STOP\_THE\_BUS RULES SET

Number of teams = NT (chose from 2 to 5)

Number of rounds = NR (chose from 2 to 10)

Categories = (x, y, z…) (chose from 4 to 6)

Letter choice = LC (chose from the alphabet a number equal to number of rounds)

Timer = (chose X number of minutes / seconds to finish a round)

No timer = The rounds finishes when all the teams have all the categories fulfilled

Game instructions:

1. Choose categories
2. Choose number of rounds
3. Choose number of teams
4. Choose with/without timer
5. Then the game starts.
6. A random chosen team selects a letter
7. The game starts and all the teams must fulfill each category with a word starting with the chosen letter
8. Once the time is up or all the teams have finished filling the categories, the round is over.
9. For each word in a category:
   1. If no other team has the word in the category, the team scores 5 points
   2. If another team has the same word in the same category, the team scores 1 point
   3. If the time is up and the category is not filled, the team does not score

[note: the other teams must accept that the word is good for the category. If it is not, the team scores 0]

1. At the end of the number of chosen rounds, the winner team is the one who has the higher score