

FACE OFF

CHOOSE YOUR CHAMPION. DEFEND YOUR ENERGY.

SETUP

- Deal **Character** Cards, **Reveal** Cards, and **Energy** Markers as normal.
- If playing with **Energy Teams**, each team chooses a Champion to represent them.
- Supreme Bitch acts as referee.

HOW TO PLAY

The Supreme Bitch presents a challenge.

Examples:

- Convince someone to buy you a drink.
- Explain why you're the group's favorite.
- Defend your worst decision.
- Flirt with an inanimate object.
- Deliver a dramatic apology.
- Give a motivational speech.
- Explain why everyone should fear you.

Champions have 30 seconds to respond in character.

THE CROWD DECIDES

The room votes for the winner.

- **Winning Champion** = Safe
- **Losing Champion** = Drinks

If playing with **Energy Teams**:

- **Winning Team** = Safe
- **Losing Team** = Drinks

Teams may choose a new Champion each round or send the same gladiator back into battle.

LAST ENERGY STANDING

Play as many rounds as you want.

The **Energy Team** with the most victories wins.

No facts. No logic. Just commitment.

