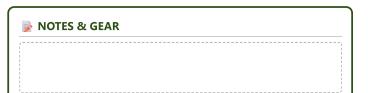
SCOUT NAME AGE TROOP

▲ SETBACKS	
■ HURT — injured or exhausted	–1 die physical
STUCK — trapped or blocked	can't move on
SPOOKED — scared or shaken	-1 die next roll
A friend can help you recover!	



W HOW TO ROLL

1. Pick attribute	Strong, Smart, or Kind
2. Grab that many D10s	+ help dice from friends
3. Roll them all	
4. Count successes	7+ = SUCCESS ✓

Usually need 1-2 successes





Help: Give +1 die to a friend's roll

"Yes, And": Build on someone's idea = +1 die

Work Together: Everyone pools dice into one big roll

HUDDLE RULES

- 1. Go around the circle
- 2. One idea each no interrupting
- 3. Then decide together





Help Others!
Teamwork makes everyone stronger