

Rapid Fire — Host Script

A 2–6 minute pulse check · 8, 12, or 16 prompts · 2+ players

Before the meeting (2 minutes)

1. **Create the room.** Choose Rapid Fire at meeting-games.com. Pick a deck (energy check-ins, work habits, fun, or mixed), 8, 12, or 16 prompts, and 8, 10, or 15 seconds per prompt.
2. **Choose the pace.** 10 seconds suits most rooms. Use 15 for a global, mixed-language, or large call, or for anyone who needs more time.
3. **Keep the host tab open.** The countdown and the automatic next prompt run in the host browser, so keep it open and in view. Share your screen.

Run of show

When	You do	What to say / do
0:00	Welcome	<i>“Quick pulse check. Each prompt has a countdown, so just go with your gut. There are no wrong answers.”</i>
Each prompt (~15 s)	Read once, stay quiet	Read the prompt once, quickly. Let the timer run. When everyone answers or time ends, the room reveals together.
Each reveal (5 s)	Comment on surprises	Only comment on a very lopsided or an even split. The next prompt starts by itself; press Stay here to hold a result.
After the last prompt	Use the results	<i>“Looks like most of us are running low, so let’s keep the first item tight.” Then move on.</i>

Facilitation tips

- Anyone who has not answered when time runs out is not counted for that prompt. Say that is fine and move on.
- Energy check-ins are the most useful: change the agenda if the room is low.
- A shorter timer is a pace choice, not a test. Use 15 seconds if in doubt.
- Want a right answer and a scoreboard? Use Trivia Rush or Emoji Master.

Round notes

Prompt (first words)	Split	What we did about it