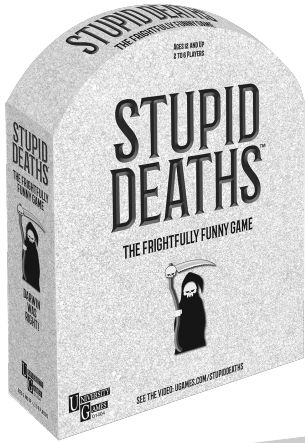


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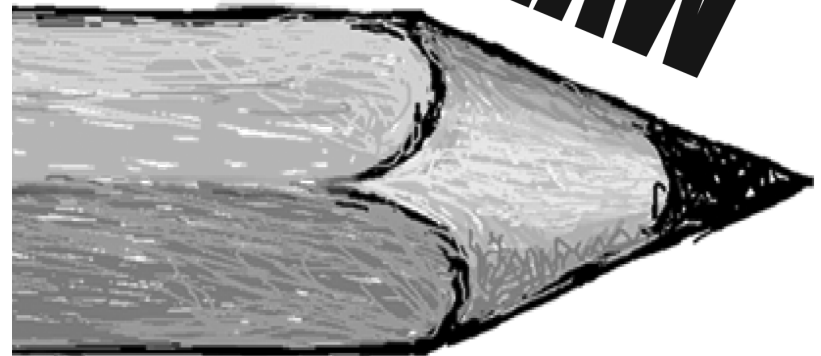


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DON'T DRINK & DRAW™



INSTRUCTIONS

Contents:

- 50 Person Cards
 - 50 Action Cards
 - 50 Location Cards
 - Drawing and Guessing Pad
- (Not included: pencils or pens and a timer)

Object:

Draw a scene using Person, Action and Location Cards while guessing what the other players have drawn. (*Example: "Dracula Passed Out Drunk In a Sports Bar," "Frankenstein Snowboarding In Egypt."*)

Getting Ready:

Separate the Cards into three categories (*Person, Action and Location*).

Choose a player to be the timekeeper.

Each player takes a sheet from the Drawing and Guessing Pad. (*The printed side of one sheet is used for scoring each round and the match. The blank side is used to create the drawing.*) Note: Players may conserve the Drawing and Guessing sheets by using blank paper for their scenes.

Each player writes his or her name on the top line of the Drawing and Guessing sheet, then the names of the other players on the lines below.

Each player draws a Card from each of the three categories, then, without letting other players see the Cards, looks at the Cards to determine the scene he or she must draw.

Drawing:

The timekeeper sets and starts a timer for three minutes.

Each player draws the scene described on his or her Cards.

When the time expires, the timekeeper warns players they have thirty seconds to complete their drawings.

At the end of the thirty seconds, the timekeeper says, "pencils down." (*Anyone who continues to draw after this receives minus one (-1) point.*)

Note: No letters or numbers may be used in a drawing. Players may use common symbols such as dollar signs, hearts, stars or arrows.

Guessing:

Starting with the timekeeper and rotating to the left, each player holds up his or her sheet and asks the other players to guess the Person, Action and Location (title) of the drawing. The other players write their guesses on their Drawing and Guessing sheet in the

space provided by the appropriate player's name. The Person is always a famous celebrity or character, never something like a "fireman" or a "doctor."

Players may make only one guess for each category for each drawing.

Players continue filling out their Drawing and Guessing sheet with their guesses until all drawings have been shown to all players.

Scoring:

The timekeeper goes first and holds up his or her drawing.

The timekeeper (artist) does not reveal what the scene is at this time.

The artist holds up his or her drawing and asks each player to read the guesses written on his or her sheet. After all guesses have been read the artist reveals the actual title of the drawing.

Each player keeps score on his or her own Drawing and Guessing sheet. Players receive one point for each correct guess. The points scored are written in the Points column of the sheet. (*For Example: When a player gets all three categories correct, he or she scores three points. If he or she correctly guesses only the Person category, he or she gets one point.*)

After all players have scored their guesses, the drawing's artist adds the number of points scored by all other players. This total score is the score for the artist for this round.

Play continues to the left, with each player holding up his or her drawing while other players say what they guessed, and then the correct scene is revealed. The artist always scores the total of the points scored by the other players.

When all sheets are scored, players proceed to **The Damage**.

The Damage:

If one player has more points than any other, then all other players must consume a shot of their beverage of choice. (*If there is a tie for high score, then all players other than those tied take **The Damage**.*)

Players begin another round by selecting three new Cards. A full game consists of five rounds.

The Winner:

The winner is the player with the most total points after the fifth round.