

ARTSY FARTSY

AGES 10+
2-4 TEAMS
(4-12 PLAYERS)
30+ MINUTES

GAME RULES

GETTING SET UP

1. Divide into 2 - 4 teams, with 2 or more players on each team.
2. Roll the die to determine which team goes first. Highest roll starts.
3. Distribute (3) **STEAL!** cards to each team, as well as paper and pencils. Put all content cards face down in a pile within reach of all teams.

HOW TO PLAY

The first team selects their first artist. (Artists rotate with each turn.)

As the artist, you will:

1. Roll the die and pick up the top content card from the pile.
 - If a 1 - 4 is rolled, secretly find the word or phrase that matches the number rolled. You will draw that clue for your team to guess.
 - 5** • If a 5 is rolled, it's the artist's choice. Choose any word or phrase to draw from the card.
 - 6** • If a 6 is rolled, all teams play. (See the "All Teams Play" section.)
2. Read the category at the top of the card to everyone at the table.
3. Start the timer, and sketch the word or phrase from the card. The artist cannot speak, use numbers, letters, or gestures.

If your team guesses it correctly before the timer runs out, keep the card as a point, and go again with a different artist on your team.* If your team doesn't guess it correctly, the card goes into a discard pile, and play continues clockwise to the next team.

The first team to reach 10 points (or however many points you agree to) wins the game.

* If playing with small children, consider moving on to the next team, regardless of winning the point.

“STEAL!” CARDS

If you know the answer during another team's turn, you can jump in by yelling “STEAL!” and throwing down one of your **STEAL!** cards. Now your team can guess away. If you guess the correct answer before the original team, your team wins the point. Place the played **STEAL!** card in a discard pile. Play continues clockwise from the original team. To earn back your played **STEAL!** cards, see “All Teams Play” below.



ALL TEAMS PLAY 6

If you roll a 6, all teams play. Roll the die again until it lands on a number other than 6 to select what is drawn by ALL teams. Read aloud the category at the top of the card, pass the card around for each team's artist to see, and all teams draw the same thing at the same time. The first team to guess the answer correctly before time runs out gets the point AND one played **STEAL!** card from the discard pile. Teams may have up to (3) **STEAL!** cards at any time. If the original team wins, they get another turn. If they do not win, play continues clockwise from the original team.

UP FOR GRABS



If the timer runs out and your team has not guessed the correct answer, it's up for grabs. Other teams now have *one guess* to try to win the point, but be quick - the first team to shout out the correct answer immediately wins the point. Regardless of which team might get the point, play continues clockwise from the original team. If more than one team happens to shout the correct answer at the exact same time with no clear winner, no one wins the point, and the card goes into the discard pile.

“DRAW IT BLIND” CARDS



If the category at the top of the card is *Draw It Blind*, the artist must close their eyes tightly and draw the word or phrase without looking.

“DRAW WITH YOUR WRONG HAND” CARDS



If the category at the top of the card is *Draw With Your Wrong Hand*, the artist must draw the word or phrase with their wrong (or non-dominant) hand.

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