

REDRAW



INSTRUCTIONAL VIDEO



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- 1. 25 drawing cards
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GOAL

The goal is to gain 5 cards by guessing the passwords that other players draw.

PREPARATION

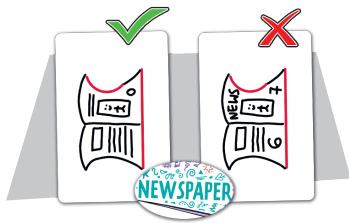
Shuffle the password cards, then deal out 9 of them in a 3×3 square, like in the example picture. You can use either side of the cards. Then shuffle the large drawing cards and stack them near the stack of remaining password cards.

SEQUENCE OF PLAY

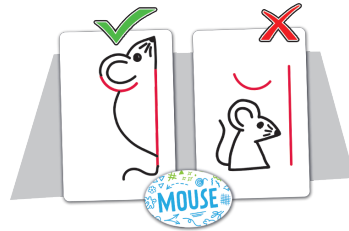
The starting player is whoever most recently drew or painted something. This player takes the top drawing card and the dry-erase marker. The player then mentally chooses one of the passwords visible on the 9 cards (without taking or indicating its card) and starts drawing in such a way that the other players can observe the progress of the drawing.



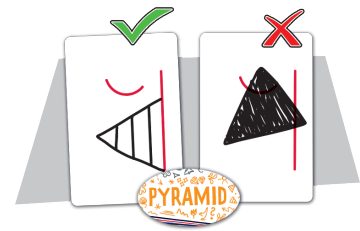
There are some rules about drawing:



► you cannot write words or letters or digits,



► your new artwork must make use of a printed red line as part of your drawing,



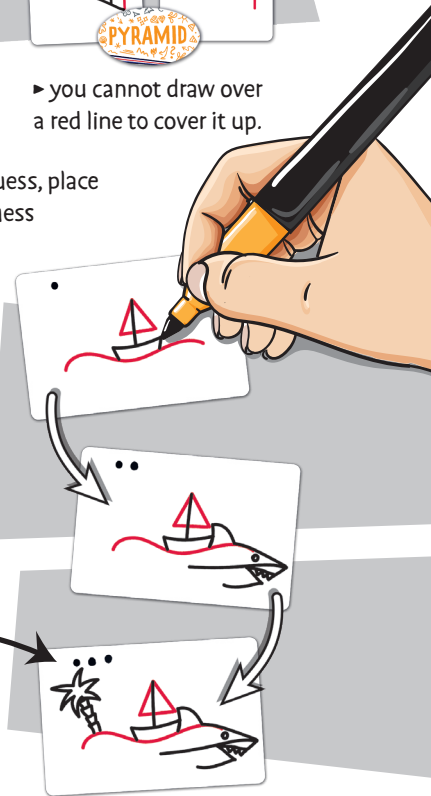
► you cannot draw over a red line to cover it up.

The other players all try to guess the password being drawn as quickly as possible. To guess, place your hand onto the card with the password and say the password aloud. Anyone can guess the password from the moment the drawing player starts drawing on the card.

If a player guesses the wrong password, that player cannot guess again this round. But if all players have guessed wrong, then they all return to play and can all continue guessing.

If a player correctly guesses which password is being drawn, they take that password card, which is worth 1 point, then they replace it with a new password card from the top of the pile. Then they take the marker and the same drawing card to become the new drawer for the next round, mentally picking a new password. They draw, adding to the existing drawing. **THEY CANNOT ERASE ANY OF THE EXISTING DRAWING.** When a drawing card has been used three times, the next drawing player takes a new drawing card from the top of the pile.

To help remember how many times a given drawing card has been used, each drawer puts a dot in one of its corners at the start of their round.



END OF THE GAME

When someone has collected 5 password cards, they win the game!



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