CONTENTS: 200 Cards. 1 Die. 1 Pocket Etch A Sketch®. 1 Score Pad. 1 GO-Second Timer

OBJECT OF THE GAME: Be the first team to score 10 points.

SETUP:
- Form two teams with at least 2 players on each.
- There are 5 categories of play: 1) Animals, 2) Travel, 3) Food, 4) Objects and 5) Extreme.
- Select a scorekeeper (flip a coin, highest roll of the die, etc.) who will also turn over the timer to begin each round.
- Grab a pen, pencil or marker (not included) and your score pad.
- Set any special rules before you start. Does the player need to say the exact word on a card. Or will part of or a related word count? I.e., The card says ‘bird’ and someone guesses pigeon. Or the card says ‘football’ but the player says ‘ball.’
- REMEMBER, shaking the Etch A Sketch will erase your work!

LET’S PLAY: Each team, choose your first sketcher and have them roll the die. The team with the highest roll goes first.

1. Team 1 Sketcher, roll the die.
   - If you roll 1-5, choose the top card from the corresponding pile.
   - If you roll a 6, choose any category.

2. Sketcher, grab the Etch A Sketch and your team so they all can see the device.
   - Look at the card and show it to the opposing team. No one from your own team may see.
   - You will have one minute to draw.

3. Scorekeeper, turn over the timer.
   - Team 1 Sketcher start sketching and your team players should start shouting out guesses!

4. If a member of Team 1 guesses the correct answer before the timer runs out, they score:
   - For categories 1-4, score 1 point for a correct guess.
   - For a correct guess in category 5, Extreme, score 2 points.

5. Play now moves to Team 2 and continues as above.
   - Choosing a new sketcher for each round.

TO WIN: Be the first team to score 10 points.