

CHAOS MODE

CHAOS TURNS INTO COMPETITION. EACH ROUND IS A BATTLE.

SETUP

- Deal **Character** Cards, **Reveal** Cards, and **Energy** Markers as normal.
- Each team creates a signature pose, move, or chant.

HOW TO PLAY

Roll the die: Highest roll goes first

That team selects:






- 1 player from their team
- 1 opponent from another team

Start the timer: (30-60 seconds)

Battle it out:

- Stay in character
- Dance, strut, or perform
- Fully commit

WHAT YOU NEED

-  **1 DIE**
-  **MUSIC**
-  **TIMER**
-  **PEN + PAPER**
-  **COCKTAILS OF COURSE**

JUDGING

ALL TEAMS VOTE

- Winning team earns 1 point
- Losing team drinks
- Winning team rotates in a new player

WINNING

The team with the most points wins.

They assign a final punishment to the rest of the group.

SUPREME BITCH SUPER POWERS

At any time, the Supreme Bitch can call:

FULL MELTDOWN

Players must go maximum intensity in character for 30 seconds – or finish their drink.

CALL OUT ROUND

Supreme Bitch picks the matchup. No mercy.

