



# Doodle DASH

● ● **BUVARP & SVENSSON**

A RAPID DRAWING GAME FOR 3-7 PLAYERS, AGES 10 AND UP. PLAYING TIME: 15-20 MINUTES.

## OVERVIEW

Each round, one player is the **guesser**, and all other players are **drawers**. The **drawers** try to draw a word as fast and accurate as they can.

The **guesser** takes turns guessing the word for that round from each drawing, beginning with the player who finished their drawing first. The player whose drawing is the first to be guessed correctly, wins the round, and the **guesser** and that **drawer** receive 1 point each.

At the end of the game, the player with the most points wins.

## COMPONENTS

7 DRAWING BOARDS

7 MARKERS

70 CARDS  
(490 WORDS)



24 POINT TOKENS



1 CYLINDER



1 DIE  
(SYMBOL ON ONLY  
ONE SIDE)

## SETUP

1. Shuffle the **cards**. Deal **2 cards per player** into a **common** facedown deck at one side of the table and return leftover **cards** to the box. **EXAMPLE:** In a 5-player game, there will be 10 cards in the deck.

**3-4-player games:** Deal a total of **12 cards** into the common deck.

2. Give a **drawing board** and a **marker** to each player. Return any remaining **drawing boards** and **markers** to the box.

3. Place the **point tokens** in a supply at one side of the table.

4. Place the **cylinder** and the **die** in the middle of the table within easy reach of all players.

**3-player game:** The **cylinder** is returned to the box (only the **die** is used).

## PLAYING THE GAME

The oldest player is appointed the **guesser** for the first round. All other players are **drawers**.

In each round, you go through the following steps in the order shown:

1. **FIND THE WORD**
2. **DRAW**
3. **GUESS AND SCORE**
4. **ROUND END**

## 1

## FIND THE WORD

The **guesser** closes their eyes and keeps them closed until the (3) **GUESS AND SCORE step**. The **drawer** to the left of the **guesser** takes the top **card** from the deck and places it face up on the table. Each card contains a list of 7 numbered words. The **guesser** announces a number (between 1 and 7). The word on the **card** corresponding to the announced number will be the one to draw this round. Make sure everyone but the **guesser** has seen the word.

**IMPORTANT:** Flip the card face down! The **guesser** must not know this word until the end of **Step 3**.

**NOTE:** When you play with young players, skip words with a '\*' in front of the word (one on each card). The **guesser** must simply announce a new number instead. Example: \*AMAZON.

**EXAMPLE:**

Jennifer is the guesser this round and announces "4". The word to draw this round is therefore "Bull".

EASTER EGG

ROLLER COASTER

BOOKWORM

BULL

OASIS

\*AMAZON

ROBOT

## 2

## DRAW

On the **guesser's** starting signal, each **drawer** begins to draw the word with their **marker** on their own **drawing board**.

1. The **drawer** who finishes **first** grabs the **cylinder** (see *exception for a 3-player game below*), placing it in front of them, and flips their **drawing board** face down.
2. The **drawer** who finishes **second** grabs the **die**, flips their **drawing board** face down, and rolls the **die** as fast as they can until they get the **symbol**. When this happens, shout "STOP!". All remaining **drawers** must immediately stop drawing and flip their **drawing board** face down. The **drawer** with the **die** keeps it.



The **drawer** who finishes first takes the **cylinder**.



The **drawer** who finishes second rolls the **die**.



Remaining **drawers** must stop when the symbol is rolled!

**Definition of a "word":** The rules use the term "word", although it might consist of two or more real words, like for instance "Star Wars".

**3-player game:** Since the **cylinder** is not in play, the **drawer** who finishes first takes and rolls the **die**.

## GUESS AND SCORE

**IMPORTANT!** Make sure all **drawers** have their **drawing boards** face down. Now, the **guesser** opens their eyes!

1. The **drawer** holding the **cylinder** (see exception for a 3-player game below) is the first to reveal their drawing. The **guesser** makes one (and only one) guess. If it's correct, this **drawer** and the **guesser** receive 1 point each, and you proceed to (4) **ROUND END**.
2. If the guess was wrong, the **drawer** holding the **die** reveals their drawing, and the **guesser** makes another guess. If the guess is correct, this **drawer** and the **guesser** receive 1 point each, and you proceed to (4) **ROUND END**.
3. If the guess was wrong again, all remaining **drawers** (there is only one remaining in a 3-4-player game) reveal their drawings at the same time, and a final guess is made. If the guess is correct, all these remaining **drawers** and the **guesser** receive 1 point each. If the guess was wrong again, no players receive any points this round.

**Note:** Each time you receive a point, take a **point token** (valued 1) and place it in a **point stack** in front of you. If there are no more **1s** left in the supply, players must exchange them for **3s**.

**RARE CASE:** If there are not enough **point tokens** in the supply, use anything convenient as a substitute.

**3-player game:** Since the **cylinder** is not in play, the player with the **die** reveals first.

**EXAMPLE** (the word is "Bull"):

**DRAWERS:**

**GUESSER:**

1. Adam



**HELMET!**

Jennifer

2. Rita



**GHOST!**

Jennifer

3. Cynthia & Bart



**BULL!**

Jennifer



Cynthia: 1 Bart: 1

Jennifer (guesser): 1

**EXAMPLE:** Since neither Adam's nor Rita's drawings are guessed correctly, Cynthia and Bart show their drawings at the same time. Jennifer makes a correct guess this time, and Cynthia, Bart and Jennifer receive 1 point each.



Return the **cylinder** and the **die** to the middle of the table. Erase all drawings using the erasers on the **markers**. Put the used **card** aside.

The **guesser** in the next round will be the player seated to the left of this round's **guesser**.

## GAME END

The game ends after the round in which the last **card** from the deck is used.

Each player counts the total value of their **point tokens**.

The player with most points wins. In case of a tie, the victory is shared.

## CLARIFICATIONS

- The **drawers** are not allowed to draw letters or numbers. If a player reveals a drawing with letters or numbers, restart the round with a new card from the **box**.
- The **drawers** are allowed to draw symbols. *Examples: Arrow, currency, musical note, plus, minus, etc.*
- If more than one word is written on the card, the guess can match any of these words. *A guess of "Sea Lion" is correct if "Seal"/"Sea Lion" is written on the card.*

### CLARIFICATIONS (CONTINUED):

- All words are nouns, titles or names. But if the **guesser** says the corresponding verb, it is considered correct. *A guess of "Dive" would be correct for the word "Diver".*
- If the **guesser** says the word in plural, it is considered correct. *A guess of "Teeth" would be correct for the word "Tooth".*
- The **guesser** must at least say the word(s) written on the **card** (see the exceptions above). *A guess of "Sleeping pillow" would be correct for the word "Pillow", but "Watch" is not correct if the word is "Stopwatch".*
- Don't be too strict if the guessed word means basically the same as the word on the card. Avoid arguments! It should be fun!
- Hyphenated words are not correct if guessed by themselves. They are correct when guessed in combination with the corresponding word before or after the slash. *If the word is "LP-/Record Player", a guess of "LP Player" is correct, while "LP" is not correct.*
- No hints are allowed.
- If two or more players grab the **cylinder** at the same time, the youngest of the tied players gets the **cylinder**, while the second youngest gets the **die** and rolls it (even if a 3rd player has taken the **die** in the meantime).

If you place the **drawing board** face down on the table surface, it could erase some or all your drawing. Therefore, make sure to hold your thumb between the **drawing board** and the table when you place it face down.

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