

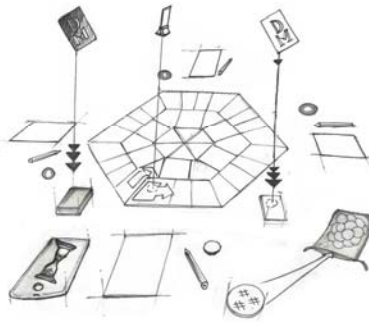
In this box



First, every team should make a gamepiece, or every player if playing without teams. Here is how. Take a sheet from the sketch-pad and fold into thirds. Next, draw your gamepiece. Place the drawing in the gameframe.



Love your custom gamepiece? be sure to save it to use again



How to Play

Each player or team gets a game piece, and draws their mascot on the blank paper. Fold the paper to fit in the game frame. The paper is then inserted in the game frame and placed on the "Start".

Each player chooses one game token out of the bag, and places it face down on the table after looking at what numbers they received. The game token has 3 numbers between 1 and 6. The 3 numbers indicate the 3 animals each player has to draw into one animal.

Set a timer. The time allotment can depend on age, and the speed of the game. 2 minutes is a good beginning time for players ages 6-10. More experienced or older players might like to start with 1 minute.

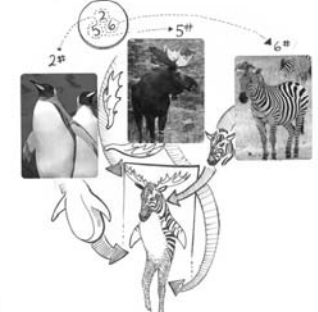
Now Doodle!

Setting up the Canvas

Lay out the canvas and place all gamepieces on the "Start". Next every player draws a token from the bag. Each token assigns 3 numbers which animals the player must combine using whichever features the choose to.

Place 6 random cards from the black deck face up in the spaces on the game board numbered 1 through 6. After each round, place 6 new cards face up in the numbered spaces while discarding the last round's cards into a pile.

Example of a Mash



Rules of the "MASH"

The creature can have no more physical characteristics than the max amount of any animal of the player's 3 numbers. For example, if the 3 creatures are a bird, a pig, and an octopus. The "mash" creature cannot have more than 8 appendages because of the octopus. If the 3 creatures were a bear, fish, and a turkey, the max amount of appendages would be 4, because of the bear. The mashed creature could however have 2 legs and 2 fins (because of the fish) totaling 4 appendages. This rule also extends to other physical features such as antlers, eyes, tails etc. Only one head is allowed per mashed animal. However, the attributes of the head can vary. For example, if you have a spider, deer, and a snake, your animal can have a one head with 4 deer eyes and 4 snake eyes.

-NO numbers or letters are allowed in the mash up.

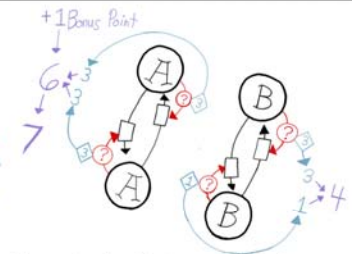
Team play.

-Teammates exchange doodles

-Next, players guess the 3 numbers they think the other player has mashed. (players write their 3 guessed numbers on the doodle)
-The number of correct goes to the doodler.
-Add up the total points from both Doodles to get your total points for the round.

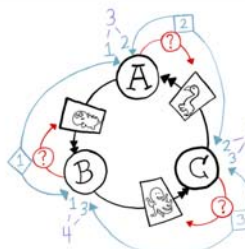
Team play example:

Team A's score is 7 because they both guessed 3 correct on the other teammate's drawing. Since this is a perfect score for the round Team A receives a bonus point bringing the total to 7.



Overview of how scoring functions

Individual play.
-Players pass drawings 1 player to the right (2 players to the right next round and so on)
-Next, players guess the 3 numbers they think the other player has mashed. (players write their 3 guessed numbers on the doodle)
-The number of correct guesses goes to both the doodler and the guesser.
-Add up the total points from doodling and guessing to get your total points for the round.



Individual play example:

Player A's score is 3 because Player B guessed 1 correct which gives both Player A and B one point each. Player A received the other 2 points because they guessed 2 correct on Player C's doodle. This gives Player A a total of 3 points.

Individual Scoring Rules

Once the timer is up, exchange your doodle with the person on your right (on the next turn you will exchange it with the person two positions to the right, etc). They will try to guess which 3 creatures you drew by writing their 3 guessed numbers down on your doodle. When everyone is done guessing, the tokens are flipped to reveal the actual animals that were mashed.

The player who guesses the numbers is awarded the same amount of points as the "doodler" who drew the mash. So if all three numbers were guessed correctly then the doodler and the guesser would both receive 3 points. If a player guesses all 3 numbers correctly and has all of their numbers guessed correctly on their doodle, they will receive an additional point bringing the total to 7 points. See scoring chart for reference.

2 Player mode - In this mode players will play on a team against a Ghost player. First, Make an additional gameframe that belongs to the ghost. Players play each round and move their piece. After each round pick one token from the bag for the Ghost. The highest number on the token is the number of spaces the ghost moves that round. If player land on an "X" move the ghost back 2 spaces. If the Ghost lands on an "X", a sketchy card is flipped and affects gameplay of the players. If the players and the Ghost reach the finish in the same round and sudden death round is to be played using a token's highest number as the Ghost's score in the round.

Team Scoring Rules

Once the time is up, exchange your doodle with your teammate. They will try to guess which three creatures you drew by writing their 3 guesses on the doodle. Then flip the token to reveal the numbers to the animals that were mashed.

In Team Rules, partners will be awarded points only for identifying correct animals in the doodles. If both players identify all three animals, an additional point is awarded bringing the total to 7 points. See scoring chart for reference.

Scoring

Points are taken collectively after each round, so it is possible for more than one team to reach the finish in the same round. If this happens, the teams move on to a sudden death round. We generally recommend a Blind Draw as the format for the sudden death round, but any game enhancer can be used. Plus, this is a game about creativity! If you think holding the pencil with your elbows would be a fun game enhancer, go for it! Just take a video and post it on our pages so we can see the fun as well. The first sudden death round is recommend to be 30 seconds. If there is another sudden death round, reduce the time to 15 seconds.

Teams of more than 2 can be accommodated with game pieces using division to evenly distribute the players. For example, a group of 8 can play as 2 teams of 4 or 4 teams of 2. 6 players can play as 2 teams of 3 or 3 teams of 2.

In games where more than 2 are on a team, bonus scoring remains the same where an additional point is given if all numbers are identified correctly.

Scoring chart

The red numbers correspond to the total points from the doodles and the blue is the amount of spaces moved based on points.

1	1
2	2
3	3
4	4
5	5
6	7

Normal scoring

*This scoring system results in a closer game more likely to end in a sudden death round.

1	0
2	2
3	3
4	3
5	4
6	7

Sketchy scoring

*This scoring system results in players landing more frequently on Sketchy Spots marked by the "X" on the board.

Game Canvas

When a team or individual lands on an X, a sketchy green card is flipped up and the players not on the X must do what the card says for that round.

If more than one player lands on an "X", those players are exempt from the sketchy card. If all players land on an "X" then all must play under the rules of the Sketchy card.

Ending the Game

Crossing the Finish line wins the game, but if more than one gamepiece crosses the finish line at the end of the round. Then a Sudden death round is to be played. A sudden death consists of the players who crossed the finish line doing a 30 second blind draw. (Red sketchy card) Highest score wins. If a tie occurs repeat until a winner prevails.