

Rules of the Game

Sketch it!TM

**DRAW FAST
HAVE A BLAST!**

INTRODUCTION:

Roll the die, grab your pencil, and GO! Sketch too quickly, and the others will be baffled. Sketch too carefully, and you'll miss your chance to score big. You don't need to be an artist to excel at Sketch it! With a healthy mix of accurate sketching and sharp guessing, you will surely triumph.

CONTENTS:

72 Cards 6 Tokens
1 Sketch Pad 1 Die
6 Pencils



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OBJECT OF THE GAME:

Earn the most points after 10 rounds.

PLAYING THE GAME:

Use a piece of paper to keep score. Put as many tokens as there are players in the center of the table. Keep only the highest-valued ones and put the rest aside. (For example, in a 4-player game, keep the number 6, 5, 4, and 3 tokens).

PLAYING A ROUND:

In the first round, each player receives 1 playing card, a piece of paper, and a pencil. Always keep your playing card hidden.

Always put your initials at the bottom right hand corner of your drawing, so the player who receives it will know how to hold it.

When everybody is ready to draw, have any player roll the die.

Find the item on your card that corresponds to the number rolled. This is what you will sketch. Don't lose a second!

Note: Younger players who are not familiar with the item to be drawn may choose another item on the same card.

You must draw without the help of numbers, letters or symbols! HOWEVER, arrows are OK to use and will come in very handy when you need to indicate a certain part of your drawing.

As soon as you have finished drawing, put your paper facedown in the center of the table, and take the highest-valued token available.

When all players are done drawing and all the tokens are taken, shuffle the drawings and randomly return one to each player, always keeping them facedown. If you receive your own drawing, exchange it with the player on your right.

Now look at what you have!

Starting with the one who has the highest token and then moving clockwise, players take turns guessing the drawing they received.

- If you can figure out what it is in one guess, you and the "artist" who drew it each score the number of points shown on the artist's token.

Example: If the artist grabbed the 2-point token, you both score 2 points.

- If you cannot determine what the artist drew, neither you nor the artist scores any points!

NOTE: You can only give one answer, so choose your word carefully!

If a person uses a synonym instead of the exact word from the playing card, it is still considered a correct guess. The same goes for plural words.

You score when you are a good guesser, a good sketcher, or both. If you guess the drawing dealt to you and your opponent guesses what you drew, you score twice!

Once all players have guessed and scores are written down, they place their tokens back in the center of the table and start a new round.

At the start of a new round, discard your playing card and draw a new one. Cross out the drawing on your paper, flip it over and initial it. Or, if both sides are used, take a new piece of paper.

Now you are ready to roll the die and start a new round of sketching!

Continue playing in this manner until you have played 10 rounds.

WINNING THE GAME:

After 10 rounds, the player with the highest score is without question the greatest – or luckiest – sketcher of the evening!