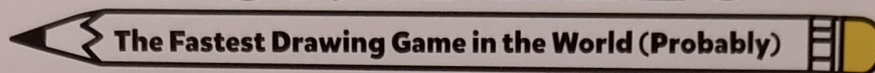




HOW TO PLAY



SIX SECOND SCRIBBLES



AGE 8+

PLAYERS 2+

MINUTES 15+

AIM

Draw up to TEN things in one minute. But not every doodle will do! Your friends must guess WHAT you drew for you to score points... and WIN!

GET READY

Since you're reading this, you're in charge. Separate the EASY, TRICKY and ALMOST IMPOSSIBLE decks. Give each person a pencil and a piece of paper. Take an extra piece for yourself to keep score. Get a phone out and set up a one minute timer. That's it, you're ready!

TEENY TINY PAPER

We put a teeny tiny pad in this box so you can take it and play anywhere. Drawing small also helps you draw fast! Feel free to use more than one sheet per round if you need to though – and do use both sides. Of course, if you're at home, you can draw on anything you like!

FOR 3-8 PLAYERS

You play SIX SECOND SCRIBBLES in THREE rounds. To start each round, choose a level. We suggest starting with EASY. From that deck, deal ONE card face down to each player. Don't look at your cards yet.

Set the timer for ONE minute. When you say go, everyone picks up their card, looks at the 10 things on it and rushes to draw as many as they can in a minute.

If you try and draw all 10, this means you've got just six seconds to scribble out each drawing! You can't use any words, letters or numbers to give cheeky clues. Try to leave some space around your pictures for people to write their guesses. You'll need to balance quality and quantity to get the best score!

When the minute ends, everyone stops drawing. Next, write your category at the top of your paper, then pass it to the person on your left.

Now everyone writes down ONE guess next to each of the drawings in front of them. You can set a timer for this if you'd like - if you do, we suggest two minutes.

When everyone has finished guessing - or the timer ends if you're using one - take turns to show off the drawings and read out the guesses! The artist says if each guess is right or wrong. For every correct guess, the artist AND the guesser BOTH score ONE point. Note down each player's total score.



Turn me over, there's more on the back

Continued

ROUNDS TWO AND THREE

Follow the same steps above to choose a level, deal cards and draw. But, after you've all drawn your pictures in Round Two, pass them **TWO PEOPLE** to the left. In Round Three, pass them **THREE PEOPLE** to the left. That way you keep getting different guessers. If there are only three players, just pass your drawings **ONE** place in Round Three.

WINNING

After three rounds, the person with the most points **WINS!** If there's a tie, the tied players get one minute to draw a portrait of each other. The youngest person left chooses the best to find a winner.

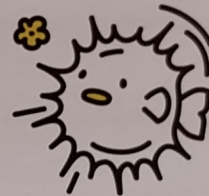
FOR TWO PLAYERS

You're not competing, but working as a team to score as many points as you can against the clock. You both draw at the same time, then guess each other's drawings. You score one point for each correct guess. After three rounds, add up your points. Then try and beat your score... or try the harder cards!

YOUNGER PLAYERS

Adapt the game for younger players by:

- Giving them extra time to draw
- Handing them only **EASY** cards
- Letting them swap their card for a new one
- All drawing **FIVE** things instead of 10



MAKE THIS GAME YOUR OWN

We love adding house rules to our games! And you can do the same. You can add in your own homemade category cards, for example. Or you could give double time on the **ALMOST IMPOSSIBLE** cards. You can make the game harder by not writing categories on your drawings. In fact, you can change the rules in any way you like!

When we're feeling competitive, we sometimes add the **EXTRA CHANCE** rule. This needs a bit more attention to keep score, but it works like this... When someone gets a guess wrong, the person on their left gets a guess. If they guess it correctly, they win an extra point. If they also get it wrong, the player on their left now gets a go - and so on - until everyone's had a chance.

The artist doesn't win more points this way though. Also, if the artist gives away the answer by accident, the person who would've guessed next gets the extra point. This rule takes too long with big groups, but with three to five people, we love the extra chance to score more points.

SHOW US YOUR SCRIBBLES

We'd love to see your artwork - the worst, the best and all the rest! Share your scribbles on Instagram and tag **@gamelygames** for love, likes and the occasional free game!

LET'S BE FRIENDS

Stay in touch and get an instant discount on your next game when you join the Gamely family at gamelygames.com

CREDITS

Game design: Hazel Reynolds

Game development: Dave Perrins and Tina Harrington

Visual Design: Crush Creative

Huge thanks to our amazing playtesters and supporters.

