

Telestrations UPSIDE DRAWN

CONTENTS

- 4 Sketch Boards*
- 4 Dry-Erase Markers*
- 1 Category Die
- 100 Cards (with 1,000 words and phrases)
- 60 Scoring Chips

*see back page for dry-erase marker & sketch book care instructions

WELCOME to Telestrations:
Upside Drawn a fun game of miscommunication where the artist has no idea what they are drawing. Guide your team to the most points to win!



SETUP

1. Divide into teams of 2 or 3 as equally as possible.
2. Give each team a Dry-Erase board and marker.
3. Decide as a group which side of the card to use - blue or yellow. (There is no difference.)



Now the fun can begin!

HELPFUL HINT:

Make sure team members are seated in such a way that it is possible for everyone to see and reach their drawing board. This could be either across the table or next to each other, but two people from each team will be interacting with the board every round.



or



LET'S PLAY



HOW TO PLAY!

WHO DOES WHAT? CHOOSING A WORD

Each team will choose one player to be the Guide and another to be the Artist. Give the Guides the sketch board, and the Artists the pen. More players on the team? You have extra Guessers!

HELPFUL HINT:

Rotate positions each round to let everyone have a chance to be a Guide and Artist.



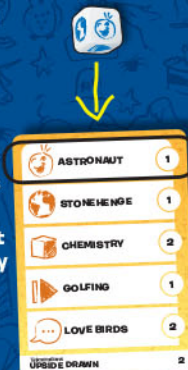
GUIDE



ARTIST/GUESSER

Roll the die. Circle the category on the sketch board. Draw a card from the box and pass the card around to let EVERY Guide see the same word (or phrase). Make sure that none of the Artists or Guessers sneak a peek!

The number shown next to the word is how many points can be won for the round. The more points a word is worth, the harder it is. It can be helpful to put the chips in the center of the table as a reminder.

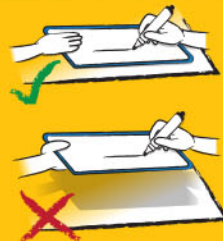


If you roll the Star icon, this means you've hit the wild Category! Choose any Category you'd like for this round.



LET'S DRAW!

Everyone on the team needs to be able to see the Drawing board. The Artists will hold their marker steady and straight up and down. The Guides can then position the drawing board under the marker. The bottom edge of the drawing board must remain in contact with the table at all times.



When all the teams are ready shout "Draw!" to begin the round. The Guide, who knows the word, moves the board under the pen to create the drawing. The Guide is only allowed to say 2 words:

UP - The Artist should slightly lift the pen up to allow the Guide to reposition the drawing board.

DOWN - The Artist lowers the marker to make contact with the drawing board. Tip: It works best if the Artist holds the marker securely but does not press too hard on the drawing board.

All other team members get to guess. There is no time limit, keep on guessing until someone guesses correctly! That team collects the points indicated on the card.



WHO WINS?

If you had fun, you win. But if you really want to keep score, the first team to get 20 points...well you know!

DRAWING TIPS

What's Allowed?

- **USING** symbols and arrows.
- **LISTENING** to the guesses of the other teams.
- **DRAWING** lines equal to the number of words in the phrase.
- **ERASING** anything at any time.
- **ASKING** simple questions. The Guide can answer using icons on the board.
(See page 4: Icons)
Example: "Is that a pinata?"

And What's Not?

- **NO LOOKING** at other team's drawings.
- **NO WRITING** letters or numbers.
- **NO MARKING** the number of letters in a word.
- **NO CHARADES** to give clues
- **NO TALKING:** Except the words UP and DOWN the Guide cannot say anything.

THE ICONS

To use the icons, reposition the board so the pen points to an icon. Remember to say "Up" and "Down" so you don't make a line across your masterpiece!

HINTS



HOT: You are on the right track! Use this icon to answer "YES" to questions.



COLD: Not even close! Or to answer "NO" to a question.



SOUNDS LIKE: Not this, but it rhymes! Hint: If there are multiple images in the drawing area, draw a line from the icon to the specific part of the picture.



BROADER SCOPE: Think bigger than what is drawn. Example: I might draw a magnifying glass to get you to guess MYSTERY.



NARROWER SCOPE: Close, but refine your guess.

CATEGORIES



PERSON: Me or what I might do for a job.



PLACE: Where I live or wish I could go.



THINGS: A thing I can touch.



ACTION: Doing and thinking words.



PHRASE: Something I might say.*

*Because phrases can vary by region, before the game starts choose how strictly you want to enforce the words on the card verses the meaning of the phrase.



WILD: Choose any category to play.

Icons can be "combined" by having the Artist tap one icon reposition the board and then tap another icon. You can even tap an icon on one side of the board, and then remind them of the category on the other side of the board!

MARKER & BOOK CARE

Make sure all sketch boards are completely erased and clean before storing back inside game box, as ink may stain them. Recap markers after use. If a marker dries out, use any dry-erase marker and keep on playing.

Dry-erase markers may stain fabrics and some surfaces. Protect play area before use. Avoid contact with carpet, clothing, walls and furniture. Keep away from eyes and skin.

GAME DESIGNED BY KANE KLENKO

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WARNING: Not suitable for children under 36 months. Choking hazard - contains small parts.

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