

Draw 3 Theme Cards. These 3 Themes are your Obsessions, the basic subject matter of your individual comic. Place your Obsessions face up so others can see them. Write down your pen name & come up with a title for your comic.

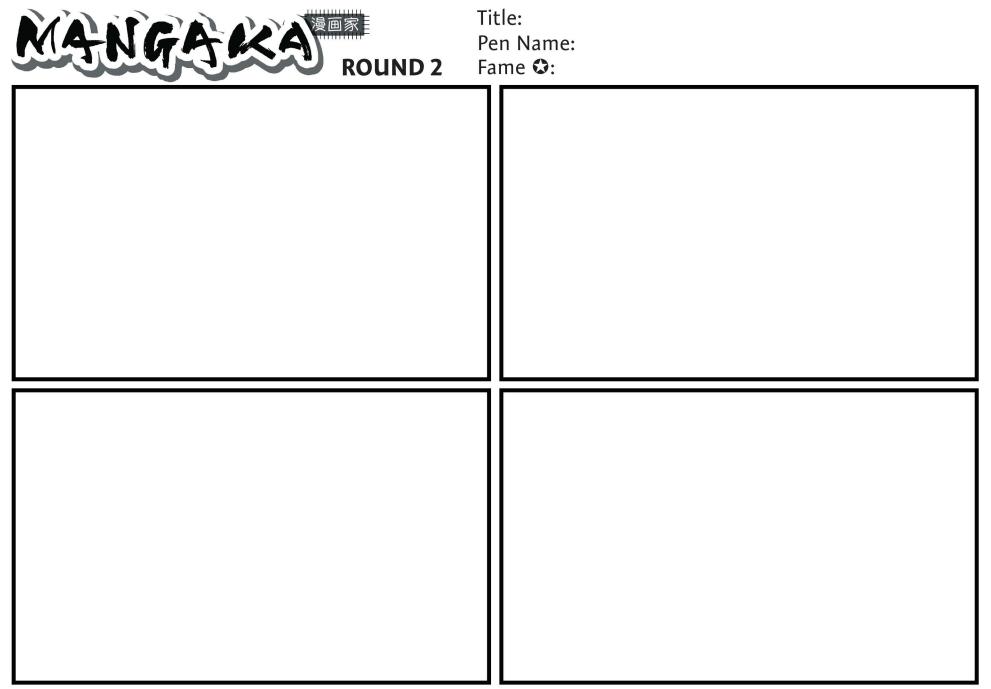
DRAWING COMICS

As a group, select a difficulty mode (8, 6, or 5 minutes) to figure out much time you have to draw each round. Use a stopwatch or a phone timer to keep track of time. When time's up, you must stop immediately!

READING COMICS

Starting with the player who most recently read a comic or graphic novel, each player reads their comic aloud & gets Fame • as follows:

- * 1 per Obsession drawn or mentioned
- * 2 for using no more than 3 Word Balloons
- * 2 for drawing something in each Panel



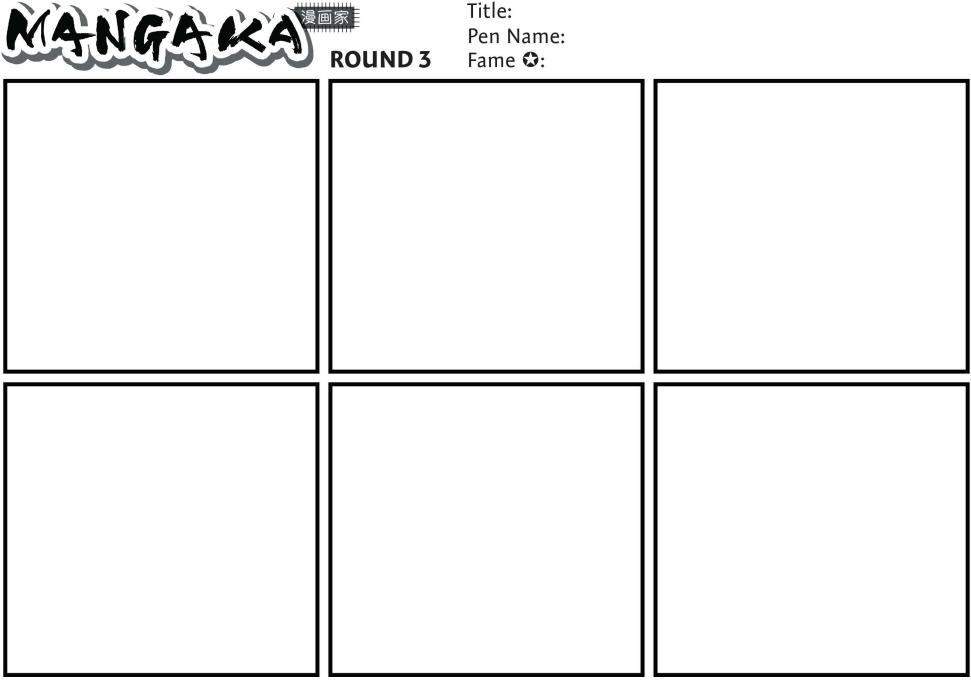
The player with the lowest Fame **3** draws 2 Trend Cards & chooses 1 to be in effect this round. Place cards face up for all players to see.

DRAWING COMICS

Keeping the same time limit from Round 1, you now must draw your comic to satisfy your Obsessions as well as the current Trend.

READING COMICS

In addition to the rules from Round 1, you also gain Fame from the Trend Card rules. At the end of the round, discard the current Trend Card.



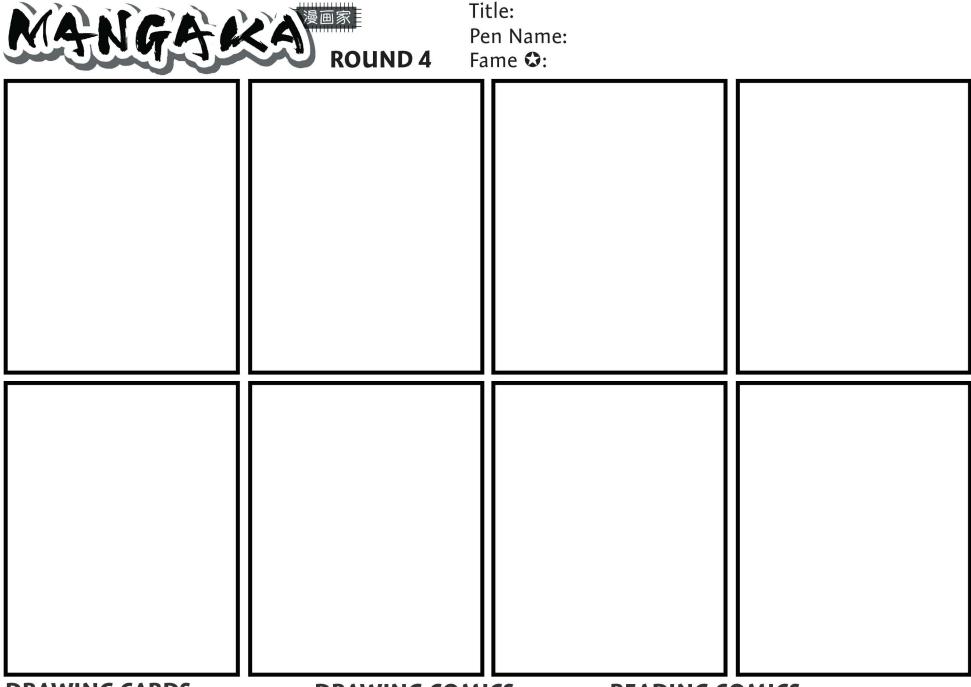
The player with the lowest Fame draws 3 new Trend Cards & chooses 2 to be in effect this round. Place cards face up for all players to see.

DRAWING COMICS

Keeping the same time limit from Round 1, you now must draw your comic to satisfy your Obsessions as well as the current Trends.

READING COMICS

In addition to the rules from Round 1, you also gain Fame ♀ from the Trend Card rules. At the end of the round, discard the current Trend Cards.



The player with the lowest Fame **t** draws 5 new Trend Cards & chooses 4 to be in effect this round. Place cards face up for all players to see.

DRAWING COMICS

Keeping the same time limit from Round 1, you now must draw your comic to satisfy your Obsessions as well as the current Trends.

READING COMICS

In addition to the rules from Round 1, you also gain Fame from the Trend Card rules. At the end of this round, the player with the most Fame wins!