

Name of the Game	World's Best
Summary	This is a fun party game in which players guess a fictitious "accomplishment" based on the questions they are asked by everyone else. It works well indoors as well as out, or even in the car on the way to a distant campsite.
Number of Players	The more the merrier—the game can work as an inter-patrol competition by appointing a Scout from each patrol and timing them on how fast they can guess their role/accomplishment.
Equipment	A good imagination and a good sense of humor.
Rules	<p>Send the "world's best" Scout out into the hall or away from the group. Once he leaves, have everyone else decide what his big fictitious accomplishment is to be. The accomplishment can be serious or silly. For example, a Scout may have invented the world's first nuclear-powered refrigerator.</p> <p>Once the Scout returns, he is asked leading questions by the group. For example, someone might ask, "Weren't you ever concerned about radioactivity?" After a few more questions, the Scout begins to deduce who or what he is supposed to be. He begins to ask questions to the group in return. The round ends when he has guessed correctly (or nearly enough as decided by an appointed "judge").</p> <p>This game is not so much about scoring points as it is about having fun. You can keep score by tabulating the number of tries before the Scout guess his role/accomplishment correctly, or by timing how quickly he can make the correct guess. For the best experience, however, throw away the score sheet and concentrate on having the group come up with a really good premise for the Scout in the hall to figure out.</p>
Variants	You can supply some kind of theme for the accomplishment (e.g., leadership, travel, science, sports, the natural world, outer space, politics, etc.) if you want a tie into the topic for your Troop Night.
Youth Leadership	The senior patrol leader should conduct the game: explain the rules, create teams, if needed, send the Scout outside and bring him back, keep score, judge any disputes, and compliment everyone afterwards on their good behavior and clever questions.