

# DRAMAGLOM<sup>®</sup>

## Rules

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**DRAMAGLOM** is played by teams of two. Up to five teams may play using a standard set. The object of **DRAMAGLOM** is to acquire (“glom”) and keep game cards. The team that finishes with the most cards wins.

At the beginning of a game, players receive Expressions Charts.

**DRAMAGLOM** is played with three kinds of cards (all cards have the same value):



***Cue Cards*** contain lines for players to read aloud.

***Expression Cards*** show the emotion or sensation that players act out while reading the cue cards.



***Intensity Cards*** show the level at which the expressions must be acted out. There are five levels: 1 MILD, 2 MODERATE, 3 STRONG, 4 SEVERE, & 5 EXTREME.

Decks of each card type are placed face down in the center of the table. Each player draws five of each card type and makes five stacks of three. Each stack contains one type of card. Each card can only be used in one stack per game.

Play begins when the agreed-upon first player picks up one of their stacks, previews it silently, and taps it twice on the table to indicate they are starting. The player reads the Cue card out loud, acting out the Expression card at the level of the Intensity card. The player taps once when they are finished.

If the player reads the Cue card without laughing or otherwise breaking character from the time they tap to start until the time they tap to finish, their team keeps that Cue card. If the player laughs or breaks character, the next opposing team gloms the card. **Note:** *The amused/laughter card is an exception to this rule.*

After the player reads the Cue card, the player's teammate must guess the contents of the Expression and Intensity cards. Each card that is guessed correctly is kept by the team. Each card that is missed is glommed by opposing teams in order, starting with the next team, and placed in their team stack. If the Expression card is guessed incorrectly but the Intensity card is guessed correctly, the active team loses the Expression card but still retains the Intensity card.

Play then rotates from team to team and between each player on each team.

A game concludes when every player has used (or lost) all of their Cue cards. Each team counts the cards in its team stacks. The team with the most cards wins.

**Note:** *If an opposing team interrupts by talking or making any noise between the taps that start and end a reading, that team loses a card to the active team at the end of the turn. That card will come from their team stack if they have any glommed cards. If the team has no glommed cards, it comes from their stacks that have not been played, and they forfeit a turn. Responses to the person reading are exceptions to the rule, i.e., laughing at a funny reading or lurching at an angry reading.*

# Rules For Advanced Play

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Advanced **DRAMAGLOM** games are identical to basic **DRAMAGLOM** with the following exceptions:

## *Advanced DRAMAGLOM Game 1: Transitions*

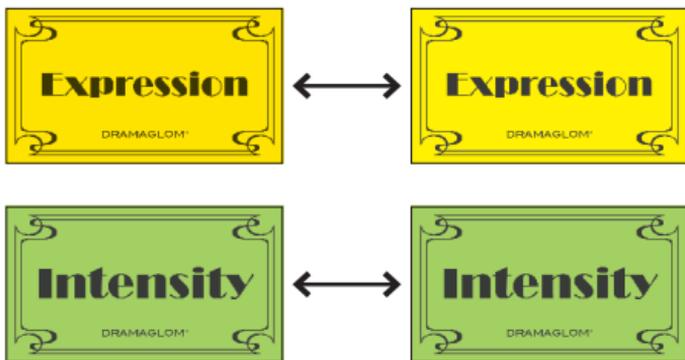
At the beginning of a game, players draw three (3) Cue cards, six (6) Expression cards, and six (6) Intensity cards. On or beside each Cue card, players stack two (2) Expression cards, and each Expression card gets its own Intensity card. As the active player reads a Cue card, they must transition from one Expression/Intensity to the other Expression/Intensity during the reading.



The player's teammate guesses each Expression/Intensity, and the team keeps each correctly guessed card. The next opposing team gloms incorrectly guessed cards.

## ***Advanced DRAMAGLOM Game 2: Conflicts and Complications***

At the beginning of a game, players draw three (3) Cue cards, six (6) Expression cards, and six (6) Intensity cards. As the active player reads a Cue card, they must act out both Expressions and Intensities simultaneously.



The player's teammate guesses each Expression and Intensity and the team keeps each correctly guessed card. The next opposing team receives incorrectly guessed cards.

### ***STANDARD SET***

A standard **DRAMAGLOM** set contains:

- 10 EXPRESSIONS CHARTS
- 60 EXPRESSION CARDS
- 50 INTENSITY CARDS
- 410 CUE CARDS