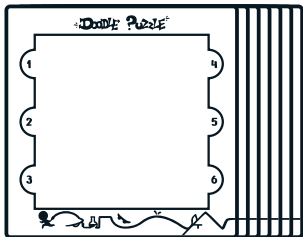


Doodle Puzzle

Contents

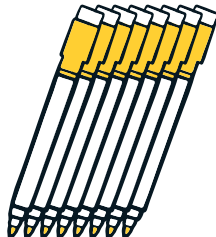
7 Frames



36 Drawing Boards



8 Markers



6 Subject Cards

* Index shape:

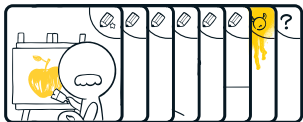


16 Standard Subject Cards

* Index shape:



8 Character Cards

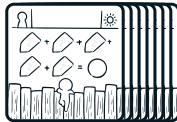


Front

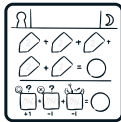


Back

8 Scorecards

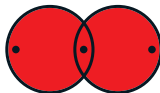


Sun Side



Moon Side

1 Filter



Summary

The game consists of 5 rounds.

In each round, each player randomly draws a Role Card to play as either **Drawy**, **Baddy**, or **Guessy**.

Drawys will draw on their individual boards based on the chosen subject and combine their work to create a new picture. **Baddy** will attempt to disrupt this artwork. Finally, **Guessy** will try to guess the subject of the artwork.

If **Guessy** guesses correctly, they and **Drawys** score points. Otherwise, only **Baddy** scores.

After each round, each player draws a new Role Card to begin the next round.

At the end of 5 rounds, the player with the highest score wins!

Game Setup

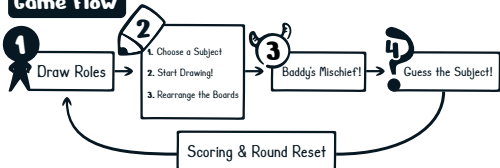
- Each player takes 1 Marker and 1 Scorecard (using ☀: the Sun side).
- Take out Role Cards equal to the number of players, ensuring they include the following 3 roles.



- Place 1 Frame in the center of the table.
- Take either the Beginner Subject Cards (6 cards) or Standard Subject Cards (16 cards) based on preference.

* When there are Mandarin-speaking players, prepare the corresponding Mandarin Subject Cards of the same difficulty.

Game Flow



Draw Roles

Each player randomly draws 1 Role Card and places it face up in front of them.

If the icon in the top right corner of your card is...



You are **Drawy**. Take 1 Frame and 6 Drawing Boards.
Place the boards in the frame facing you.



You are **Baddy**. Hold tight, your time to shine will come soon!



You are **Guessy**. Take the filter and cover your eyes.
Something magical is about to happen!

* If this is the first round of the game, return the remaining components to the game box.



Choose a Subject

Drawy with ☆ chooses a number from 1 to 12, then randomly draws 1 Subject Card and reveals it. The number corresponds to the subject for this round.

* When there are Mandarin-speaking players, refer to the Mandarin Subject Card with the same page number and index.



Start Drawing!

Use any timing device (cell phone, hourglass, timer...) to count down 1 minute.

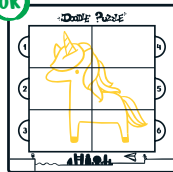
Drawys must use this time to depict the chosen subject on their boards by drawing a "complete object" or "complete scene."

Drawys must not:

- Communicate with each other or peek at each other's work.
- Draw a complete object on a single board.
- Write words, numbers, or draw arrows.

Baddy can watch **Drawys** as they draw and think about how to sabotage the artwork.

Guessy observes **Drawys** through the filter but cannot communicate with them.



2-3

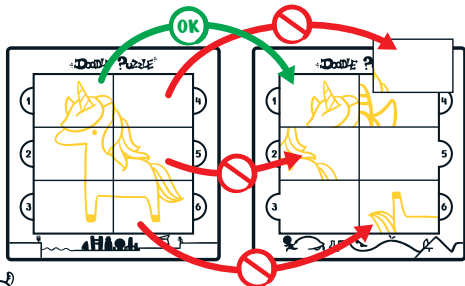
Rearrange the Boards

Guessy must not watch this step. Remove the filter and either close your eyes or turn away.

Starting with , all **Drawys** take turns in a clockwise order, moving one of their boards from their personal frames to the central frame, ensuring each board is placed in the same numbered slot as it was originally, until all 6 slots of the central frame are filled. **Do not overlap or rotate the boards.**

* In a 6-player game, only  and the **Drawy** to their left will place 2 boards each.

* In a 7-player game, only  will place 2 boards.



3

Baddy's Mischief!

Guessy must not watch this step. Keep your eyes closed or remain turned away.

Baddy, it's your time to shine! Disrupt the newly arranged artwork by performing the following actions:

- Erase: Choose 1 board and erase part or all of the drawing.
- Draw: Choose 1 board and draw on it.

* You may perform both actions on the same board or different ones.

You may perform both actions once each at most.

If you're confident, you may choose to perform only one action or none at all!



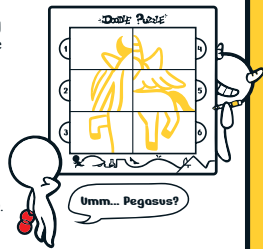
Guess the Subject!

Drawys hide their original drawings (e.g., by covering them with their hands) and flip the Subject Card face down.

Guessy removes the filter and examines the final artwork without asking questions.

Drawys must remain silent, avoid giving any hints, and refrain from making any gestures.

After examining the artwork, **Guessy** announces their guess (a word or a phrase).



Scoring & Round Reset

► If **Guessy** is correct:

Guessy and **Drawys** score 2 points.

Mark a  in the first  on their Scorecards.

Baddy scores 0 points and marks an .

► If **Guessy** is incorrect:

Baddy scores 2 points. Mark a  in the first  on their Scorecards.

Guessy and all **Drawys** score 0 points and mark an .

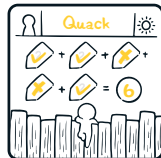
After scoring, erase all drawings from the boards, reassemble the frames, and leave one empty frame in the center of the table for the next round. All players return their Role Cards and prepare for the next round.

Game End

After the 5th round of scoring, the game ends.

Players tally the  marks on their Scorecards to calculate their total score (each  equals 2 points). The player with the highest total score wins.

In case of a tie, the tied players share the victory.



Variant Rules

Baddy, Please Behave (Suitable for newbies or those who prefer a peaceful game)

There is no **Baddy** in this variant. Focus on collaboration and aim for high scores!

* This variant cannot be used in an 8-player game.

* This variant cannot be combined with the **Guessy vs. Baddy Showdown!!** variant.

Game Setup ...Take only 1 Scorecard as your shared Scorecard.

...Do not take Baddy card. Instead, take an extra Drawy card.

Game Flow ...Skip **Baddy's Mischief!**

If **Guessy** is correct, mark a ✓ on the shared Scorecard; otherwise, mark an ✗.

All other rules follow the base game.

At the end of 5 rounds, tally the ✓ marks on the shared Scorecard and refer to the following evaluation:

- | | |
|---|--|
| 0 | Good effort! But it seems like you might have painted yourselves into a corner. Don't lose heart! The goal is fun and learning, so keep those markers moving! |
| 1 | There might be a need for some imagination to connect the drawings with the subject, but at least you reached a basic consensus. Future rounds look promising! |
| 2 | It seems like you're starting to grasp the abstract essence of art! The reasoning process might be a bit... unique, but your teamwork is getting better! |
| 3 | You've completed half the journey! This is the perfect blend of Picasso and detective stories! Keep up the teamwork! |
| 4 | You're almost dual champions of art and logic! Your team dynamics are simply impressive! |
| 5 | Master level unlocked! You've reached the pinnacle of art and intuition! Are you sure you weren't secretly using telepathy to solve the puzzles? |



Guessy vs. Baddy Showdown!! (A more strategic variant for experienced players)

* This variant cannot be combined with the **Baddy, Please Behave** variant.

During **Game Setup**, each player takes 1 Scorecard and flips it to the ☾ side.

After **Guess the Subject!**, proceed with normal **Scoring & Round Reset** first.

If **Guessy** is incorrect, they may attempt to identify which board was sabotaged and challenge **Baddy!**

► If the identified board was sabotaged: **Guessy** wins, mark a / in the .

Baddy loses, mark a / in the .

► If the identified board was not sabotaged: **Guessy** loses, mark a / in the .

During **Game End** ...

- Add 1 point for each / in .
- Subtract 1 point for each / in .
- Subtract 1 point for each / in .

Scoring Example



All other rules follow the base game.

Q & A

Q. If no one understands the chosen subject, can we choose a new one?

A. Yes! As long as most players agree, can repeat **Choose a Subject**.

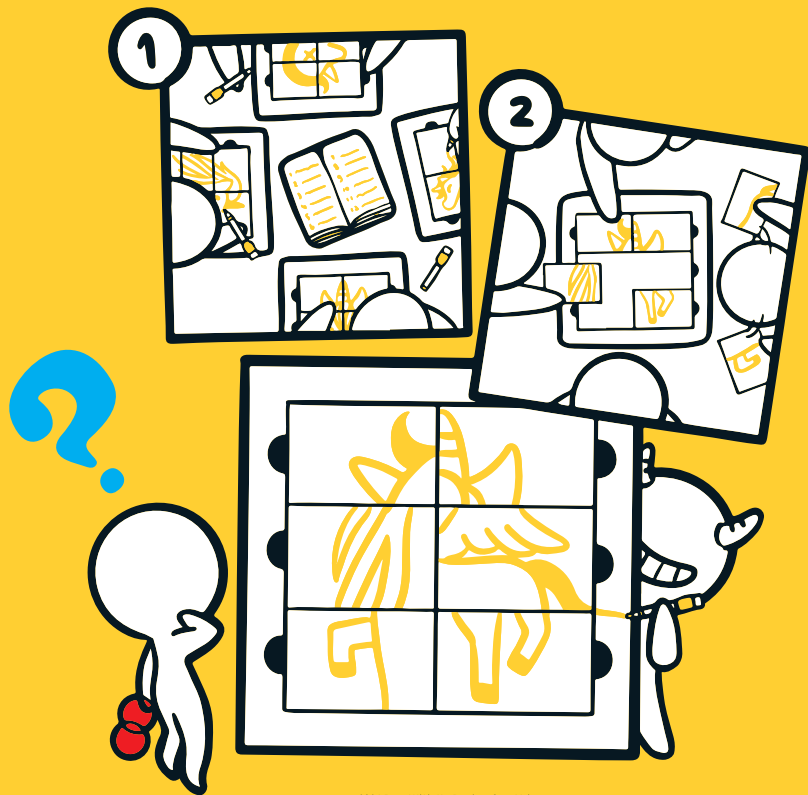
Q. The subject is "Motorcycle", and my guess is "Motorbike". Does that count as correct?

A. As long as all players agree that **Guessy's** guess means the same as the subject, just with different wording, it's correct! For example:

Broccoli/Cauliflower, Medusa/Gorgon, Brain/Cerebrum, Statue of Liberty/Liberty Enlightening the World... etc.

Q. In the variant **Guessy vs. Baddy Showdown!!**, if **Baddy** hasn't damaged any boards, but **Guessy** still chooses to identify one, does **Guessy** automatically fail?

A. Yes! If **Baddy** didn't damage any boards and **Guessy** guesses incorrectly and chooses to identify, it means **Baddy's** strategy and judgment were spot on!





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