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Scattergories

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Instructions:

Game Play. Fill in each column with words that fit the category using words that begin with the key letter. If you can't think of an answer that starts with the key letter, you can write an answer that begins with *any other* letter – as long as it fits the category. You will only fill in one column at a time. Score points if no other player matches your answers.

Time. You have _____ minutes to complete each column. When time is up, you must immediately stop writing. If you finish early, sit quietly until time is up.

Scoring. Players, in turn, read their number 1 answers aloud. If no one matches your answer, give yourself 2 points if your answer starts with the key letter. If your answer does not start with the key letter, score 1 point. Score your other answers the same way. Write the total at the bottom of the column. The person with the highest total for all 3 columns wins!

Rules for Acceptable Answers

A, *An*, and *The* cannot be used for key letters. For example: For the category "Name something that rumbles" if "T" is the key letter, "the lawnmower" is an unacceptable answer.

You cannot use the same answer more than once in a game.

If your answer is a person's name, the first *or* last name can begin with the key letter.

Challenging Answers. While answers are being read, players who question an answer may challenge it. When an answer is challenged, all players (even the challenged player) vote on whether or not to accept it. Players who do not accept the answer give a thumbs-up sign. Players who do not accept the answer give a thumbs-down sign. Majority rules. In case of a tie, the challenged player's vote does not count.

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