

CATCH SKETCH

Chris Choi | George

Rules

8+

3~6

20'

Catch Sketch is a speedy drawing game. Players except the active player have to draw images to explain the given keyword as quickly as possible. The active player will guess the keyword once by looking at the image of the fastest player for both players to earn points. If the active player makes a wrong guess, the chance to score points is passed on to the next fastest player. The active player will try again with more hint by looking at the image of the next fastest player but for lower points.

1 Components



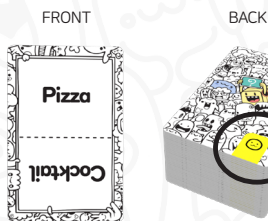
5 Challenge Tokens
(1 to 5)



6 Markers



6 Drawing Boards

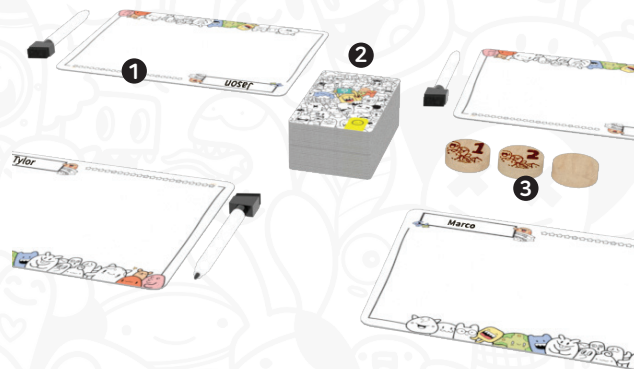


100 Cards

If you hold this part down, you will find an easy word.

2 Setting Up the Game

- 1 Each player takes a marker and a drawing board.
- 2 Shuffle the cards and place them in a face-down deck.
- 3 Place the challenge tokens in the middle of the table. No.1 and No.2 tokens face-up while the others (if any) face-down.



NOTE

Use appropriate number of challenge tokens as shown below. Return remaining ones to the box. They will not be used for the game.

3-player game	4-player game	5-player game	6-player game
No. 1, 2	No. 1,2,3	No. 1,2,3,4	No. 1,2,3,4,5

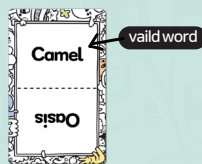
3 Playing the Game

Each player takes their turn in clockwise direction starting from the youngest player. A player's turn is split into two phases: Draw phase and Guess phase.

Draw Phase

On your turn, take a card from the card deck and place it in front of you face-down. **You are not allowed to see the front side of the card.**

There are two words on the frontside of a card. The word shown upright is the valid word for this turn.



Once everyone is ready, reveal the card only to the other players. You still should not look at the frontside of the card.

The word shown upright is the valid word for this turn.

Every player except you starts to draw images on their own board to help you guess the word.

⚠ Rule for drawing images

- 1 They must draw quickly as possible not only because who finish drawing earlier will have a chance to gain more points but also players should stop drawing when two of them (in a 3-player game, one of them) finish drawing.
- 2 They must hold own board on their hands and keep it not to be shown to the others during drawing.
- 3 They can draw any images as they want but neither a text nor a number.

The player who finishes drawing first puts their board face-down in front of them and takes the challenge token with No. 1. (It is allowed to take No. 2 token instead of No. 1.)



The next player who finishes drawing puts their board face-down in front of them and takes remaining face-up token from the pool saying "STOP!". Remaining players should stop drawing and put their board face-down in front of them, then take a face-down token from the pool randomly and place it face-up in front of them. Now the turn goes to the Guess phase with every player except you having a challenge token.



Guess Phase

Players reveal their board in ascending order of the number on their challenge token.

You can guess the word once per each time a board is revealed.

If you guess correctly, you and the player who just revealed their board score points as below.

If you don't succeed even after the last board is revealed, your turn ends with no one scoring points.

Both players keep their score on their own board. Then, your turn ends immediately.



3-player game

First board : **3** points each
Second board : **1** points each



4 or more
players game

First board : **3** points each
Second board : **2** points each
Third or later board : **1** points each

4 End of Your Turn

When your turn ends, everybody except you erases their board and return the challenge tokens to the pool (No.1 and No.2 tokens face-up while the others (if any) face-down). The next player in a clockwise direction starts their turn and remaining players prepare to draw new images.

5 End of the Game

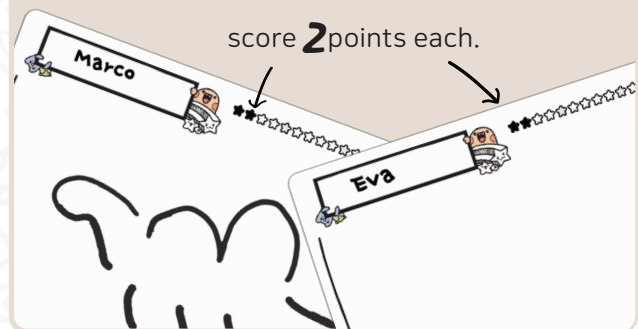
The game goes until every player has three turns or any player reaches 20 points (draw additional ☆, if the player earned more than 20).

Example of guessing (4-player game)



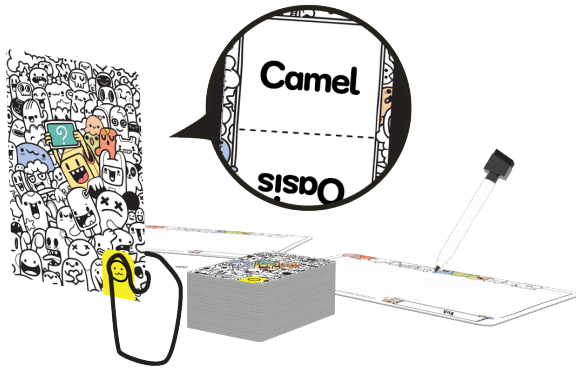
On Eva's turn, Tylor got the first challenge token while Marco and Jason got the second and third one respectively. Tylor revealed his board at first. But Eva's guess was wrong. Now Marco reveals his board and Eva guesses correctly.

Both Eva and Marco score 2 points.
They fill 2 ☆ on their drawing board. Then, Eva's turn ends.



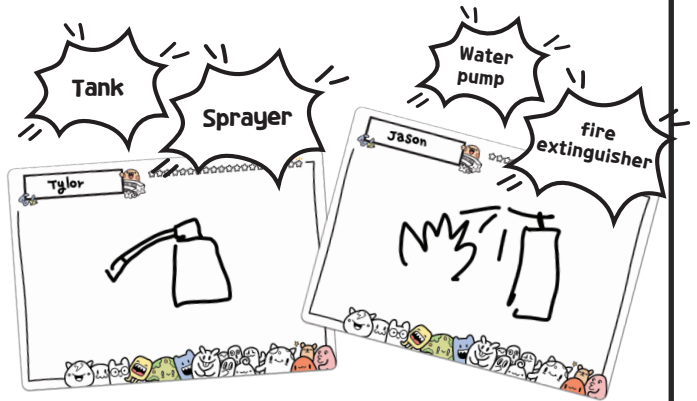
6 Playing with Younger Players

For a game with younger players, hold the the yellow icon of the card so the easier word is shown upright.



7 3-Player Game

In a 3-player game, the first player who finishes drawing takes a challenge token saying "STOP!". Then the remaining player should stop drawing and takes the remaining token. The active player can guess twice per each time a board is revealed.



Credits

- ✓ Game Design : Chris Choi
- ✓ Illustration : 9george
- ✓ Graphic Design : Eva Dream
- ✓ Editing : Tylor Kim
- ✓ Producer : Marco Jung

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