



READY...SET...PLAY!

THE RULE BOOK



10+



4 TO 12 PLAYERS



20MINS



Contents:

- 1 rule book
- 75 relay action cards
- 75 relay sketch cards
- 1 dry erase pen
- 1 dry erase sheet
- QR code for digital timer

SET UP

1. Decide if you are playing Relay Action or Relay Sketch
A) Relay Action is a game of **acting**
B) Relay Sketch is a game of **drawing**
2. Choose a deck (or mix multiple) and create a face down stack for cards to be drawn.
3. Scan the QR code for the digital Relay timer OR set a 15 second timer on your phone.
4. If playing Relay Sketch, keep the dry erase sheet and pen ready.



COMPETITIVE RELAY (6 or more players)

Objective

2 teams playing against each other, to get the most points in 10 rounds.

GAME PLAY

1. Team 1 picks their 'Chosen One'. That player is the guesser and cannot see the drawn card for that round. ONLY the chosen one may attempt to guess.
2. The 15 second timer starts as the first member of Team 1 looks at the drawn card and starts acting/ drawing. Other team members SHOULD NOT attempt to guess except for the Chosen One.
3. If the first team member is unable to make the Chosen One guess the word at the end of their timer, then the second member takes over, and then the third, and so on and so forth. Each additional team member will also get 15 seconds to act/draw the word. (A Minimum of 4 timers per round)
4. The round ends when the Chosen One correctly guesses the word, or the team has collectively run out of time.
5. In the event there are less than 4 members in a team, some of the players may act/draw a second time until 4 timers have been attempted. (1 min collectively. I.e. 4 timers). The same team member cannot perform back to back.
6. In the event there are more than 5 members in a team, the teams may choose to add a timer for every additional member. (until each team member acts/draws atleast once)
7. Both teams must use the same number of timers in each round.
8. If the Chosen One does not guess the word correctly, Team 2 gets a shot at 'stealing' the word by making one collective guess.
9. After Team 1's round ends, Team 2 selects a Chosen One and begins their round. (Alternating rounds between the teams)
10. After each round a new Chosen One is selected by each team for the following round.

SCORING

The fewer the team members required to perform 'the word', the more the points! Each performing team member corresponds to one 🕒

Example - If it takes only one 🕒 to correctly guess the word, the team gets +4 points.

SCORING TABLE

🕒 = +4 points
🕒🕒 = +3 points
🕒🕒🕒 = +2 points
🕒🕒🕒🕒 = +1 point

- Each timer after 🕒🕒🕒🕒 is also = +1 point
- Unable to guess correctly after all timers = 0 points
- 'Steal' (ONLY COMPETITIVE RELAY) = -1 point

CO-OPERATIVE RELAY (5 or less players)

Objective

1 unified team playing against the clock to get the most points in 10 rounds.

>30 points = Genius
25-30 points = Excellent

20-25 points = Fair
<20 points = You can do better!

GAME PLAY

1. The Team picks their 'Chosen One'. That player is the guesser and cannot see the drawn card for that round. ONLY the chosen one may attempt to guess.
2. The 15 second timer starts as the first member of the Team looks at the drawn card and starts acting/drawing. Other team members SHOULD NOT attempt to guess except for the Chosen One.
3. If the first team member is unable to make the Chosen One guess the word at the end of their timer, then the second member takes over, and then the third, and so on and so forth. Each additional team member will also get 15 seconds to act/draw the word. (A Minimum of 4 timers per round)
4. The round ends when the Chosen One correctly guesses the word, or the team has collectively run out of time.
5. In the event there are less than 4 members in a team, some of the players may act/draw a second time until 4 timers have been attempted. (1 min collectively. I.e. 4 timers). The same team member cannot perform back to back.
6. After the round is completed a new 'chosen one' is picked by the team for the next round.

SCORING SAME AS ABOVE

ADDITIONAL RULES

1. The Relay Action deck- team members can only give clues by acting
 2. The Relay Sketch deck - team members can only give clues by drawing.
 3. Any tense of the word being guessed should be accepted as an answer- eg. If the word is Consult, then Consulting, Consulted, or Consultation should be accepted.
 4. Plurals of the word being guessed should also be accepted.
 5. Some cards may have words in brackets/ parentheses, e.g. F.B.I. (Federal Bureau of Investigation)- either form of the word should be accepted.
 6. Allow a few seconds between timers for the next team member to read the card in play. Immediately start the timer once the team member begins to perform.
 7. Each team must use a minimum of 4 timers per round.
 8. Only one team member may perform at a time.
 9. Team members who are not performing should not prompt clues.
 10. There should be no discussion amongst team members on how/what to perform.
 11. No speaking/ making sounds/ mouthing/ spelling out words/ gesturing letters.
 12. No pointing at external objects or using them as props while giving clues.
 13. The Chosen One should NOT make any guesses in between timers (in the event the word is correctly guessed in between timers points corresponding to the next timer will be awarded).
 14. **Stealing** - When playing competitive relay, if Team 1 is unable to guess their word in the allotted time, then Team 2 gets one attempt at collectively guessing the other team's word. And vice versa. If guessed correctly, the word is considered stolen (see scoring table for allotting points).
- In Relay Sketch: Also allow the team member some time to erase the drawing of previous team members if required before starting the timer.

