

8

ADULT  
PARTY  
PACK  
4-8 ADULTS

# Telestrations® After Dark

WELCOME to Telestrations, the visual version of the classic "telephone" game... where your sketches & guesses can create laugh-out-loud family fun! It's the game where you DRAW what you see, then GUESS what you saw!

## Objective

To laugh a lot and have fun with friends and family. Who knows, you might even discover the inner artist in you!

## Setup

- 1 Place card box in center of the group.
- 2 Each player selects a sketchbook, one marker, & one card.
- 3 Write your name in the front of your sketchbook and remember the color of your sketchbook coil.



## Now the fun can begin!

### CONTENTS:

130 Double-Sided Prompt Cards in Card Box (over 2,000 prompts),  
8 Reusable Sketchbooks\*, and 8 Dry-Erase Markers with Erasers\*  
\*see back for dry-erase marker & sketchbook care instructions.



Scan to watch  
"How to Play"  
video

## Scoring

So you wanna keep score? Each player will use the score sheet in the front of their book to record their points during each reveal. A game is played in 3 rounds. After 3 rounds, total up your points. The player with the most points... well, you know!

### FRIENDLY SCORING:

After you reveal the outcomes in your own book:

- 1 Give 1 point to the player with your favorite SKETCH in your book.
- 2 Give 1 point to the player with your favorite GUESS in your book.
- 3 Give yourself 1 point if the last guess matches the secret word.

### COMPETITIVE SCORING:

As you reveal the outcomes in your own book, everyone can score points:

- 1 Guessers earn 1 point if their guess matches the secret word or previous guess.
- 2 Sketchers earn 1 point if their sketch helps a guesser make a match.
- 3 Give yourself 1 point if the last guess matches your secret word.



## Twist Things Up!

Here are some fun gameplay twists for next time:

- 1 Switch seats or reverse passing direction.
- 2 Sketch with your less dominant hand.
- 3 Create your own cards with words themed to different categories for your events.

### MARKER & BOOK CARE

Make sure all sketchbook pages are completely erased and clean before storing back inside game box, as pages may stick together and ink may stain the pages. Recap markers after use. If a marker dries out, use any dry-erase marker and keep on playing.

Dry-erase markers may stain fabrics and some surfaces. Protect play area before use. Avoid contact with carpet, clothing, walls, and furniture. Keep away from eyes and skin.

### THANK YOU!

Thanks for playing Telestrations. We hope you enjoyed a break from your busy day to unwind, laugh, & share with friends & family.

We welcome your feedback. So please reach out to the following:

**The Op Games Customer Service**  
Tel: 1-888-876-7659 (toll-free)  
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[TheOpGames.com](http://TheOpGames.com)



Graphic design by **Friend & Fort Co.**

# LET'S PLAY!

## 1 Select a Prompt

Each player draws a card from the card box and selects one of the Prompts on that card. Secretly write the Prompt in your book. Don't say it out loud or show it to anyone!



### OPTION:

Each card includes a starred category, such as "TV SHOW". As a group, choose ONE category from ONE player's card, and each player will come up with their own Prompt within that category.

## 2 Number of Players

### EVEN

Turn to "SKETCH IT" page 1. Get ready to secretly draw your Prompt. Now continue on to step 3.



### ODD

Turn to "SKETCH IT" page 1 and then... **PASS BOOK TO PLAYER ON YOUR LEFT!**

That player secretly looks at your Prompt, then gets ready to draw it on "SKETCH IT" page 1. Now continue on to step 3.

### WHY DOES THIS MATTER?

At the end of the round, regardless of the number of players, the last completed page should be a written guess, not a sketch.

## 3 Sketching

Everyone should now be on "SKETCH IT" page 1. At this point, everyone should draw the Prompt they just looked at. Once you've finished, turn to page 2 to hide your sketch and pass the open book to the player on your left.



## 4 Guessing

Now everyone should be on "GUESS IT" page 2. Flip back to the previous page & take a few seconds to secretly look at the sketch. Then return to page 2 to write your guess. Then flip forward to the next page & pass the open book to the player on your left.



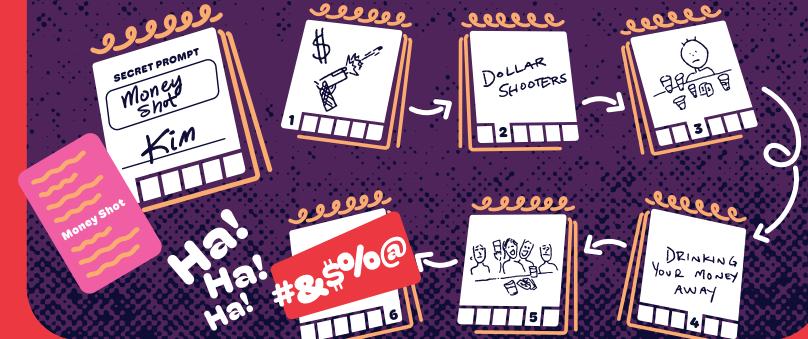
## 5 Keep Passing

Everyone continues to sketch, pass, & guess until players get their own book back. Everyone's book should end with a guess.



## 6 The Big Reveal!

Now that everyone has their own book back, it's time for the Big Reveal! Take turns flipping through & sharing the SKETCHING & GUESSING outcomes in your book!



## HELPFUL HINTS

### SKETCHING HINTS

No letters or numbers. No blank pages. Do your best to draw your Prompt. The worse a drawer you are, the funnier it can get! Trust us, it will lead to the most fun!

### GUESSING HINTS

Don't just put a question mark or leave the page blank. Write any guess... no matter how silly it may seem.

### PASSING HINTS

When you're finished sketching & guessing, flip forward a page and wait until all players are ready. Everyone passes open books at the same time.

### ARE YOU A WINNER?

Did you have fun? Well, then you've won! What about keeping score? If you'd like to do so, there are two options in the "SCORING" section located on the next page.

### WANNA PLAY AGAIN?

I don't blame you! Here's whatcha do...

First, everyone erase all pages. Next, flip current card to unused side OR everyone grab a new card. To mix it up, reverse passing direction for another round of fun & laughter.