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CREDITS



WHITEBOARDS



MARKERS



CLUE CARDS



SHAPE CARDS



TOKENS



DIE

7 (OPTIONAL) SCORE IT!

If you'd like to keep score, these optional rules let you rate your play! Since *Draw Your Own Conclusions* is a cooperative game, you will score as a group. Take all the Fame tokens remaining in the possession of all players and distribute them as evenly as possible. Rate your play using the following chart:

ANY PLAYER HAS ZERO TOKENS	ART STUDENTS You need more practice
EVERY PLAYER HAS AT LEAST 1 TOKEN	POPULAR LOCAL ARTISTS You are honing your skills.
EVERY PLAYER HAS AT LEAST 2 TOKENS	NATIONALLY ACCLAIMED Way to build a following.
EVERY PLAYER HAS ALL 3 TOKENS REMAINING	WORLD FAMOUS Your artistic movement will be chronicled in the annals of history. Well done!

THE OBJECTIVE

To laugh, draw, and doodle with friends in a COOPERATIVE game of simple shapes.

I SETUP

- Place the cards, tokens, markers, die, and whiteboards in the center of your group.
- Each player takes 1 whiteboard, 1 marker, 1 clue card, 1 shape card, and 3 fame tokens. (Keep your clue card a secret but place your shape card face-up in front of you).
- Write the name of the player sitting to your right on the "guesser" line at the top of your whiteboard. (If you are playing with 7-8 players, write the name of the player two seats to your right)

NOW THE FUN CAN BEGIN!

GAMEPLAY

2 GET A WORD

- Choose a player to roll the die.
- Find the word on your card that corresponds to the die roll.
- Write the word on the "answer" space beneath the flap on your whiteboard.
- (optional) Write the category on your card in the "category" space of your whiteboard. *(You can skip this step to make the game trickier.)*



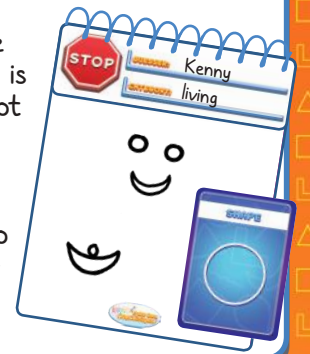
3 DRAW IT!

- All players attempt to begin a drawing of the word they wrote under the flap **BUT** you can only draw the shape shown on your card.
- Draw up to 5 of your shape. *(You can draw 0 shapes if you want.)*
- Try to only draw parts of the word that your shape might make sense for. *(Your friends will add their shapes to your drawing in a minute to help complete the drawing!)*



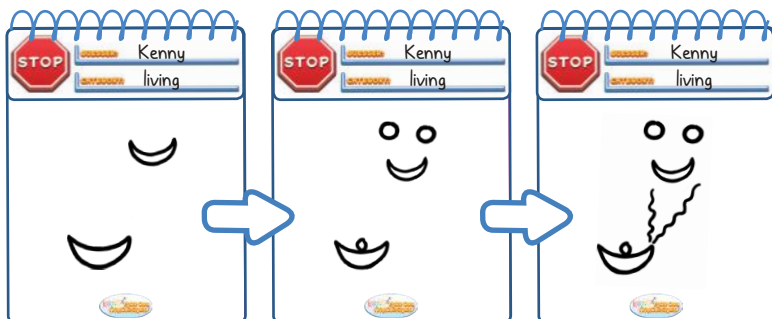
4 PASS IT!

- When you have finished adding your shape to the drawing, pass your whiteboard to the player on your left.
- When you receive a whiteboard from the player on your right, check if your name is written at the top. If it is, **STOP!** Do not look under the flap.
- If your name is not at the top, lift the flap, check the word, and then return to the **DRAW IT** step by adding up to 5 of your shape to help complete the drawing.



5 REPEAT IT!

- Players continue drawing their shapes and passing the whiteboard until they receive a white board with their name at the top.
- When every player has a whiteboard, it is time to guess what the drawing is!



6 GUESS IT!

- Choose any player to begin guessing.
- That player looks at the drawing in front of them and guesses what they think the drawing is.
- If the player guesses right, congratulate them and move to the next player.
- If the player guesses wrong, they must return one of their Fame tokens to the center of the group. Don't worry if you guess wrong, you get 3 tries!
- After a wrong guess, point to a single shape on your board. The player who drew that tells you, in a single word, what that shape is.
- If a player guesses incorrectly 3 times, losing all their tokens, reveal the answer and move on to the next player.
- Repeat until all the answers have been revealed.



WANT TO KEEP SCORE? ➔