

Adam Porter

# Doodle Rush

## COMPONENTS



36 drawing boards (6 boards in 6 different colors)



175 double sided cards (easy and hard)



6 drawing markers and a cloth for cleaning



1 sand timer (1 minute)

## IDEA OF THE GAME

The game consists of 3 Drawing rounds and 3 Guessing rounds, each 1 minute long. Depending on the round, players will either be drawing the words written on their own cards so that the other players can guess them, or they will be guessing what others have drawn from their cards. At the end of the game, each correct guess scores points for the player, and each unguessed drawing will detract points from a player's score. The player with the most points at the end wins the game.

# SETUP

- Each player chooses a color and takes all 6 drawing boards of that color.
- Each player takes 1 drawing marker.
- Choose the difficulty level of the game – use the side of the card with one pencil for an easy game or the side of the card with two pencils for a hard game. Shuffle all the cards facing the same direction and deal each player 2 cards with the chosen side down (so they cannot see the words yet).
- Put the sand timer in the middle of the table, easily visible to all players.

You are ready to begin the game!



*Example: game setup for 4 players.*

## PLAYING THE GAME

The game consists of 6 rounds – 3 Drawing rounds and 3 Guessing rounds. The game starts with a Drawing round, which is followed by a Guessing round, then a Drawing round again, and so on.

### The first Drawing round

When all the players are ready to begin the game, one of the players turns over the sand timer and the round begins. Players may now turn over both of their cards and look at the words they have to draw. They will now have **one minute** to draw as many of the words on their cards as they choose.

**Everyone plays at the same time.** A player may choose any of the words on his cards and draw it on one of his boards. Once a player has finished his first drawing, he can choose another word and draw it and so on. There is no limit to the number of words from both of his cards that the player may draw (or try to draw) during the round. As soon as the minute has passed and the sand timer has run out, the Drawing round is over and the game immediately proceeds to the Guessing round.

**Important!** The players must not look at other player's cards, or show their own cards to the other players! A good way to do this is to keep the side of the card with the correct words facing down, and only look at it when deciding which word to draw.

## The first Guessing round

One of the players turns over the sand timer, and the game continues immediately. Now, players can guess any of the drawings on the cards of the other players, as well as point at their own drawings to encourage other players to guess them. As before, everyone plays at the same time – players must simultaneously guess each other's drawings, while also keeping track of what the other players are guessing about their own drawings. As soon as a player guesses a drawing correctly, he receives the corresponding drawing board from the player who drew the picture, and puts it face down near him.

**Important!** When responding to the guesses, players must only say phrases like “yes”, “no”, “close” or “far”, to let the others understand, how close or far they are to the correct guess. However, they can't comment on anything else, for example, “Yes, it's from the same movie” or, “It's a similar animal” etc.

The guessing round continues this way, until the minute has passed and the sand timer has run out. The game now proceeds to the next Drawing round.

## The second and third Drawing and Guessing rounds

As soon as the first Guessing round has finished, one player turns over the sand timer and the players immediately start the second Drawing round, after which the second Guessing round is played, and after that the third Drawing and Guessing rounds respectively. In each of the following Drawing rounds the players can restart or adjust any of their remaining drawings from the previous round.

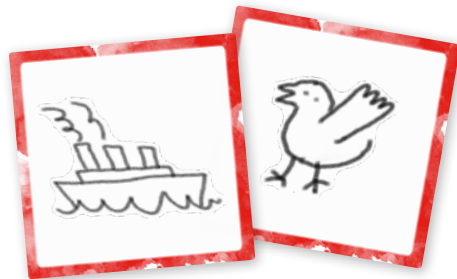
**Important!** There are **no pauses** between any of the rounds! Players have to monitor the sand timer and as soon as it runs out, they must **immediately** turn it over again, thus starting the next round, in this way the pace of the game is never interrupted. If it helps, choose one player to be in charge of watching the timer to ensure that everyone sees when it has run out!

## END OF THE GAME

The game ends after the third Guessing round. Then the players count their points. Each player **scores 1 point** for each drawing board from another player in front of them (from guessing words correctly).

Each player **loses 1 point** for each of their own drawing boards still in front of them (because they didn't manage to draw them or others didn't guess them).

The final sum of these two values is the player's score. Whoever has the most points, wins the game! If there is a tie between several players, the winner is the one who has the fewest of his own drawing boards left in front of him. If there is still a tie, the victory is shared.



*Example: The red player has 5 Drawing boards scored from other players in front of him and 2 remaining of his own left. He score 5 points for his correct guesses and loses 2 points for the 2 words that were never guessed. Thus his final score is 3 points.*

# CORRECT DRAWINGS

- The drawings cannot contain any letters or numbers on them.
- Each drawing must be done on one board.
- You may use arrows and other symbols.
- You may rub out drawings or part of drawings.

# CORRECT GUESSES

In order for a guess to be correct it has to be the **exact word or words that are written on the card**. For example, if the card says "ferry", "ship" is not a correct guess.

If a player says a composite word, part of which is the word on the card, that doesn't count as a correct guess. For example, if the word is "man" and the player guesses "Superman" it doesn't count. However, if a player says several separate words and one of them is the word on the card, the guess is correct. For example, if the word on the card is "car" and the player says "toy car" or "car hire", it's a correct guess.

# TIMING

**Important!** During the Guessing rounds, players must be sure to keep track of when the other players have guessed a word on their card correctly. The game can be rather loud and hectic sometimes, however, it is the responsibility of the player who made the drawing to judge who made the first correct guess to the best extent of his ability. However, if two players are said to have guessed the correct word at the same time, then they both will score 1 point for that drawing board at the end of the game.

## BRAIN GAMES



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