

Sketchy

The Game of
Drawing Conclusions!

Players: 4-8

Ages: 8+

CONTENTS:

50 Cards, Die, Electronic Timer, 8 Pencils and Pad of Sketchy Paper

OBJECT:

Create drawings that match those of your partner.

SET-UP:

- Place the Cards, Die and the Electronic Timer where all can easily reach them.
- Get a piece of scratch paper to keep each player's individual score.
- Everyone should take a pencil and a piece of paper from the pad of Sketchy paper.
- Everyone should choose a partner. In the event of an odd number of players, the additional player spins the timer, rolls the die and reads the category.

PLAY:

- Pick a player to take a card, roll the die, and read aloud the category matching the number rolled.
- At the same time, another player starts the electronic timer by pressing the center button.
- Everyone begins to draw things that fit the called out category, one drawing in each box on the left side of the Sketchy paper.
- You may not use numbers or letters in any drawing.
- No peeking and guard your drawings from the view of other players.
- Keep drawing items until you've filled all seven rows of your paper, or until time's up.
- If you're in the middle of a drawing when time runs out, stop drawing immediately.
- When your finished drawing, write (with words) what was drawn in the right column, next to the drawing.
- Then, fold the right column with your written answers under, so they are hidden.
- Start the timer again.
- Partners compare drawings with each other. Discuss each drawing, but do not say what each drawing is. Partners try to determine if they think they have any drawings that match.
- If partners think they have a match, write in the small empty circle, the number of the partner's drawing that is believed to be a match.
- Place an X in the circle for any drawings that don't match.
- When finished determining matches, or when time runs, out unfold each paper and reveal the written answers.
- Tally the score for that round.

SCORING:

- For each correct match score 2 points.
- For each incorrect match you lose 1 point.
- Write the score for each match or mistaken match in the score box in the description column.
- Any drawings that you crossed off with an X don't count either way.
- Tally the scores for each player on the scratch paper.
- Look at everyone else's funny drawings.

START THE NEXT ROUND:

Each player chooses a different partner, take a new piece of Sketchy Paper, and play the same as before.

WINNING:

After 3 rounds the player with the highest score wins! In the case of a tie the player or team with the most correctly matched drawings wins!

BATTERY SAFETY INFORMATION

- Never mix old and new batteries (replace all batteries at the same time).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always replace all batteries at the same time.
- Alkaline batteries are recommended for best performance.
- Rechargeable batteries are to be removed from the toy/game before being recharged.
- Rechargeable batteries are only to be recharged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Do not mix different types of batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- Supply terminals are not to be short-circuited.
- Dispose of batteries safely (Do not dispose of batteries in fire, batteries may explode or leak).

DRAWING**DESCRIPTION**

1. ○

SCORE

2. ○

SCORE

3. ○

SCORE

4. ○

SCORE

5. ○

SCORE

6. ○

SCORE

7. ○

SCORE

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