**Rules of the Game:**

1. Each player chooses a character.



1. 12 players start the game, 2 challenging each other 1V1

WITH WORDS at one of the 6 locations: Tilted Towers, Dusty Divot, Loot Lake, Pleasant Park, Retail Row, or Salty Springs. (The locations do not hold more weight than one another.)

1. The names for the first 12 players to start will be determined *by draw*.
2. First round begins with 3 minutes on the clock. Question is asked and students compete on paper given. Talking is not allowed. First round is totally independent.
3. All questions will relate to using **alliteration** or **diction** similar to the ones we have practiced in class.
4. After time is up, teacher quickly checks answers and slides a PINATA PACK

LOOT point to winner’s side of table.

 

1. Winner stays seated, but the player who lost gets up and becomes a POWER UP to the winner. (This person is not out of the game yet. They have a chance to win part of a loot pack if the person they are now a Power Up for wins the whole game.). Power Ups help the player who gained them in a round. You will now collaborate and use teamwork to win, so the rounds do not have to be totally silent, but you don’t want the opposing side to hear all your ideas. Hence, it is best to use writing as your communication.
2. New players come to sit down, and a new challenge begins with 3 minutes on the clock.
3. If there are an odd number of opponents, a coin will be flipped for the opponent who gets to skip a round.
4. The locations by the windows will always be filled in first with players and then filled in toward the double doors leading to the hallway.
5. Eventually, players do get knocked out totally. They are expected to participate by being active spectators of the remainder of the game. No phones are allowed. No iPads are allowed. Dictionaries, however, ARE allowed.
6. Winner**S** will win a Pinata Pack full of LOOT. One of the items in the Pinata Pack is a free stamp pass for each member of the winning team.