



# WRITE IS MIGHT



3-4



20-30 MIN

Players throw their own ideas into the mix! *Game of Awesome* rules variation.

In this variant, you create your own *Idea Cards* to compete with the ones that come with the game!

## Getting Ready

1. Get some blank *Idea Cards*. Put them to the side.
2. Sort the printed cards into a deck of white *Idea Cards* and a deck of coloured *Awesome Cards*.
3. Shuffle the *Awesome Card* deck and put it on the table so no-one can see the cards.
4. Flip over the top three cards from the *Awesome Card* deck so everyone can see them.
5. Shuffle the *Idea Cards* deck and give three secret cards to each player.
6. Put the rest of the *Idea Cards* deck on the table so no-one can see the cards.
7. Give everyone two blank *Idea Cards* as well, so they have five cards in total.
8. Choose the first Judge. If you can't decide, whoever is oldest starts as Judge.

## Creating New Idea Cards

Whenever they like, players can write and draw on the blank cards to create their own unique *Idea Cards*.

New cards go into the player's hand like any other *Idea Card* and get used in exactly the same way.

It's a good idea to create *Idea Cards* that match several of the *Awesome Cards* on the table because you never know what card will be picked next!



## To Play

1. When the Judge is ready to start their turn, they declare “pens down”. No-one is allowed to write or draw on their cards from now until the Judge says so.
2. The Judge looks at the visible *Awesome Cards* and chooses one.
3. Everyone else chooses an *Idea Card* to pair up with that *Awesome Card*. They can use a normal *Idea Card* or one of their own creations.
4. It’s important that the Judge doesn’t know who submits handmade cards, so they should close their eyes while players pass their secret *Idea Card* over.
5. When the Judge has a card from everyone, “pens down” can finish. They tell everyone that writing and drawing is allowed again.
6. Still without looking at them, the Judge gives the cards a shuffle.
7. The Judge shows the *Idea Cards* to everyone and reads them out.
8. The Judge chooses which *Idea Card* makes the best pair with their *Awesome Card*.
9. Whoever played that card wins the round! They get one *Awsome Point* and put the *Awsome Card* and their winning *Idea Card* in front of themselves.
10. Put the *Idea Cards* that didn’t win at the bottom of the *Idea Card* deck.
11. Everyone except the Judge needs a new *Idea Card* so they have five cards again. Either they all take a printed card from the deck, or they all take a blank card. The Judge decides which, but everyone has to take the same type.
12. The Judge finishes their turn as Judge. The player who won becomes the Judge for the next round.
13. Return to step one and play another round!

## To Win

The first person to three *Awsome Points* is the winner!

### Or use this extra awesome way to play...

The first person to three *Awsome Points* must describe a story that includes all three of their winning pairs of cards.

If they can, they win!

If they can’t describe a story, they lose a point, and put one of their card pairs out of the game. Then everyone keeps going!