

ROUND OF REVELATIONS

THE CARDS REVEAL THE CHARACTER. YOU BRING THEM TO LIFE.

SETUP

Recommended Players:
2-12 Players

- Separate the **Character Cards** from the **Reveal Cards**.
- Spread the **Character Cards** face down in the center of the table.
- Leave the **Reveal Cards** to the side in their own stack.
- Each player takes the appropriate number of **Energy Markers**.
- Draw a random Character Card and read the matching **Reveal Card** aloud.

PLAYERS	ENERGY MARKERS PER PLAYER	PLAYERS	ENERGY MARKERS PER PLAYER
2 Players	12 each*	6 Players	4 each*
3 Players	8 each*	7-8 Players	3 each
4 Players	6 each*	9-12 Players	2 each
5 Players	5 each	*1 MARKER REMAINS OUT OF PLAY	

HOW TO PLAY

Everyone is playing as the same character.
The goal is to keep revealing new sides of that personality without repeating another player's response.

On your turn, do ONE of the following that fits the character:

- Say a word that describes them.
- Say a phrase they would say.
- Act out a gesture or facial expression.
- Perform a dance move or physical mannerism.
- Do an impression of the character.

Continue around the table.

The first player to flop loses an Energy Marker.

LOSE AN ENERGY MARKER IF YOU...

- Take longer than 5 seconds.
- Copy another player
- Say or do something that doesn't fit the character.
- Break character.

Questionable Response?

If a response is challenged, the **Supreme Bitch** makes the final call.
If there isn't a Supreme Bitch, the table votes. Majority rules. 🐱

WIN

The last player with Energy Markers wins.

