

REMINDER

Read these notes to all players before each game.

- ✓ **Interrogators must do their best to never speak at the same time.**
- ✓ **The active player can skip one question.**
A correct answer is considered to have been given and the timer is **MOVED** to the next number (without being flipped). A player may not skip while the timer is on 4.
- ✓ If players realize that the active player **isn't "searching"** to find the right answer or a **wrong answer is given, the question should be asked again.**
- ✓ ALL questions must be asked **in the order they're given on the card.**
- ✓ During the 1st Round, if the player in charge forgets to flip the timer, **too bad**, they just gave more time to the active player!
- ✓ If a player asking questions accepts a wrong answer from the active player, that's **lucky for the active player!**
- ✓ A player asking questions can accept an answer they feel is correct **but does not appear on the card.**
- ✓ All the **vowels** are printed on the **white dice.**

STAY COOL

the multitasking game!

A game by Julien Sentis
Illustrated by Nils

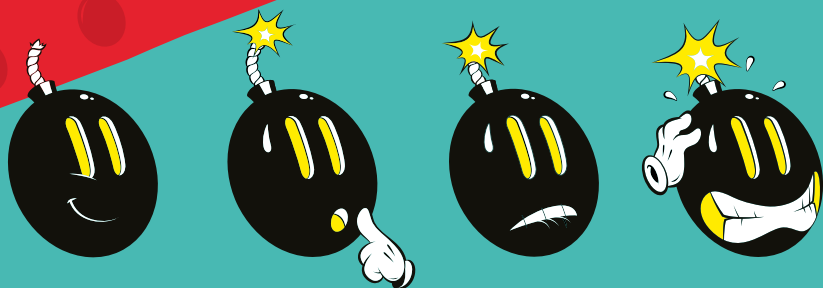


Learn the rules in 1 min
scorpionmasque.com



Winning Stay Cool is easy. Two players bombard you with questions. Keep your cool and answer as many as you can in the time given to you. Answer one question out loud **at the same time** as you assemble your answers to another question using the dice... all while keeping an eye on the flow of time so you can flip the timer at the right moment. **It couldn't be easier! ;)**

CONTENTS



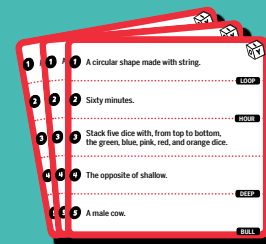
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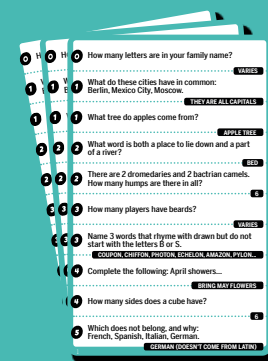
We finance the replacement of all trees used in the production of our games.



1 timer
(30 seconds)



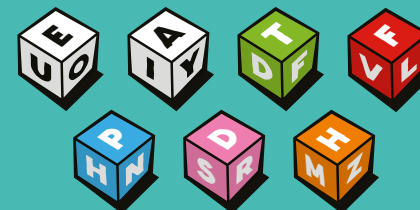
50 Red Written Cards
(500 questions)



50 Teal Verbal Cards
(1,000 questions)



1 Timer Card



7 Letter Dice

THANKS

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OBJECTIVE

Have the most points at the end of the 3rd Round.

SETUP

Choose a first Active Player.

That player takes the dice.

Place the box within their reach.

The player to their right will be the **Written Interrogator**. They take a Red Card. The player on their left will be the **Verbal Interrogator**. They take a Teal Card.

Another player will be the **Timekeeper**.

They take the timer and the Timer Card.

If there are only three players, the Written Interrogator takes care of the timer.

GAME

A game is played in 3 Rounds.

Each player plays one turn per Round.

The two Interrogators bombard the Active Player with questions.

That player must answer as many questions as possible. From one Round to the next, the game gets harder...

Some questions are actually skill or speed tests, but we'll still include them as part of the questions.

1ST ROUND

When everyone is ready, the Written Interrogator (Red Cards) asks the Active Player the first question on their card.

As soon as they complete their question, the Timekeeper flips the timer onto the "1" of the Timer Card.

When the timer is flipped, the Verbal Interrogator (Teal Cards) asks the first question on their card.

The two Interrogators must not talk at the same time.

WRITTEN QUESTIONS

The Active Player answers questions by "writing" their answers using the dice.

They do not roll the dice. They simply look for the letters they need and place the dice to form words.

When they complete an answer, they show it to the Written Interrogator. If they answer verbally instead of using the dice, the Interrogator reminds them that they must 'write' their answer. **Answers to written questions are ALWAYS 3- or 4-letter words.**

1 A circular shape made with string.

LOOP



As soon as the Active Player correctly writes an answer, **the Written Interrogator reads out the next question on their card.**

VERBAL QUESTIONS

The Active Player answers the verbal questions... verbally.

6 How many vowels are there in the word 'consonant'?

THREE!

3

As soon as the active player answers a verbal question correctly, **the Verbal Interrogator asks the next question on their card.**

If the answer is wrong, **the Interrogator asks the question again.**

The Active Player **doesn't have to alternate verbal and written questions.**

For example, they can answer multiple verbal questions in a row.

If the Active Player answers the last question of a card, **they are no longer asked questions of that type** (verbal or written).

TIMER MANAGEMENT

As soon as the sand has completely run out, **the Timekeeper immediately flips the timer** and places it on the number 2, then on 3, and finally on 4. The active player therefore has 2 minutes (4 x 30 seconds) for their turn.



END OF A PLAYER'S TURN

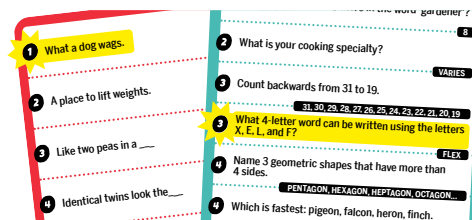
Once their turn is over, the Active Player scores their points. **They must multiply the score obtained on written questions by the score obtained on verbal questions.** Each of these scores corresponds to the value written in the black circle to the left of the last question they correctly answered. Write down the points on a piece of paper in order to remember them. It's now the turn of the player to the left of the Active Player. Each player also passes their roles one position to the left. Make sure that the Interrogators draw new Question Cards.

EXAMPLE

Alicia answered 4 written questions (Score = 4) and 6 verbal questions (Score = 3). She scores **12 points** (4 x 3).



Robin answered 1 written question (Score = 1) and 7 verbal questions (Score = 3). He scores **3 points** (1 x 3).



2ND ROUND

Once all players have played their turn, **move on to the 2nd Round.** It plays out exactly the same, with the following rule change: **the active player must tell the timekeeper to flip the timer BEFORE the sand has run out.**

To do so, they simply say "Timer!"

If they forget to do so before the sand runs out completely, their turn immediately ends. They cannot flip the timer if it's currently on the 4.

When their turn ends, the Active Player scores their points the same way as in the 1st Round.

3RD ROUND

Once all players have played their turn, **move on to the 3rd and final Round.** This plays out the same way as the second, except that **the Timekeeper hides the timer from the Active Player behind the box.** The Active Player must therefore mentally gauge the time they have left in order to flip the timer at the best moment. If they neglect to say "Timer!" before the sand has run out, their turn immediately ends and they score their points as usual.

END OF GAME

Each player totals the points they scored during all 3 Rounds.

In case of a tie, the player who scored the most points in the 3rd Round wins. If the game is still tied, all tied players share their victory.

