

junior

DRAW OUT



Rules

More entertaining games at



 **WARNING:**
CHOKING HAZARD—Small parts.
Not for children under 3 years.

53125 A



5+

age



3-6

players



30+

min.

junior

DRAW OUT

TACTIC

Rules

Contents: Game board, 150 cards, sand timer, 6 pawns, die, drawing board and whiteboard pen, sponge.

Game idea

Take turns drawing the words on the cards while the other players try to guess what is being drawn. When someone guesses the word correctly, both players move forward on the game board. The first player to reach the finish space is the winner!

Quick rules

- Take a card and check what you are drawing (category = space where your pawn is).
- Turn the sand timer and start drawing. Other players try to guess what you are drawing.
- The first player to guess correctly moves 1 step forward. The player who drew rolls the die and moves accordingly.
- The first player to reach the finish space with an exact number is the winner!

The cards

Each card has 4 words in 4 different categories:



Illustrated words



Objects and things



Animals and nature



Characters and professions

Setup

Place the game board in the middle of the table with the sand timer next to it. Each player chooses a pawn and puts it in the starting space with the arrow. Mix the cards and put them in a pile face down where everyone can reach them.

Each player rolls the die and the player with the highest number starts the game.

How to play?

The space where your pawn stands determines which category you draw. You can choose whichever category when your pawn is on the starting space. Take the top card from the deck and look at it, without showing it to

the others. Choose one of the word categories and say it out loud.

A player who can't read always draws the illustrated words.

If you get a word that you don't understand, put the card to the bottom of the deck and take a new card.

Turn the sand timer and begin to draw the word. All other players now try to guess the word before time runs out. Everybody guesses at the same time.

The first player to guess the right word gets to move their pawn 1 step forward on the game board. The drawing player rolls the die and moves their pawn accordingly.

If no one has made a correct guess before the time is out, no one may move their pawn.

Place the used card at the bottom of the deck. The turn then goes to the next player in a clockwise order.

There can be more than one pawn in one game board space.

You can also play in teams. One team member draws and the other members guess. Whenever a team guesses correctly, they roll the die and move forward as many steps as the die shows.

The end of the game and winner

In order to reach the finish space you need an exact number on the die. The first player to reach the finish space is the winner!



Drawing board and pen

Only use the provided whiteboard pen for drawing on the board. Other types of pen may leave permanent marks on the board. If you need to get a new pen, make sure it is a dry-erase whiteboard marker. Use the provided sponge to wipe the board clean. Remember to wipe the board after each game session.