Paranoia Game Rules and Friendly Questions

Use a clear whisperer, chooser, and named-player sequence, with optional responses and reveals.

Host guide / A4 / Friends & adult social / 15–25 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

- A set of the friendly prompt cards below

- A coin for the optional reveal decision

- A quiet place where players can hear the whispered prompt

How to run it

1. Sit in a circle and explain the three roles for each turn: the whisperer privately reads a card to the next willing player, the chooser; the chooser may name a willing player, name themselves, or pass.

2. The named player may wave, offer a brief comment, or pass. They are not asked to guess the hidden question.

3. After the response, ask both the chooser and the named player whether they consent to a possible reveal. If either declines, discard the prompt without a coin flip. If both agree, flip a coin: heads means the whisperer reads the prompt aloud; tails keeps it private. Anyone may still opt out before the words are shared.

4. The chooser becomes the next whisperer and privately reads a new prompt to the next willing player clockwise. Keep turns moving and do not repeat a prompt about the same person.

5. Stop after one round or whenever anyone wants to end. No one owes an explanation, a vote, or a second turn.

How the whisper-and-name turn works

Each turn has three clear roles: the whisperer reads a card privately, the chooser hears it and names someone, and the named player may respond or pass. The chooser may name themselves. The named player is not asked to guess the question.

The coin only decides whether an agreed reveal happens. The chooser and named player must both consent before the coin is flipped; if either declines, discard the prompt. Heads means the whisperer reads it aloud, while tails keeps it private. Anyone can still stop a reveal before the words are shared.

- Do not guess the hidden question or pressure someone to reveal it.

- Discard unrevealed prompts; do not reuse them to target someone.

Choose kind prompts

Use questions about ordinary helpfulness, preferences, or light imaginary scenarios. Avoid appearance, intelligence, money, romance, trust, popularity, secrets, conflict, and anything that would embarrass someone. A question that sounds harmless in private may feel different when a name is announced, so the host should review every card first.

A player who is named does not need to endorse the answer. The name is simply a playful response to a prompt, not a judgment about the person. If the named player looks uncomfortable, move on immediately and check in privately later only if appropriate.

- No drinking, forfeits, dares, or penalty for passing.

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- Do not use questions that compare who is best, worst, most attractive, or most liked.

A safer way to host

Start with a volunteer and let people watch before joining. Use a small number of cards, keep the room calm enough for a private whisper, and ensure no one is required to be named. If a prompt feels off, replace it without discussion. The host can also choose to use only open, visible prompts if the group prefers.

This is a friendly variant of a party game, not a test of how people see each other. End the round before the suspense becomes uncomfortable. The group can switch to a regular question game whenever it wants.

- Make the reveal option clear before play.

- Any player may skip an entire turn or leave the game.

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CARDS / Paranoia Game Rules and Friendly Questions

R_PARANOIA-001 / Friendly whispered Paranoia question

Who might check a bus or train schedule before leaving for an outing?

R_PARANOIA-002 / Friendly whispered Paranoia question

Who would remember to close a window before leaving a room?

R_PARANOIA-003 / Friendly whispered Paranoia question

Who could explain a confusing set of instructions with a quick sketch?

R_PARANOIA-004 / Friendly whispered Paranoia question

Who might suggest a friendly opener when a conversation pauses?

R_PARANOIA-005 / Friendly whispered Paranoia question

Who could make a small welcome sign for a gathering?

R_PARANOIA-006 / Friendly whispered Paranoia question

Who would ask a useful question before assembling furniture?

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CARDS / Paranoia Game Rules and Friendly Questions

R_PARANOIA-007 / Friendly whispered Paranoia question

Who might bring an extra blanket for a picnic?

R_PARANOIA-008 / Friendly whispered Paranoia question

Who could plan a simple outing with very little notice?

R_PARANOIA-009 / Friendly whispered Paranoia question

Who could sort a mixed pile of papers into a useful order?

R_PARANOIA-010 / Friendly whispered Paranoia question

Who might remember to check whether a place is open before the group heads over?

R_PARANOIA-011 / Friendly whispered Paranoia question

Who could invent a cheerful name for a neighborhood café?

R_PARANOIA-012 / Friendly whispered Paranoia question

Who might create clear labels for a shared set of supplies?

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CARDS / Paranoia Game Rules and Friendly Questions

R_PARANOIA-013 / Friendly whispered Paranoia question Who might notice a small detail in a public building that others walk past?	R_PARANOIA-014 / Friendly whispered Paranoia question Who could make a shared meal feel welcoming?
R_PARANOIA-015 / Friendly whispered Paranoia question Who would know an easy way to repair a loose button?	R_PARANOIA-016 / Friendly whispered Paranoia question Who might remember to charge a portable speaker before a trip?
R_PARANOIA-017 / Friendly whispered Paranoia question Who would ask whether anyone needs a hand before a group activity starts?	R_PARANOIA-018 / Friendly whispered Paranoia question Who could tell a short story about an ordinary object?

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CARDS / Paranoia Game Rules and Friendly Questions

R_PARANOIA-019 / Friendly whispered Paranoia question

Who might be first to notice a new seasonal display in town?

R_PARANOIA-020 / Friendly whispered Paranoia question

Who might remind a group to take a short break between activities?

R_PARANOIA-021 / Friendly whispered Paranoia question

Who might arrive early enough to help set up a group activity?

R_PARANOIA-022 / Friendly whispered Paranoia question

Who could choose a thoughtful small souvenir for a friend?

R_PARANOIA-023 / Friendly whispered Paranoia question

Who would remember where the group put its coats or bags?

R_PARANOIA-024 / Friendly whispered Paranoia question

Who might suggest a cozy plan when the weather changes?

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Hosting questions

What is the basic Paranoia game mechanic?

The whisperer privately reads a question to a chooser, who says a name aloud. The named player may respond or pass; the chooser and named player decide whether to allow a coin-flip reveal.

Does this version require revealing the question?

No. The chooser and named player must both consent before a coin flip can allow a reveal, and either can still stop it. Any player can pass.

Does Paranoia need alcohol?

No. This version has no drinking, forfeits, dares, or other penalties.

References

Reviewed for the common whisper-question and name-answer mechanic; this page adds consent-based optional reveal and original friendly prompts.

https://pasandola.com/en/paranoia

Reviewed as another public description of whisper/name/reveal turns; this version does not use pressure or penalties.

https://www.easypartygames.com/games/game_23/

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

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