

IDENTITY CRISIS

HOW TO PLAY

THE BASICS



THE JUDGE
DRAWS THREE
CARDS.
(DESCRIPTORS)



EVERYONE ELSE
THINKS OF A
FICTIONAL
CHARACTER
THAT FITS.



GOT ONE?
SHOUT
OUT YOUR
ANSWER!

THE PARTICULARS

- The player with the longest name goes first. They are **The Judge** for the first round.
- **The Judge** draws three cards from the draw pile and reads them out. Each card has a phrase that might describe one or more fictional characters. The Judge is looking for a character who best fits all three descriptors.
- The other players try to think of a character that fits.

CONTINUED OVERLEAF

- Players can yell out someone they think of as soon as they think of it!
- When The Judge hears an answer they judge to be the best, they give the cards to that player to keep as a score pile.
- The winner of the current round becomes The Judge for the next round!

THE WINNER

The first person to have fifteen cards wins!

EXTRA RULES!

- Once an answer wins, you can't use that answer again in that game.
- If nobody can think of an answer after about a minute, the Judge chooses one card and turns it face down, and players just work with two descriptors.
- If nobody can think of an answer and the Judge thinks of one, then with the permission of the other players, the Judge can claim those cards. The player to their left becomes the next Judge.

