



STORY SHOWDOWN



2-4 TEAMS



20-30 MIN

Players develop great stories by refining their ideas! *Game of Awesome* rules variation.

In this variant, players try to make the best story they can by swapping cards they don't want for new ones that help them. Players make a series of small decisions that accumulate across the game to determine the shape of their final story.

Getting Ready

1. Recruit an Overall Judge who is not playing in the game. (If you're in a classroom this could be the teacher.)
2. Shuffle the coloured *Awesome Card* deck and the white *Idea Card* deck.
3. Give three secret *Awesome Cards* and four secret *Idea Cards* to each team.
4. Put both decks face-down on the table.

To Play

1. Flip over one *Awesome Card* and two *Idea Cards*, and put them in the middle of the table where everyone can see.
2. Teams take turns to play cards, moving in order around the table. The team with the youngest player takes the first turn.
3. When it is your team's turn, you can pass or you can swap.
4. If you swap, take one of your secret cards and swap it for a card in the middle of the same type.
5. If you pass, don't do anything right now. (You can swap the next time your turn comes up, if you like.)
6. The round ends when everyone says "pass" on the same set of cards. You might go around the table several times before that happens!

7. Take the cards in the middle that were passed by everyone and put them out of the game.
8. Return to step one, continuing the turn order from where it left off with that last "pass".
9. Play three rounds. At the end of the third round, end the game.

To Win

At the end of three rounds, every team is holding three *Awesome Cards* and four *Idea Cards*.

Each team discards one of their *Idea Cards*. The team then creates a story that includes all their remaining cards.

Every team presents their story to the Overall Judge, who decides the winner.