

GUTTERHEAD[®]

the fiendishly filthy drawing game



HOW TO PLAY

GUTTERHEAD

Basics

Gutterhead is a fiendishly filthy drawing game played in teams. The objective is simple: tap into your depraved mind in order to out-draw and out-guess your opponents to be the first to reach the finish line.

Quick Start

1. Set up - lay out board, shuffle cards and place them face down divided into each colour.
2. Split into teams - minimum 2 players per team. Each team chooses a playing piece and decides which player on their team will draw first.
3. Decide which team goes first - this could be based on the highest roll or last team to poo, it's up to you. First team then rolls the dice and moves forward by the number shown.
4. Pick up a card which corresponds with the colour on the space, look at the word to be drawn and pass the card discreetly to the first player to draw from every other team.
5. All draw - once one player from each team has seen the card, count down from three and start drawing for your teammates. There is no time limit - your team must guess the drawing as it develops. The first team to call out the correct answer wins.
6. Roll and repeat - winning team rolls and moves forward by the number on the dice. Repeat steps 4 and 5, alternating the person drawing each turn.
7. Home straight - follow the rules of the halt space. First team to the end is crowned victor and has gloat privileges (go take a long hard look at yourselves you filthy animals).

Rules

- ▣ The person drawing cannot speak, mime or annotate with words. Symbols and numbers are allowed.
- ▣ There is no time limit. First team to guess correctly and be heard by the other teams wins the round. If no teams are able to guess correctly, then fight over who was closest.
- ▣ Trying to have a cheeky peek at the other teams' drawings is not cheating if you don't get caught!

Cards

- ▣ Person / Place - blue drawing cards
- ▣ Object - purple drawing cards
- ▣ Action - pink drawing cards (optional variation: all action cards can be mimed instead)
- ▣ Feeling / Sensation - orange drawing cards
- ▣ Naughty or Nice - danger cards which can shit on your parade or be your saving grace.

Spaces



Quickie or Marathon - choose your preferred route. Because, hey, no-one likes a game that drags on.



Halt space - All teams must stop on the halt space regardless of their roll and choose a coloured card to play. From the halt space onward, teams can only move forward one space at a time (allowing the losers at the back of the pack a chance to catch up).

Optional Drinking Rules

- ▣ The winning team from each round may allocate the number of sips/gulps rolled on the dice to opponents of their choice (i.e. a roll of four could allow four designated sips to one individual or two sips for two individuals).
- ▣ When a team lands on a 'Naughty or Nice' space they can introduce a new rule to the game (e.g. left hand drinking, no first names, everyone must talk with their tongue out, etc.)
- ▣ The winning team can make a team of their choosing down their drinks.