

# Alternate Game Modes

## Mode 1. Solo

Solo play uses the **same components and rules** as multiplayer, with the following clarifications:

- Place a **Character Card** in the holder with the **name hidden**.
- Set the clue slider so **only Clue 1 is visible**.
- Read and draw clues **silently**, one at a time, exactly as written.
- At any point during a clue, you may **stop and make a guess**.
- Reveal the name using the holder to check your answer.
- Score based same as **base game**.
- Clear the board and draw a new Character Card.
- Play multiple rounds for a cumulative score.

### Solo Challenge Ideas (Optional)

- **Beat Your Best:** Try to beat your previous high score.
- **Perfect Run:** Guess correctly by Clue 3 or earlier every round.
- **No Safety Net:** Do not look at Clue 4 unless you are completely stuck.

## Mode 2. Blind Confidence Mode

*Confidence without speed.*

### How It Works

Play using the normal rules.

- **Before Clue 3 is revealed**, any guesser may quietly **commit** by placing one score token near themselves.
- The token is **not spent** and does not affect scoring unless the player guesses correctly.

### When a Guess Happens

- If the guesser **committed earlier** and their guess is correct:
  - They gain **+1 bonus point**.
- If the guess is wrong, nothing happens.
- If the guesser did not commit, score normally.

### Notes

- Committing is optional.
- Multiple players may commit.

- The commitment only matters for the **first correct guess**.

## Mode 3: **Drawer Rotation Chaos Mode**

*Everyone draws. The art gets cursed.*

### How It Works

Play one character card, but the **drawer changes every clue**.

1. Choose a starting drawer.
2. That player draws **Clue 1**, then passes the marker clockwise.
3. A new player draws **Clue 2**, continuing the same drawing.
4. Continue rotating drawers each clue.

### Guessing

- Guessing works exactly the same:
  - Any player may tap the table once to guess.
  - Drawing stops immediately.

### Name Reveal & Verification

- When the **first guess** occurs (right or wrong):
  - The **current drawer** reveals the character name.
  - That player becomes the **verifier** for the rest of the round.
  - All future drawers continue drawing **without viewing the name**.

### End of Round

- If a guess is correct, score and end the round as normal.
- If not, continue rotating drawers through the remaining clues.