

# Keep Your Cool

## Requirements:

- 22 Symbol Tiles (Eleven Pairs)
- Four Black Flags, Four Velcro Loops, Two Optional Velcro Belts
- Small Round Table (3-6 feet in diameter)
- Two Players
- One Moderator (Optional)

## Overview:

There are two roles in Keep Your Cool: the Flipping Player and the Speaking Player. Players switch roles as the game progresses. The Flipping Player is playing a game of memory and trying to match pairs of tiles. The Speaking Player is trying to become the Flipping Player by playing a word game. While all of this is going on, both players are trying to steal each other's flags and protect their own.

## Setup:

Remove all chairs and obstacles within 3 feet of the table. Of the 22 Symbol Tiles, select 6 pairs (12 tiles total) and place them face down on the table. Each player should pass a Velcro loop through a belt loop on both hips and attach a flag to each of the two Velcro loops. If players do not have belt loops, they may put on the Velcro belt and attach their two flags to each side of the belt. Play a game of Rock-Paper-Scissors: the winner starts as the Flipping Player, the loser the Speaking Player. The game starts when the Flipping Player says a word, which is the starting key word.

## Rules:

The Flipping Player may flip tiles face up or face down, one at a time. Only up to two tiles may be face up at any time. If two face up tiles have the same symbol, they form a pair. The player who flipped over the second tile picks up both tiles and must hold them in his or her hand for the rest of the game. Tiles must be kept in the same location. **At no point in the game may any player change the position of any tile on the table.**

At any time, the Speaking Player may say a word that contains the first and last letter of the key word. This word becomes the new key word. The old Flipping Player becomes the Speaking Player and must immediately cease flipping tiles. The old Speaking Player becomes the Flipping Player and can immediately start flipping tiles.

For example, if the first key word were "ludicrous", a sequence of key words could be: "casserole", "clear", "brace", "embalm", "creamy", etc.

A word (or any form of it) may not be used as the key word twice. For example, if the key word were "play", the speaking player may not use "play", "played", "playable", or "player". Eligible key words are determined by Scrabble dictionary: English words, no proper nouns.

While there are tiles remaining on the table, either player may attempt to grab the other player's flag. To prevent this, the other player may say "stop". "Stop" cannot be said preemptively, it can only be said in response to an attempt to grab the flag. If "stop" is said before the flag is successfully grabbed, the unsuccessful grabber cannot attempt to grab a flag again until he obtains another pair. If a player successfully grabs his opponent's flag before his opponent says "stop", that player wins the game.

### **Winning the Game:**

If a player successfully grabs the opponent's flag, the game ends and that player wins. Otherwise, the game ends when all tiles have been made into pairs. The winner is the player who has the most tiles in his or her hand.

### **Moderator Rules (Optional):**

We recommend that Keep Your Cool be played with a moderator. The moderator's role is to maintain the fluidity of the gameplay by resolving ambiguity over flag grabs and key words. The moderator shall step in when:

- "Stop" is said preemptively. If the moderator determines that a player says "stop" when the other player has not made an attempt to grab a flag, the moderator shall inform the other player that the "stop" was not valid. He or she may still grab the flag of the player who said "stop".

- A flag is pulled. The moderator shall determine whether the flag was pulled before or after "stop" was called. If the moderator determines that "stop" was called before the flag was pulled, the flag is put back and the game continues. Note that in this case the player who attempted the grab may not take another flag until he obtains another pair.

- The speaking player says an invalid key word. In this case the moderator shall stop play and return the players to the roles they had before the invalid word was said. If the player who said the invalid word has picked up a set after saying the word, he must discard those tiles and place them on the floor. They are no longer used in the game.

- There are more than two tiles face up. The moderator stops the game, turns all tiles face down, and the player who flipped over the third tile becomes the Speaking Player.

- The players have any other dispute. The moderator is free to resolve the situation as he or she sees fit in the spirit of the rules.

The moderator always has final say.

# Advanced Rules and FAQ

## Advanced Rules:

As players become familiar with the standard version of Keep Your Cool, we recommend they play with these modifications to the standard rules:

- Use all 22 tiles.
- The game ends when all 22 tiles have been made into pairs or when a player loses both of his or her flags.
- Each pair of tiles is worth 2 points, each flag that a player has pulled is worth 5 points. The winner is the player with the most points when the game ends. Pulling both of the other player's flags is not an automatic win.

## FAQ:

There are one or more face-up tiles and the speaking player says a key word. What happens?

- The roles immediately switch. The new Flipping Player doesn't have to turn over the face-up tiles and can immediately begin flipping tiles, as long as a maximum of two remain face up at any time.

Two identical tiles are face-up and the speaking player says a key word. What happens?

- The old checking player takes the pair. The roles then switch.

I tried to pull the other player's flag. He/she said "stop". I have since said a key word. Can I try to pull the other player's flag again?

- No. You must obtain a pair of tiles before you may pull again.

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