

WIN, LOSE OR Draw®

Over 1,000 fun things to sketch and guess!
In 6 Exciting Categories: • Books • TV Shows • Movies
• Music Stars • Food & Drink • Famous Phrases

NOW WITH 2 EXCITING WAYS TO PLAY:

- **Team play**—rules on this page
- **Gameboard play**—rules on opposite page

TEAM PLAY

For 4 or more players

OBJECT: Be the first team to make 8 correct guesses from sketched picture clues.

CONTENTS: die, timer, pencil, pad of paper and card box (Gameboard and pawns are not used in this version.)

Picking Teams

Divide players into two teams. High die roll decides which team plays first. The first team selects a Sketcher; all other first team players are then the Guessers. As one team sketches and guesses *a name or phrase*, the opposing team watches—play alternates between teams with *each new name or phrase to be sketched*.

Rotate the role of Sketcher on a team so that all team members have the opportunity to be Sketcher. Each time your team must draw a new name or phrase, select a new member of your team to be the Sketcher.

Playing The Game

1. Give the timer, pad, pencil and card box to the Sketcher.
2. The Sketcher secretly looks at the first card in the card box (without taking that card out of the box). The top item on that front card is the first name or phrase to be sketched.
3. The Sketcher then announces the category of the name or phrase to be sketched. For example: *Books*, *TV Shows*, etc.
4. The Sketcher turns over the timer and the countdown begins. (The opposing team keeps track of the time limit.)
5. The Sketcher then sketches a picture clue or clues of the card's name or phrase.

Sketching Rules:

- No letters, words or numbers can be drawn. Symbols such as dollar signs(\$), arrows(t), plus signs(+), etc. are acceptable. However, if part of a name or phrase is guessed correctly, you may write that word next to your sketch—just like on TV!
- Never speak while sketching—but you may gesture to indicate whether the guess is close or off-track!
- You may also draw an ear to mean “sounds like” and then sketch a rhyming word.
- In the *Books* category, do not sketch the author's name or give it as a verbal clue to the Guessers. (Authors are included only as a help to you.)

6. As the Sketcher sketches, the Sketcher's teammates start shouting out what they think is being drawn. Players can guess as many times as they want. Guessing is NOT done in

turn! Parts of a name or phrase can be considered acceptable guesses—it's up to the Sketcher to decide. For example, if a player guessed “Superman” in the *TV Shows* category, and the card stated the answer as “The Adventures of Superman”, that answer could be considered correct.

7. The Scoring:

If the Sketcher's team guesses correctly before the timer is emptied, the Sketcher's team gets one point and marks the score on a separate sheet of paper. It is now the opposing team's turn to sketch and guess a new name or phrase from a new card.

If the Sketcher's team does not guess correctly before the timer is emptied, they do not win the point. The opposing team then gets ten seconds to make *one* guess to win the point.

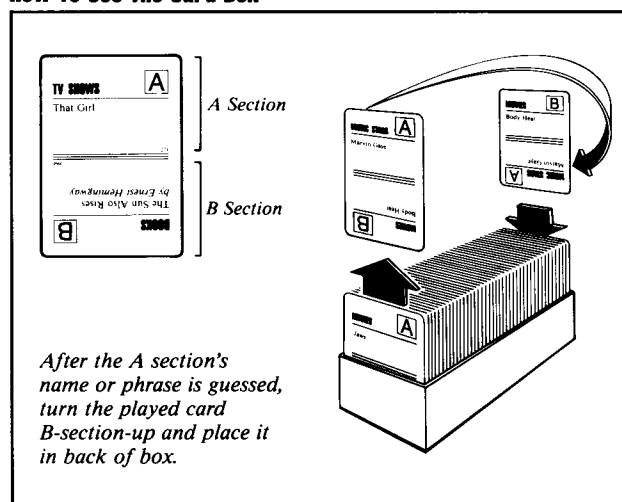
- *If the opposing team guesses correctly*, they win the point and mark the score on a separate sheet of paper. It is then their turn to sketch and guess a new name or phrase from a new card.

- *If the opposing team does not guess correctly*, no one wins the point. It is now the opposing team's turn to sketch and guess a new name or phrase from a new card.

The New Card And The New Sketcher

Each time your team must draw a new name or phrase, select a new team member to be the Sketcher. It is always the new Sketcher who removes the guessed card from the box, flips it around, and places it in the back of the box to reveal the new front card to be sketched. See illustration below.

How To Use The Card Box



How To Win Team Play

Teams continue to play, sketching and guessing. The team who guesses 8 items correctly *first* wins.

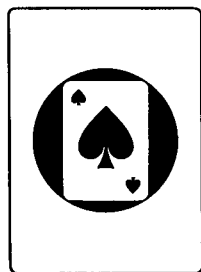
GAMEBOARD PLAY

For 3 to 6 players

OBJECT: Be the first player to collect 4 different colored pawns and the Ace-In-The-Hole card.

CONTENTS: gameboard, die, 24 colored pawns, timer, pencil, pad of paper, white square pawn, Ace-In-The-Hole card, card box

How To Set Up The Game



The Ace-In-The-Hole Card

Place the gameboard within easy reach of all players.

Remove the Ace-In-The-Hole card from the card box (see illustration at left) and place it in the center of the gameboard. Then place the 24 colored pawns on top of it.

How To Play The Game

Choose a player to sketch first. This player is called the Sketcher; all other players are the Guessers. The roles of Sketcher and Guessers change from player to player throughout the game.

Give the timer, pad, pencil, die, white square pawn and card box to the Sketcher.

The Sketcher starts play by placing the white square pawn on one of the four Spade Spaces on the gameboard. (Gameboard spaces are Spade Spaces and colored square spaces.)

THE ROLE OF THE SKETCHER

The Sketcher then does the following in order:

1. Secretly looks at the first card in the card box (without taking that card out of the box). The top item on that front card is the first name or phrase to be sketched, as in team play.
2. Announces the category of the name or phrase to be sketched.
3. Turns over the timer so the countdown begins.
4. Starts sketching a picture clue or clues of the card's name or phrase. Follow the same *Sketching Rules* as in team play.

THE ROLE OF THE GUESSERS

As the Sketcher is sketching, the Guessers guess by shouting out what they think is being drawn. Players can guess as many times as they want. Guessing is NOT done in turn! If a part of a name or phrase is guessed, it's up to the Sketcher to determine how close a guess must be to be correct. If the item is guessed correctly at exactly the same time by more than one player, all answering players are considered "correct Guessers".

IF IT'S GUESSED BEFORE THE TIMER EMPTIES:

The Guesser Collects A Pawn: If you guessed correctly first, take a colored pawn that you don't already own from the center of the board. You CANNOT own more than one pawn of the same color.

The Sketcher Collects A Pawn: If you are the successful Sketcher, roll the die and move the white square pawn clockwise around the gamepath, counting each space as one number on the die roll. Then collect a pawn from the gameboard center that matches the color gamespace that the white square pawn landed on. You CANNOT collect a pawn if the white square pawn lands on either: (1) a colored space that matches a pawn you already own; or (2) a Spade Space.

After the name or phrase is guessed, your turn as Sketcher is over. The person to your left then becomes the new Sketcher and all other players (including you) are the Guessers.

IMPORTANT: *It is always the new Sketcher who removes the guessed card from the box, flips it around, and places it in the back of the box B-section-up to reveal the new front card to be sketched. See "How To Use The Card Box" under Team Play.*

IF IT'S NOT GUESSED BEFORE THE TIMER EMPTIES:

Anytime the name or phrase is NOT guessed in time, nobody collects any pawns, but the unguessed card remains in play.

- The player to the left of the unsuccessful Sketcher now becomes the new Sketcher and tries to sketch the unguessed name or phrase (which is still the front card in the box).

- The same guessing and pawn-collecting rules as above apply. The unsuccessful Sketcher, of course, CANNOT GUESS since he or she already knows the card's contents.

- An unguessed card remains in play until it is either guessed or there are no eligible players left to guess it. Play then continues to the left with a new Sketcher placing the card B-section-up in the back of the box.

How To Win The Game And The Ace Card

Players continue to play as described above—sketching and guessing as they try to collect 4 different colored pawns.

Once you own 4 different colored pawns, you can try to win the game by collecting the Ace-In-The-Hole card. To do this, you must first guess another sketch successfully. After your correct guess, the Sketcher rolls the die and moves the white square pawn around the gameboard path. If the white square pawn lands on a Spade Space, you, as the successful Guesser, immediately collect the Ace-In-The-Hole card from the center of the board and win the game.

NOTE: *It might take you several successful guesses before the white square pawn lands on a Spade Space.*