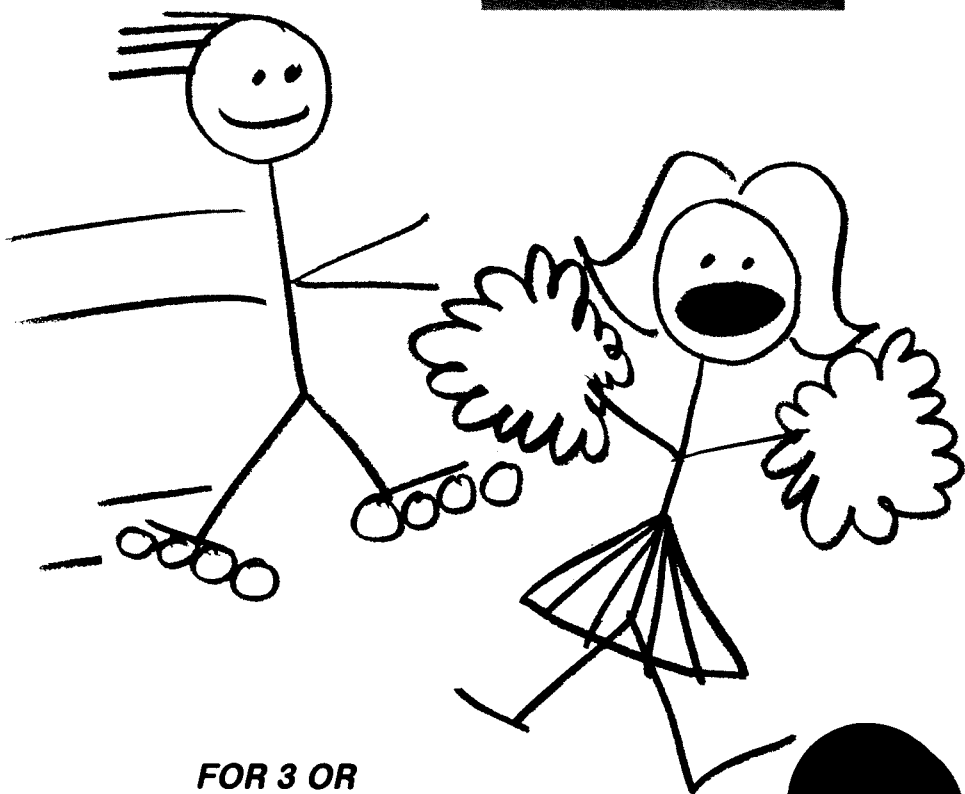


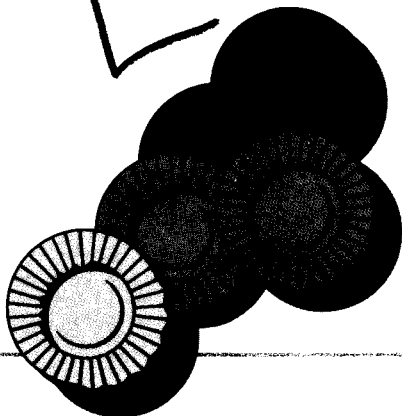
WIN, LOSE OR *Draw* JUNIOR

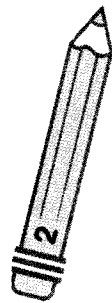


**FOR 3 OR
MORE PLAYERS**

CONTENTS

timer, 54 chips, paper,
144 cards with 432 words to sketch,
pencil, card tray, label





OBJECT

Be the first player to collect two scoring chips of each color (blue, green and yellow) by sketching and guessing picture clues—and then GUESS correctly one more time to win.

As the *Sketcher*, collect chips by sketching picture clues of your word so that it is guessed by the other players. As a *Guesser*, collect chips by being the first to guess the word from the picture clues!



SETUP

Remove all game pieces from box—but leave the plastic card tray in the box to use as your playing area.

1. Peel the name-of-the-game label off the sheet and carefully apply it to the recessed area on top of the card tray.
2. Shuffle the entire deck of cards and place them **FACEDOWN** in one of the card tray's bins. This will be your Draw Pile. Located opposite your Draw Pile is another bin—use that bin for your Discard Pile.
3. Empty the bag of color scoring chips into its own bin—so that the chips are within easy reach of all players.
4. Choose a player to sketch first. This player is called the *Sketcher*; all other players are the *Guessers*. The roles of *Sketcher* and *Guessers* pass from player to player throughout the game as play continues to the left with each player taking a turn.
5. Give the timer, paper and pencil to the *Sketcher*.



GAME PLAY THE ROLE OF THE SKETCHER

As the *Sketcher*, do the following in order:

1. Pick the top card from the Draw Pile, keeping the card's words secret from the other players. Each card has three categories on it—**PEOPLE, PLACES AND THINGS**. See Figure 1.

Note: Not all of the people in the **PEOPLE** category are *real* people. Some may be fictitious such as cartoon or fairy tale characters. The **PEOPLE** category also includes occupations.

Each category's color—blue, green or yellow—matches a color scoring chip.

Category colors vary from card to card.

For example: The **PLACES** category may be blue on one card, green on another, or yellow on another.

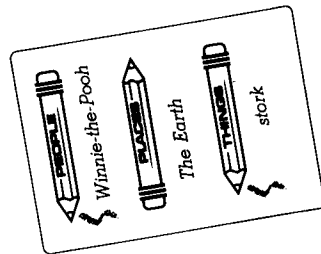
2. Secretly choose which word you want to draw.

3. After you choose a word, put the card **FACEDOWN** and tell the other players which category—**PEOPLE, PLACES OR THINGS**—your chosen word is in! Keep the color of your category a secret!

4. Then turn the timer over and the sketching and guessing begins! You have about 90 seconds to draw picture clues of your chosen word! See *Sketching Rules* on pages 5 and 6 for more details.

As the *Sketcher* is sketching, the *Guessers* guess by shouting out the word that they think is being drawn. Players can guess as

FIGURE 1.

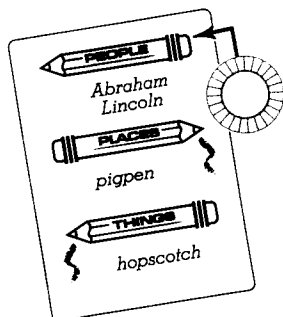


THE ROLE OF THE GUESSERS



IF THE WORD IS GUESSED

FIGURE 2.



IF THE WORD IS NOT GUESSED

WHEN YOUR TURN IS OVER

TRADING IN YOUR EXTRA CHIPS

many times as they want. Guessing is NOT done in turn! See *Guessing Rules* on page 6.

When the word is guessed before the timer is emptied, the *Sketcher* and the correct *Guesser* each collect one scoring chip that matches the color of that word's category. For example: If you sketched Abraham Lincoln from Figure 2's blue PEOPLE category and your sketch was guessed correctly, you and the *Guesser* would each collect a blue chip.

If you collect more than two chips of one color, save them to trade in on a later turn. See *Trading In Your Extra Chips* below.

Any time the word is NOT guessed before the timer is emptied, nobody collects any chips.

After all chips are collected (or not collected, as the case may be), your turn as the *Sketcher* is over. Put the used card FACEUP in the Discard Pile. Then pass the pencil, paper and timer to the person on your left. This person now becomes the new *Sketcher* and all other players (including you, the previous *Sketcher*) are the *Guessers*. The new *Sketcher* then picks the top card from the Draw Pile and play continues.

Before you pick a card to sketch on your turn, you may trade in your extra chips for colors you need! Just trade in TWO CHIPS that *match* in color for ONE CHIP of the color you need. It's TWO FOR ONE! You may also trade in as many pairs of chips as you want at a time! For example: Billy has



four blue chips and two green chips but he has only one yellow chip. Before he picks up his card on his next turn as *Sketcher*, he can trade in his two extra blue chips for a yellow chip! Then he will have two chips of each color and will need to GUESS correctly just one more time to win!



WINNING THE GAME

Players continue to play in turn as described above, sketching and guessing—trying to collect two chips of each color. Once you own two chips of each color, just GUESS correctly one more time to win the game!



SKETCHING RULES

- As the *Sketcher*, you may sketch as many picture clues as you need. You'll find some words definitely need two (or more) picture clues. For example: If you were to draw "bagpipes," you might sketch a bag plus some pipes. See Figure 3.

- As the *Sketcher*, you CANNOT speak while sketching, but can gesture or shake your head to indicate whether players are close to or very far away from guessing the answer. If you do speak, you will be penalized and cannot collect a chip if the word is guessed correctly.

- As the *Sketcher*, you can stress a clue's importance by pointing to it over and over again; or you can redraw clues to make them clearer; or you can cross out previously drawn clues and sketch different clues for a whole new approach.

FIGURE 3.



FIGURE 4A.

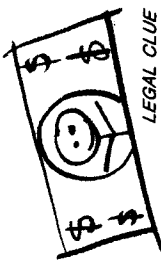
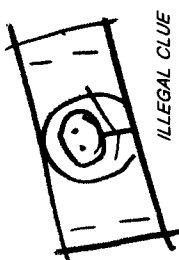


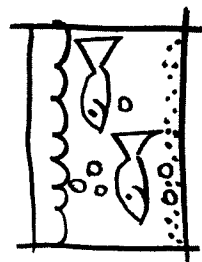
FIGURE 4B.



GUESSING RULES

- As players shout out guesses, parts of the word may be answered by one player and finished by another. The *Sketcher* is the Final Judge who must determine which player first answered most of the word correctly.

FIGURE 5.



- As the *Sketcher*, you CANNOT use letters, words or numbers in clues. If you do, you will be penalized and cannot collect a chip if the word is guessed correctly. However, you may use symbols such as dollar signs (\$), arrows (↑), plus signs (+), etc. For example: If you were to draw "George Washington," you might sketch a dollar bill with dollar signs. See Figure 4A. However, you would not sketch a dollar bill with numerals. See Figure 4B.



- If a word is guessed at exactly the same time by more than one player, all correct Guessers and the *Sketcher* collect a matching color scoring chip.

- Some guesses may not match the word exactly. The *Sketcher* determines exactly how close a guess must be to be correct! For example: If you were to draw "George Washington" and someone guessed "President Washington," you might accept that answer as correct. However, if you were to draw "aquarium" as shown in Figure 5, you probably would not accept the answer "Fish tank!" as correct.