortable reaction, discard it and switch to a different topic without discussion.

A host can model the tone by choosing low-stakes examples and keeping their own reactions kind. The group can also use fictional characters or “which option fits this situation?” when everyone would rather avoid naming a person.

- The person receiving votes controls whether to respond.

- Never use a prompt to reveal a secret or pressure someone into a task.

Finish while the game is still light

Most Likely To works best as a short interlude, not the whole evening. Use ten or fewer prompts, then move back to ordinary conversation. If the group wants to continue, ask for a new round of safe scenarios rather than repeating votes about the same person.

For a mixed group, the host can allow people to watch without voting. This version has no drinking, penalties, dares, elimination, or winners; the only objective is a few playful shared moments.

- Keep the activity voluntary and brief.
- A host can stop the round at any time.

CARDS / Most Likely To Questions for Adult Groups

<p>NEW_MOST_LIKELY-001 / Friendly Most Likely To scenario</p> <p>Who is most likely to bring an extra phone charger on a day trip?</p>	<p>NEW_MOST_LIKELY-002 / Friendly Most Likely To scenario</p> <p>Who is most likely to notice a new café while walking through town?</p>
<p>NEW_MOST_LIKELY-003 / Friendly Most Likely To scenario</p> <p>Who is most likely to suggest a board game for a rainy afternoon?</p>	<p>NEW_MOST_LIKELY-004 / Friendly Most Likely To scenario</p> <p>Who is most likely to make a playlist for a long drive?</p>
<p>NEW_MOST_LIKELY-005 / Friendly Most Likely To scenario</p> <p>Who is most likely to remember the name of a plant they saw on a walk?</p>	<p>NEW_MOST_LIKELY-006 / Friendly Most Likely To scenario</p> <p>Who is most likely to find an interesting book in a used bookstore?</p>

CARDS / Most Likely To Questions for Adult Groups

<p>NEW_MOST_LIKELY-007 / Friendly Most Likely To scenario</p> <p>Who is most likely to pack a snack for the group?</p>	<p>NEW_MOST_LIKELY-008 / Friendly Most Likely To scenario</p> <p>Who is most likely to choose the scenic route?</p>
<p>NEW_MOST_LIKELY-009 / Friendly Most Likely To scenario</p> <p>Who is most likely to bring a reusable bag without being asked?</p>	<p>NEW_MOST_LIKELY-010 / Friendly Most Likely To scenario</p> <p>Who is most likely to suggest visiting a museum on vacation?</p>
<p>NEW_MOST_LIKELY-011 / Friendly Most Likely To scenario</p> <p>Who is most likely to try a new recipe for a casual dinner?</p>	<p>NEW_MOST_LIKELY-012 / Friendly Most Likely To scenario</p> <p>Who is most likely to keep a paper map in the car?</p>

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<p>NEW_MOST_LIKELY-013 / Friendly Most Likely To scenario</p> <p>Who is most likely to spot a good place for a group photo?</p>	<p>NEW_MOST_LIKELY-014 / Friendly Most Likely To scenario</p> <p>Who is most likely to remember a friend's favorite dessert?</p>
<p>NEW_MOST_LIKELY-015 / Friendly Most Likely To scenario</p> <p>Who is most likely to propose an easy weekend outing?</p>	<p>NEW_MOST_LIKELY-016 / Friendly Most Likely To scenario</p> <p>Who is most likely to bring a deck of cards to a cabin?</p>
<p>NEW_MOST_LIKELY-017 / Friendly Most Likely To scenario</p> <p>Who is most likely to have a helpful tip for organizing a kitchen drawer?</p>	<p>NEW_MOST_LIKELY-018 / Friendly Most Likely To scenario</p> <p>Who is most likely to ask a local for a good lunch recommendation?</p>

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<p>NEW_MOST_LIKELY-019 / Friendly Most Likely To scenario</p> <p>Who is most likely to notice a little free library on the sidewalk?</p>	<p>NEW_MOST_LIKELY-020 / Friendly Most Likely To scenario</p> <p>Who is most likely to choose a comfortable seat for everyone?</p>
<p>NEW_MOST_LIKELY-021 / Friendly Most Likely To scenario</p> <p>Who is most likely to suggest a walk after a meal?</p>	<p>NEW_MOST_LIKELY-022 / Friendly Most Likely To scenario</p> <p>Who is most likely to make a simple celebration feel special?</p>
<p>NEW_MOST_LIKELY-023 / Friendly Most Likely To scenario</p> <p>Who is most likely to find a creative use for leftover craft supplies?</p>	<p>NEW_MOST_LIKELY-024 / Friendly Most Likely To scenario</p> <p>Who is most likely to bring a book to read while waiting?</p>

Hosting questions

Do players have to accept a vote?

No. Anyone can pass, self-vote, or ask for a new prompt without giving a reason.

Is there a winner?

No. This version has no points or final ranking.

Can this game include dares or drinking?

This page's rules do not include penalties, dares, or alcohol. Keep it a short, voluntary group-vote activity.

References

Reviewed for common group question-game structure; this version's rules and prompts are original and avoid penalties.

<https://teambuilding.com/blog/question-games>

Original AI-assisted resource with AI editorial review. Independent human playtesting and physical printing have not been completed. Answer, listen, or pass.