

WILLIAM P. JACOBSON & AMANDA A. KOHOUT



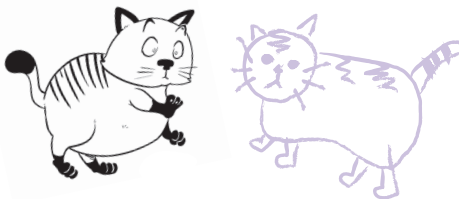
Rulebook

For 3 to 6 players

AGES 8 AND UP

COMPONENTS

- 120 Artwork cards
- 6 pencils
- 1 pad of drawing sheets
- 1 pad of scorecards
- 1 90-second hourglass



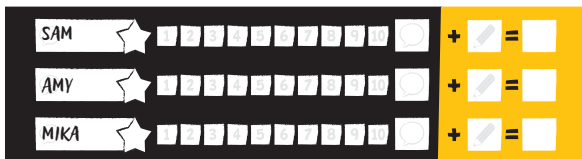
THE AIM OF THE GAME

As the artist, draw as accurately as possible the artwork described by the narrator. You will score points by satisfying the criteria that will only be revealed to you after completing the drawing.

As the narrator, describe the artwork as accurately as possible to the artists. You will score one point per criterion met by at least one of the players.

SETUP

1. Each player takes a pencil.
2. Randomly choose the narrator for the first round.
3. Take one scorecard, and write down the name of each player.



4. At the beginning of each round, each artist takes a drawing sheet and writes their name on it.

PLAYING A ROUND

1. As the narrator, choose a number between 1 and 10 and write it in the star next to your name on the scorecard **1**. The artists then write this number in the star at the bottom of their drawing sheet **2**. This will be the super criterion for this round.



2. Randomly select an **Artwork card**, making sure to not reveal the illustration (nor the criteria on the back) to the artists.
3. Read the title of the artwork out loud, then flip the hourglass. You then have **90 seconds to describe the artwork to the artists**.
4. Describe the artwork as quickly and accurately as possible, so that the artists can replicate it to the best of their ability. You can use any words you want, but you can't make gestures or look at the artists' drawings.

Tip: Start by indicating the position of the elements in relation to each other, their size, number and the direction in which they are pointing.

Note: There are no criteria for whether an element of the illustration is colored black or not, so don't waste time providing this information!
5. As an artist, you must accurately replicate the artwork described by the narrator on your drawing sheet. Artists are not allowed to communicate with each other or with the narrator. **Questions are not allowed**.

Tip: Don't waste time on stylistic effects – it's not a drawing contest!
6. As soon as the hourglass runs out, put down your pencil. The narrator must immediately stop describing the artwork.

10 **Pass your drawing** to the artist on your left or right, depending on what the narrator decides. You will find yourself with another artist's drawing; place it in front of you so that it is fully visible. **From this point on, you now act as a judge.**

11 As the narrator, flip the Artwork card face down and **read each of the ten criteria one at a time**, indicating the corresponding criterion number each time. During this phase, do not show the Artwork card to anyone.

12 As the judge, you must decide whether or not each criterion is satisfied in the drawing you have in front of you. If you consider that a criterion is satisfied, **check the corresponding box**. Otherwise, don't check the box. If you check the super criterion box **1**, also check the two boxes next to the star as well **2**. This will give the artist **two bonus points**.

Note: In order for a criterion to be satisfied, all the elements mentioned must appear in the drawing. Thus, a criterion such as “The cat is under the table” implies the presence of a table. If there is a cat, but no table, the criterion is not met.

13 Keep an eye on your own drawing; you may want to challenge the judge's decision. Should there be any doubt or dispute, a judge must ask the other judges for their opinion. If a consensus is not met, the judges may proceed to a vote. In this case, the narrator does not take part. In the event of a tie between the other judges, it is the artist in question who decides.

14 **The narrator must not intervene** in the judges' decisions, and cannot help clarify a criterion, show the artwork, or reveal a criterion that has not yet been evaluated.

POINTS AND END OF ROUND





15 When the 10 criteria have been read and judged, the judges indicate in the box , the total points obtained by the artist. This is done by adding the total number of checked boxes.

16 The narrator scores **1 point for each criterion satisfied by at least one artist**. The narrator counts the satisfied criteria on their scorecard and writes the total in their box **1**.

Note: To save time, the narrator can check each box after announcing each criterion.

- 10 If several artists have satisfied a criterion, the narrator still scores only one point. The narrator does not ever receive a bonus for the super criterion.
- 11 The narrator then reveals the artwork, which can then be displayed on the table, alongside the drawings of all the artists. Although this has no impact on the score, it adds a fun moment to the game!
- 12 Each artist takes back their drawing and sets it aside until the end of the game (they can turn over their sheet, if this has not already been done, to draw on the other side).
- 13 Then proceed to the next round and another person takes on the role of narrator. Pass the scorecard to the new narrator.

END OF THE GAME

- 14 The game ends when each player has acted as the narrator. For a longer game, you can decide ahead of time that each player will be the narrator two or even three times.
- 15 At the end of the game, add up the  scores **1** written on all the player's drawing sheets, and enter this sum on the scorecard in the  **2**.
- 16 Then add the score obtained by each player as a narrator  **3** to their total score obtained as an artist  **2**. This is the player's final score: note it in the box **4**.
- 17 Whoever has the most points wins the game. In the event of a tie, all tied players win together!

SAM	6	XXXXXX	3	21	= 28
AMY	3	XX	2	+ 19	= 24
MIKA	5	XXXXXX	4	+ 22	= 30

Credits:

A game by Amanda A. Kohout and William P. Jacobson

Illustrated by Dank

Design: Studio POLI&Co

Published by Zygomat - Asmodee Group

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