



THE FAST GUESSING, DRAW ON YOUR OWN HEAD GAME!

3+ PLAYERS
AGES 8 AND UP

OBJECT:

Draw pictures on your own forehead for other players to guess before time runs out!

WHAT'S IN THE BOX?

- 1 timer
- 1 drawing board with elastic headband
- 1 numbered die
- 1 dry-erase marker
- 275 drawing objects (55 Scribble Head cards)

SET UP:

- The game is played in a series of rounds.
- Place the deck of Scribble Head cards in the center of the play area.
- Players choose who will be the scorekeeper for the game.
- The youngest player is the artist for the first round.
- The artist slides the drawing board on their head so it is facing the players who will be guessing.

PLAYING A ROUND:

1. The artist selects the top Scribble Head card from the deck, then rolls the numbered die to determine which object he or she will draw on the card.

IF A 6 IS ROLLED the artist may choose any object on the card to draw.

2. When the artist is ready, the timer is started and the drawing begins. Players may make as many guesses as they like.

IF ANY PLAYER GUESSES THE WORD before time runs out, both the player who guessed correctly and the artist are awarded TWO points each.

IF NOBODY GUESSES THE WORD the artist may take a look at the drawing board, erase it, or decide to continue on with the same

drawing. The artist then places it back on his or her head again and continues drawing for another 20 seconds.

THIS TIME, IF ANYONE GUESSES THE WORD BEFORE TIME RUNS OUT both the player who guessed correctly and the artist are awarded ONE point each.

If no one manages to guess it this time, no points are awarded.

3. The turn is over and play moves clockwise to the player on the left. They become the artist for the next round.

WINNING:

The first player to reach 15 points wins the game.

TIEBREAKERS:

During a turn:

In the event that two or more players guess the correct answer at the same time, the player who was drawing receives the points as outlined above, but then draws any other word from the card without a timer. The first player from the tiebreaker to guess the new word receives the same amount of points as the artist.

At the end of the game:

If two players end the game with an equal number of points, the player with the lowest number of points in the game becomes the artist, picks a card and chooses a word. He or she then draws without using a timer. The first of the two players to guess the word wins the game.

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Questions or Comments?
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Marker conforms to ASTM D 4236