



Scribe Style

CONTENTS

306 Blue Character Cards - Use these to create your winning team

72 Pink Activity Cards - This is the activity that your team will need to accomplish

Scratch paper is needed

SET UP

- Deal twelve Character Cards in a three by four grid face up to form the Character Pool.
- The remaining Character Card deck is placed face down as a draw pile.
- The Activity Card deck is placed facedown in the middle.
- Choose a player to be the Evaluator first.
- The remaining players use the cards in the Character Pool to create the best three person team for that activity.

PLAYING THE GAME

- The Evaluator draws an Activity Card from the top of the deck and reads it aloud to the group.
- All players choose their best three person team by writing down three Character names from the Character Pool onto a scratch paper.
- Each player places their scratch paper, face down in front of the Evaluator.
- The Evaluator mixes the papers together and then turns over each team and reads each aloud.
- **Any teams with the same three Characters are eliminated from that round.**
- If there are no teams remaining, the Character Pool is discarded and twelve new cards dealt.
- Once all cards are turned over, the Evaluator chooses which team is best.

- The player who submitted the best team wins the round and earns a point.
- The player to the left of the Evaluator becomes the Evaluator for the next round, and the Character Cards from the winning team are replaced with three new cards from the Character Card deck.
- If teams were eliminated in the previous round, Character Cards from the matching teams are replaced from the Character pool with three new cards from the Character Card deck.
- After each player has been the Evaluator, the Character Pool is replaced with twelve new cards from the Character Card deck.
- The last person to earn a point becomes the new Evaluator and play resumes with the Evaluator rotating to the left each round until each player has again been Evaluator and the Character pool is replaced and the process is repeated each time.
- Play continues until a player has reached the number of points agreed upon in order to win.

Roleplay Cards

- If the Activity Card indicates ROLEPLAY, then players should submit team members to fill each specific role indicated on the card.
- Cards should be submitted in the order of the roles listed on the card and the Evaluator should read them in the order of the roles listed on the card (For example, if the ROLEPLAY Card is "Plan Your Wedding" and the roles listed are 1. DJ, 2. Caterer, and 3. Officiant, you would place the DJ card on the bottom, followed by the Caterer, and the Officiant on top. That way, when the Evaluator flips the cards over, they will be in correct order.).

Competitive Mode

- Instead of choosing the best team, the Evaluator chooses the top two teams.
- The players with the top two teams each take a turn briefly describing why they think their team is the best.
- The Evaluator picks one of the top two teams to explain why their team should be the winner.
- The Evaluator then chooses the winning team.
- The player who submitted the winning team earns two points and the runner-up gets one point.