

SpeakActDoodle® Rules

The object of the game is to utilize your natural talents of easy conversation, silent performance, and drawing to get your team to guess the answer within a minute. First team to reach 37 points wins!

Game Set-Up:

Up to six teams, minimum of two per team.

Roll to see who goes first - high number wins (Team 1), rotate clockwise.

- 1 - Speak
- 2 - Act
- 3 - Doodle
- 4 - Player's choice
- 5 - Opponent's choice
- 6 - Player's choice - 2x pts



Game Play:

Team 1 rolls die twice. First roll dictates whether they speak, act or doodle. The second roll equals the amount of points they can receive. Draw a card, start the timer and proceed with speaking (describing the word or phrase without using any form of the forbidden words), acting it out or drawing it. Each round is one minute.

The Twist:

There is ONE game card that has nothing to do with the theme. If this card is drawn, it is worth seven additional points and the player is not allowed to signify they have it. Follow the same process.

Passing:

Players can pass once per round, but will be docked three points. This allows them to pull another card, but not restart the timer. Once the minute is up, the opposing team(s) can steal.

Stealing Points:

If a team passes, the opposing team(s) can continue in the same fashion for one minute to steal their points. If there are multiple teams, roll die and highest number team gets the opportunity to steal first. This continues until all teams have tried or the answer has been revealed. This concludes that round and game play continues as normal. *Timer and dry erase marker not included.

~Live in joy and gratitude~
Have fun!