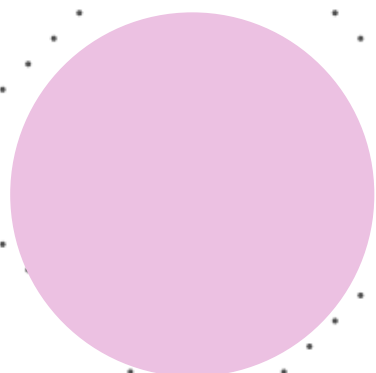
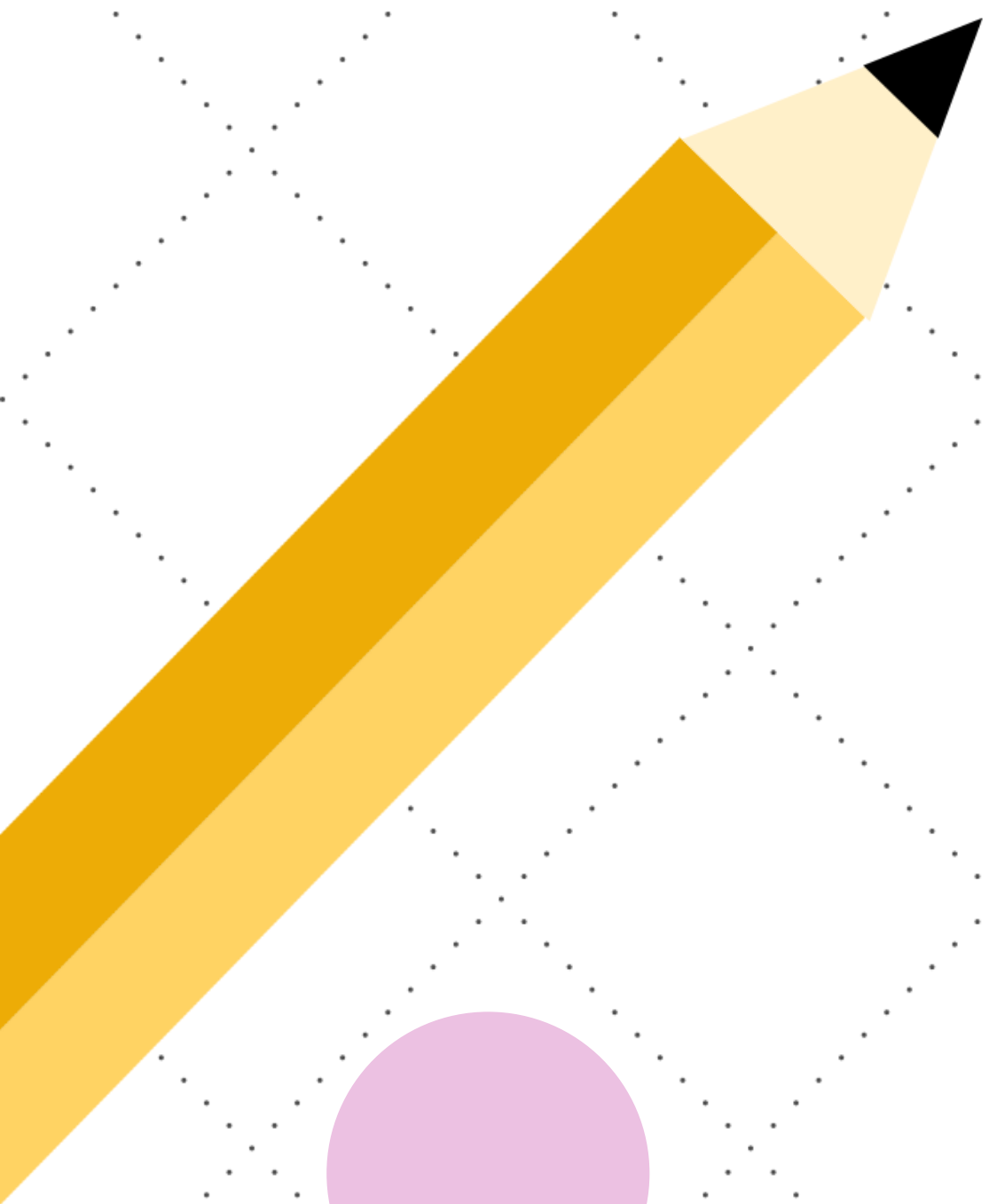
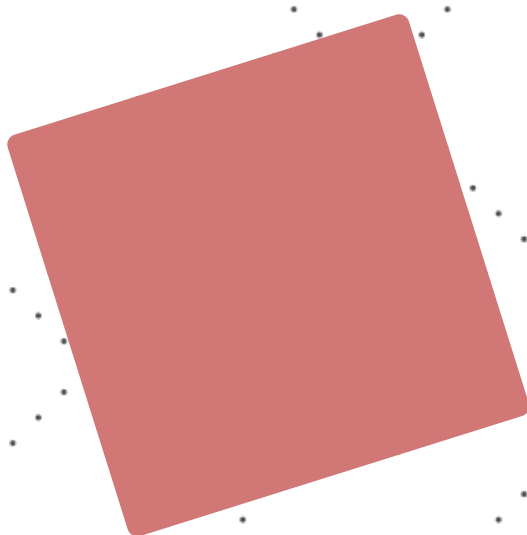
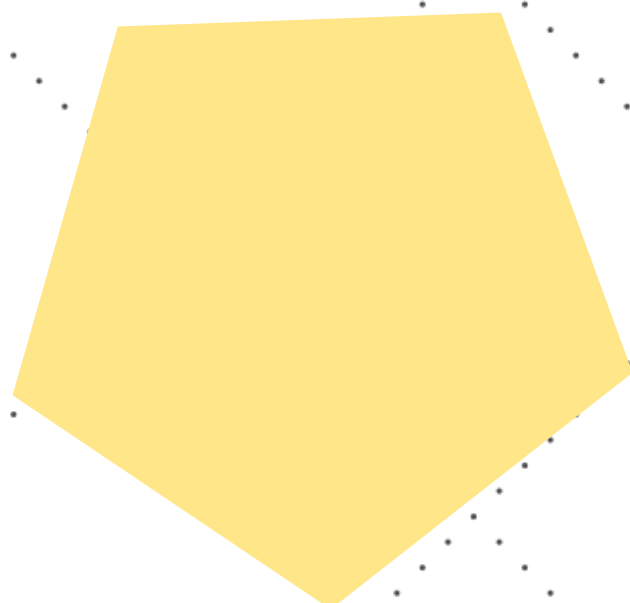


# DESCRIPTIONARY!

A PARTY GAME FOR 4 PLAYERS, 10-15 MINUTES



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**Premise:**

One team member is trying to describe to the other how to draw something that the drawer cannot see. The describer can only refer to the following:

- Shapes: "Draw a circle!"
- Sizes: "Draw a BIG circle!"
- Directions: "Draw a square to the right of the circle."
- Numbers: "Draw two small ovals under the square."
- Orientation: "Draw a diagonal line."
- Relativity: "Make this circle bigger than the last circle."

You are allowed to direct your teammate to fill in shapes. The drawer is NOT allowed to erase what they have already drawn. No symbols, letters, words or numbers may be drawn.

These restrictions aren't set in stone, feel free to modify them to fit the way you and your group wants to play!

**Goal:**

The team with more points after five rounds of play wins. Each round is worth one point except the last round which is worth three. After the first round each round has a restriction. The restrictions are as follows:

- 1) No restriction
- 2) The drawer can only use their non-dominant hand to draw
- 3) The drawer can only grip the pen by pinching it
- 4) The describer cannot see the drawer's drawing until the end
- 5) The describer can use a maximum of three words to describe

**Play:**

- 1) Split into teams of two. One team goes at a time.
- 2) The describer takes a word card and the other player prepares to draw.
- 3) Within a two minute time limit the describer attempts to instruct the drawer to draw the word on their card, using the above restrictions.
- 4) Whichever team draws the image faster wins the round and gets that rounds' points (one point for rounds 1-4 and three points for round 5).
- 5) After round 5, whichever team has more points is the winner!