



GAME SETUP

Form up to 4 teams.
Play solo if there are less than 4 players.

Each player/team needs:

- A SCATTERGORIES folder
- A pen/pencil
- An answer sheet (insert into the slot on the folder)
- A category list (make sure all teams pick the same numbered list!)

GAME PLAY

PHASE 1: BE CREATIVE!

1. Roll the die and call out the letter showing.
2. Flip the sand timer and begin thinking up answers for each category.
3. Shh! Don't let the other teams hear you! Use the folder to shield your answers.
 - Answers must fit the category, and must begin with the rolled letter.
 - You can write up to 3 answers for each category using Columns One-Three on the answer sheet.
4. When time runs out, all players must stop writing.

PHASE 2: BE UNIQUE!

- Teams take turns reading their answers aloud, one category at a time.
- Teams score 1 point for each different, acceptable* answer.
- Score double points for repeating the rolled letter as a first letter.
Example: "SpongeBob SquarePants" scores 2 points.
- Keep track of your team's score at the top of your answer sheet.

START A NEW ROUND:

- Roll a new letter, start the timer, and continue playing. Use the same category list you did in the previous round.
- Fill in a different sheet with your new answers.

Note: If the same letter is rolled twice in a game, roll the die again for a different letter.

*See back for more info.

OBJECT

Come up with unique answers for each category. Score points if your answers are different from all the other teams' answers. Win by scoring the most points!

WINNING THE GAME

After playing two rounds, add up the two scores on your team's answer sheets. The team with the highest total wins! If there is a tie, play a third round.

Scattergories