

Rules

ABOUT RAPIDOUGH

Rapidough is suitable for ages 8 and up and is played with two teams.

There can be as many people in a team as you like and it is not necessary to have the same number in each team, so everyone can play!

OBJECT OF THE GAME

To be the first team to guess a word being modelled by one of your teammates before the other team guesses their word and gets to STEAL a plug of your dough.

PREPARING TO PLAY

Players divide themselves into teams. Split the dough into two equal parts – one for each team.

Each Team selects a Modeller for the first round. They take a modelling tool each.

MODELLERS & GUESSERS

Team members take turns at being the Modeller. The rest of the team are the Guessers. A Modeller only wins a round when one of his own teammates guesses the correct word. If a competitor shouts out the right word, the modeller should ignore it.

CARDS

There are two types of card:-

CARDS WITH ONLY ONE WORD - Both

Modellers must model this word at the same time.

CARDS PRINTED WITH THREE WORDS - The

Modellers may choose the word they feel is easiest. Modellers do not have to tell

each other which word they have chosen.

Modellers may be modelling the same or different words.

MODELLING RULES

The following rules need to be agreed by mutual consent prior to the start of the game.

Can Modellers animate with their model - e.g. a plane can be made to fly.

Can they use their model on their body - e.g. to demonstrate 'bracelet'.

Gestures and actions not involving the model are **NEVER** allowed – including 'mouthing' words to teammates.

Make sure all players know the agreed modelling rules!

PLAYING A ROUND

One of the Modellers takes the top card from the pile, making sure that nobody sees the front of the card. They decide, if required, which word they are going to model and pass the card to the Modeller in the other team. Once both Modellers have

chosen their word and after an agreed few seconds of thinking time, someone shouts 'go' and the Modellers begin modelling their word, i.e. Modellers are modelling at the same time.

The Guessers try to guess the word that their teammate is modelling. They can have as many guesses as they like.

During this time the Modellers are only allowed to say 'yes' or 'no'. They may not inscribe letters or drawings onto the dough unless they are enhancing the sculpture, nor may they point to any objects in the room to assist their team. They can only do what was agreed at the beginning of the game (see Modelling Rules).

WINNING A ROUND

A round is won as soon as a word is guessed correctly.

There is no time limit. In the unlikely event that neither team guesses right after a

long time, you can replay the round with a new card.

If both teams guess correctly at the same time, replay the round with a new card.

STEALING DOUGH

The team that wins a round gets to STEAL dough from the opposing team by taking a plug of dough from them using the Dough Plugger (see Using the Dough Plugger). The opposing teams now have less dough to model with!

The stolen dough is put into the plastic container.

WINNING THE GAME

When one team runs out of dough, the other team wins.

DOUGH MAINTENANCE

The dough used in this game is water based and as such will dry out after

extended periods of time. However, kneading with small amounts of water or vegetable oil can easily restore it. The dough should be kept in the container with the lid securely fastened.

WARNING

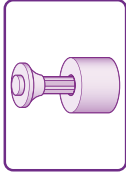
The dough may cause stains on clothes and carpets, these can usually be removed with soap and water but are best avoided. The dough is non-toxic but should NOT be eaten under any circumstances.

Disclaimer

The contents of this game are only to be used for the purpose and in the manner described in these rules and no liability will be accepted for misuse or if the components are used for any other purpose.

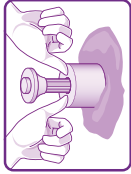
Using the Dough Plugger Tool

To get a 'maximum' plug full of dough

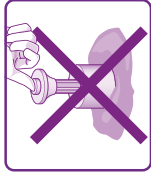


1. Put the dough on the table.

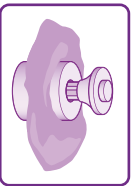
2. Pull the plugger out to its full extent



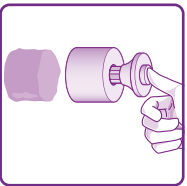
3. Push the plugger down onto the dough by pushing on the outside of the casing. Push right down until it touches the table.



DO NOT try to push the plugger by pressing on the plugger.



4. Push the plunger right through to the other side of the dough.



5. Press the plunger down to force out the dough plug.