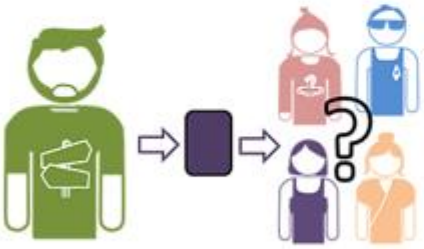
Instructions:

Game mode One:

Survival of the fittest: One person is nominated as the Scenario Master for the round. The Scenario Master reads out a Scenario card to the other players.

Every other player then takes one item/ability and profession card.

Everyone then announces why they would be best at dealing with the situation that they face.



Once everyone has had a turn at saying why they would be the best at dealing with the situation, the Scenario Master announces their favourite argument and the winner for the round.

When a player wins a round they get one point and becomes the Scenario Master for the following round. Once a player has three points they are the winner!

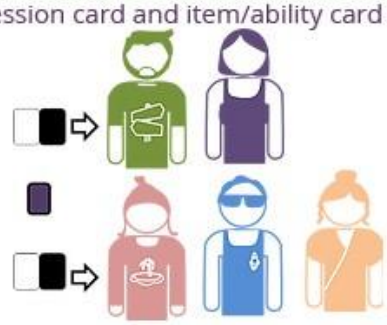
Game Mode Two:

Would you Rather?

The person who has had their socks on for the longest amount of time starts the game.

The first player chooses a scenario card and announces the dangerous situation to the group.

The player who read out the scenario card then turns over two profession cards and two item/ability cards, pairing the cards together- one profession card and item/ability card per group.



Every player then writes down which person they would rather be in that situation and the reason why they would choose that character and item/ability.

Once every person has made their decision every person shows which group they chose. Whichever group has the most votes gets one point. An extra point goes to the player with the most persuasive, funniest argument.

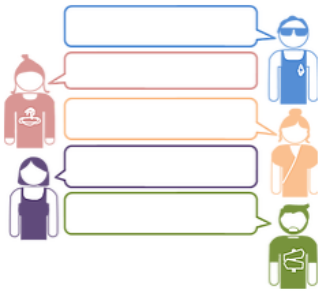
The first person to get five points is the winner!

Game Mode Three:

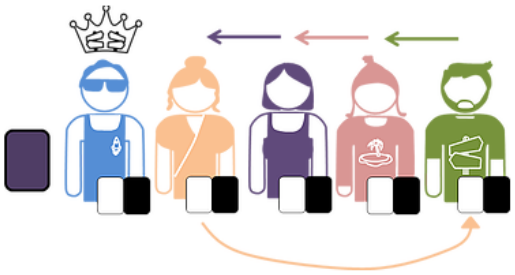
King of the Jungle:

The player who has had the most exciting day starts as the king of the jungle.

Each player takes an item/ability card. The 'King' then announces the scenario that the group is in.



Each person takes it in turns to say why they would be best at dealing with the situation.
After each person has pleaded their case, the group vote on the least compelling argument.



The person with the most votes goes to the bottom of the 'jungle chain' everyone else then can move up one place if they were lower than the person who lost the round.

All the players can then change one of the two cards in their hand but the player at the bottom of the 'jungle chain' can change both their cards.

The game continues for an allocated periods of time. At the end of that period, whoever is the king of the jungle is the winner.