

Use your sensibilities and character to save and captivate those in need!

Elite Handsome Macho

Number of Players: 5 to 10/Play Time: 15 to 30 minutes/Age: 9+

Contents

30 character cards (10 Elite cards, 10 Handsome cards, 10 Macho cards)

40 score chips, 1 instruction sheet

Game Preparation

Deal one Elite, Handsome, and Macho card to each player. Place the score chips together in the middle and start the game.

Game Instructions

- ① Play Rock-Paper-Scissors to determine the first dealer, who will put forth a problem that they need help with.

For example...

"I'd like you to watch my home for me..." "I have so much luggage that I don't know what to do..."

"I'm feeling blue and need comfort" "My work is nowhere near finished!" etc....

- ② The other players respond to this by considering which character should respond and in what way they should help the dealer (solve the problem). Together, the players say "Ready, go!" and put forth one character card, either Elite, Handsome, or Macho.

- ③ Players whose character card is in the minority can answer the question. **Become your character** and explain how you'll help!

※Start again if there are the same number of cards for each category. Repeat the character selection and showing of the cards in ② again.

※All players may answer when there are few players.

※When only one player is in the minority, the players who put forth a card for the character with the second lowest number of cards get to answer.

5 Player Game Example



Players answer with 3 Elite cards and 2 Handsome cards, so the minority Handsome cards get to answer.



Macho is the minority with one card, and so the second lowest number of cards, Elite and Handsome, get to answer.



Elite and Handsome are the minority with one card, and so the second lowest number of cards, Macho, gets to answer.

- ④ The dealer listens to the answering players' solutions and gives a score chip to players with answers they like. When there are many good answers and the dealer is unsure who to choose, they may give score chips to up to 3 players.
- ⑤ The player next to the dealer going clockwise becomes the new dealer, and the next round starts. Once everyone has had the chance to be the dealer, the game ends.

Winning the Game

The player with the highest number of score chips at the end wins. If there is a tie, determine the winner through Rock-Paper-Scissors.

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