

# HOW TO PLAY

# IDENTITY CRISIS



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.
- 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.

**TIN**  **STAR**  
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