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 one 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, rotate clockwise.



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

Game Play:

To begin, roll die - which dictates the expression - speak (describe the word or phrase without using any form of the forbidden words - or lose your turn), act, doodle, or all of them (only when rolling a 6 - can't be chosen), draw a card, start the timer. If the teammates guess correctly, roll the die for points. Performers rotate clockwise within the teams.

The Twist:

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

Passing:

Players can pass, pull another card, but not restart the timer, once per round but will be docked three points. Once the minute is up, the next team can steal.

Stealing Points:

If a team passes, the next team continues in the same fashion for one minute. This continues until all teams have tried or the answer has been revealed. If a player uses an incorrect expression or a forbidden word, the team who calls it first can steal. Game play continues as normal.

When playing with multiple editions, the performer first chooses the edition, then rolls the die and draws the card.

~Live in joy and gratitude & have fun!~