

HOW TO PLAY

RANDOMISE®

AGE 8+ PLAYERS 4+ MINUTES 30-60



AIM

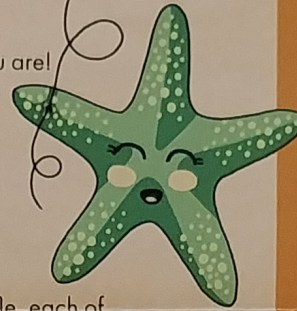
Become something RANDOM... Then DESCRIBE quickly, DRAW fast or ACT silly to help your team guess WHAT you are!

YOU NEED

- Two teams, each with two or more people
- Watch or timer
- Pen and paper

SET UP

First, pick a spot to be the stage. Next, separate, then shuffle, each of the three packs of cards: A, B, and C. Put them face down on the stage. Then give each team one Scoring and one Timing card. Now pick the person YOU most trust to keep score!



PLAYING RANDOMISE

Teams take it in turns to play. Each player must also take turns going on stage. Since you're reading this, YOU get to go first! Do you want to try an EASY or HARD one? Choose now, and pick whether you want to DESCRIBE, ACT or DRAW.

Now step up to the stage. From the top of EACH of the piles – A, B and C – take ONE card. While you do that, the other team picks any three numbers from 1 to 3, e.g. "1,2,1".

Ready? Match those numbers to the words under EASY or HARD. This tells you WHAT you're going to be! So Card A might say 1. Happy 2. Hairy 3. Vain. Card B may say 1. Octopus 2. Astronaut 3. Lion. Card C tells you what you're doing, maybe 1. Baking a Cake 2. Playing Football 3. Eating Spaghetti.

So, in our example, the numbers "1, 2, 1" mean you'd end up being a Happy Astronaut Baking a Cake! When you're ready, the other team times your turn as you:

DESCRIBE

Use ONLY your voice! In only **30 seconds**, explain who you are and what you're doing. You can't use letters, "sounds like" clues, or any of the words on the cards.

ACT

Can you MIME what you are in **60 seconds**? No talking, pointing, props or noises!

DRAW

Show what you are with DRAWINGS! You've got **90 seconds** – but you can't draw words, letters or numbers.

As you DESCRIBE, ACT or DRAW, your teammates can shout out as many guesses as they like! When your time's up, STOP! Put your cards back on the bottom of their piles.

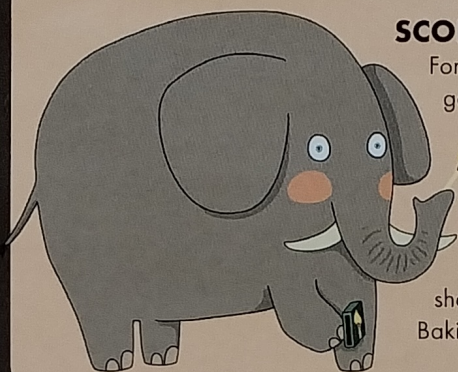
SCORING

For EASY and HARD rounds, your team gets ONE point for each card they guess right. This means there are THREE basic points up for grabs.

EASY BONUS

You also get ONE extra point if you went for EASY clues and your team shouts out ALL THREE: "Happy Astronaut Baking a Cake"

Turn me over, there's more on the back



Continued

HARD BONUS

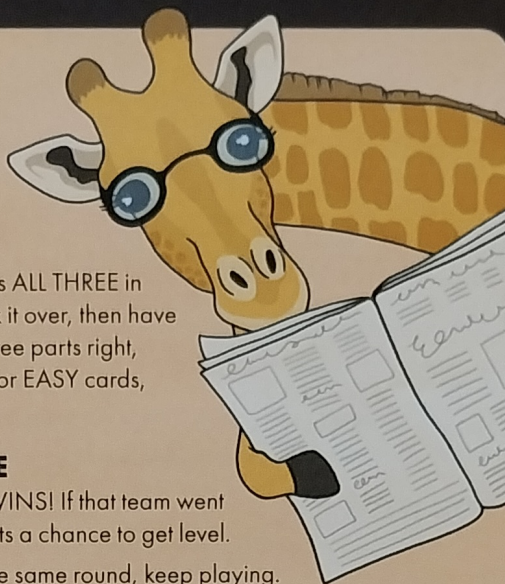
If you went for HARD things and your team guesses them ALL, you get THREE bonus points.

STEALING BONUS POINTS

What if your team DOESN'T guess ALL THREE in time? Well, the other team can talk it over, then have just ONE GUESS. If they get all three parts right, they steal the bonus points: ONE for EASY cards, THREE for HARD.

WINNING RANDOMISE

The first team to reach 30 points WINS! If that team went first, though, the other team still gets a chance to get level. If both teams reach 30 points in the same round, keep playing. To break the tie, both teams must take the same number of turns. When one team takes the lead, they WIN.



MORE WAYS TO PLAY

Mix things up with these rules – or make up your own!

ALL AT ONCE

This is the way we love to play! You must act or draw your three cards ALL AT ONCE... No breaking it down into smaller bits.

MIX IT UP

When choosing whether to DESCRIBE, ACT or DRAW, you can't pick the same one your teammate used on their last turn.

EYES CLOSED

As soon as you know what you are, close your eyes for the rest of your turn.

QUESTIONS & ANSWERS

Do you have to guess EXACTLY what's on the card? We like to be more kind than strict... If the card says Dreaming and someone says, "Having a dream", give it to them!

What if a player uses an action, word or drawing that's not allowed? If it's their first time, be kind and let them off. If not, their turn ends, and they only score points for right answers up to that time. Play then passes to the next team.

What if we don't have pens and paper?

Ignore the DRAW option! Just DESCRIBE and ACT. Keep scores in your head or on a phone.

What's the best way for younger kids

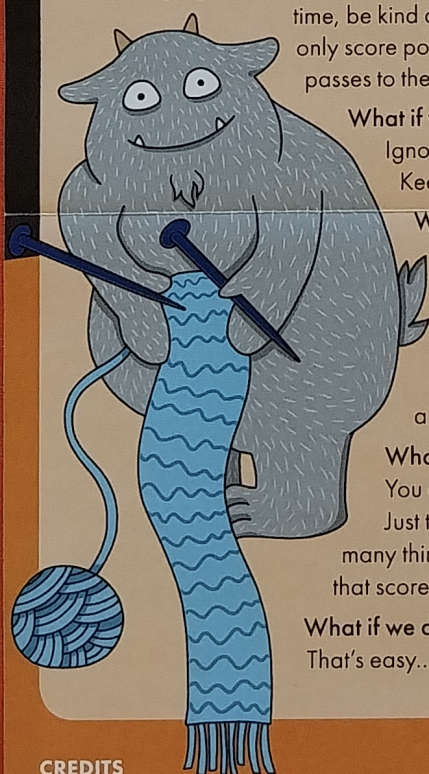
to play? Use only one pile of cards. This can be a single pile of one type: all the A Cards, say. If you prefer, you can use two piles, A and B, or B and C. You can also play only the EASY turns, or give all the players a bit more time.

What if we don't have enough players?

You can enjoy Randomise with two or three people. Just take turns to DESCRIBE, ACT and DRAW. How many things can you guess in 10 minutes? Try to beat that score!

What if we don't want to keep score?

That's easy... Don't keep score! Just play for fun!



CREDITS

Game design: Hazel Reynolds

Illustrations: Leelu (www.leelu.net)

Huge thanks to our amazing playtesters and supporters.