

SABOTAGIONARY

A Pictionary-type game where players can sabotage their opponents drawings!

Resources:

- BlackBoard Collaborate Ultra whiteboard
- RNG: <https://www.random.org/>
- Microphones or Blackboard chatroom
- The “cards”:
<https://fuerdinger.github.io/cs325-game-prototypes/AA4/index.html>
- Timer: <https://timer.onlineclock.net/>

Rules:

This game is played with at least four people.

In Sabotagionary, players divide themselves evenly into 2 teams, and if there is an odd number of players, then one team will have 1 more member than the other.

A single game of Sabotagionary is played in 4 one minute rounds, assuming there are 4 players. If there are more players, then there is a round for each player. Adding in set up time, the game takes 5 minutes in total.

In a round, there are two drawers and two guessers, with each team having a drawer and a guesser. The drawers are given words that they must depict, and the guessers must guess their teammates’ word correctly within a minute or before the other guesser.

The round starts with teams deciding who the drawers will be. There is no formal method for doing this, the teams may decide upon themselves the drawing order, as long as by the end of the game every team member has been a drawer at least once. The drawers will both go to <https://www.random.org/> and roll a random number between 0 and 10, and then they will both input their numbers into <https://fuerdinger.github.io/cs325-game-prototypes/AA4/index.html> to get a word to draw.

At this point, one of the drawers must draw a line through the center of the whiteboard to indicate which drawer’s canvas is whose. However, this is more for the guessers rather than the drawers, because once the game begins, drawers may draw wherever they like, but they may not draw on top of their opponents lines. **This means that while 1 drawer may be able to sabotage the other’s drawing, they can’t just scribble over it, they must be more clever than that.**

One of the drawers will start a 1 minute timer at <https://timer.onlineclock.net/> and both drawers begin drawing their words on the whiteboard. The two drawers must use the same color pen and are not allowed to speak at this point, nor are they allowed to draw words. If a drawer cheats, then they lose the round and the other team gets a point. The guessers guess the word by either typing it into the chat or saying it over the microphone.

If one of the guessers guesses the word, then the drawers may unmute and stop the round, and their team gains a point, and the other team gains nothing. If time runs out and no one guesses the word, no points are awarded and the drawers are to reveal what their word was. **If one guesser guesses the word of the wrong team, then it is treated as if the other guesser guessed their team's word.** This rule is omitted in the special case where both drawers have the same word, in which case the first to guess the word always wins. Also note that, if the word was something like "nuclear warhead" and a guesser guesses "nuke, atomic bomb, atom bomb" etc, these are all acceptable answers. It is up to the players' discretion to determine what is "close enough."

A new drawer for each team should be selected and this repeats itself for each round. Note that, if you get a word that has already been drawn before in the game, then just generate another random number. Also note that it is okay if both drawers have the same word in a round. The drawers should not know what their opponent's word is before a round starts.

The team with the most points at the end wins.

Player Experience and Strategies:

The basic game of Pictionary is already a fun game, but the new mechanic of having two games occur alongside each other adds a significant amount of complexity and introduces several new strategies. Drawers may now choose between prioritizing their own drawing or sabotaging their opponents drawing to bide time. And with sabotaging, they can choose to either make their opponents drawing more confusing and hard to guess, or change it in a way that their guesser will guess your word instead. Guessers also must be careful not to accidentally guess their opponent's word, and try not to be fooled by the opponent drawer's attempts at sabotage.

If a drawer is feeling particularly aggressive in a game, they could begin drawing immediately in their opponent's space, but this is a two way street and will likely invite the same aggressive behavior from the opponent.