

Base Game Rules

Goal

Guess the character **before the drawing makes it obvious**. Earlier guesses = more points.

Setup

1. Give each player some **score tokens** (values: **1 / 5 / 10**).
2. Everyone grabs a handful and **reveals one token**:
 - Highest value goes first (**10 beats 5 beats 1**).
 - If tied, tied players reveal again until one wins.
3. The winner is the **first drawer**.

Start the Round

1. The drawer takes a **Character Card** and places it in the holder so the **name is hidden**.
2. The card faces the group at all times; **only the name band is concealed**.
3. The clue cover is set so **only Clue 1 is visible**.
4. The drawer reads the clues **silently** (no talking or signaling).

The Round

Each Character Card has **5 drawing clues**, top to bottom.

1. The drawer **silently draws Clue 1** (additive only).
2. While drawing, any player may **signal a guess by tapping the table once**.
3. When a player taps:
 - The drawer **stops drawing immediately**
 - The guess is spoken aloud
 - If correct → the round ends and scoring happens
 - If wrong → that player **may not guess again until the next clue**
4. If no one guesses correctly, the drawer **reveals the next clue** and continues drawing.
5. Continue through Clues **2, 3, 4, and 5** as needed.

Guessing Rules (Important)

- You may guess **at any time during a clue**
- **One guess per clue per player**

- Guessing is signaled by **one firm table tap**
- No shouting, no timers, no penalties
- Only the **first correct guess** scores
- Drawing is **additive only** (nothing is erased or moved)

If multiple players tap at the same time, resolve guesses in seating order, starting clockwise from the drawer.

Scoring

- Clue 1 → **5 points**
- Clue 2 → **4 points**
- Clue 3 → **3 points**
- Clue 4 → **2 points**
- Clue 5 → **1 point**
- No correct guess → **0 points**

The drawer **does not score**.

End of Round

- Reveal the character by triggering the **name reveal** on the holder
- Show the full card and all clues to everyone
- Rotate the drawer **clockwise**
- Start a new round