HOW TO PLAY!

Telestrations®
AFTER DARK

WELCOME to the adult party edition of **Telestrations** – the sketchin' and guessin' version of the classic "telephone" game... that goes where no Telestrations game has gone before to create even more laugh-out-loud party fun!

OBJECT: DRAW what you see, then GUESS what you saw, laugh a lot, blush a little and have a ton of fun.
Who knows, you might even reveal your hidden fantasies!

CONTENTS: 100 Cards with 1200 words and phrases, 8 coasters, 8 Erasable Sketch Books, 8 Dry-Erase Markers, 8 Clean-Up Cloths*

** See back for dry-erase marker & sketch book care instructions.*

SETUP:

1. Each player selects a sketch book, one marker and one clean-up cloth.
2. Place the cards in the center of the group.
3. Write your name in the front of your sketch book and remember the color of your coil, **or** use the matching coasters to help remember your color... and for your favorite beverage!



NOW LET THE PARTY FUN BEGIN!

1 GETTING A WORD

Agree on a specific number (let's all do #2!) **or** choose any one of the six words/phrases on one side of your card.* *Secretly* write it in your book. *Do not say it out loud, or show it to anyone!*



**If you get an underlined word, you can make up any word for that category!*

2 NUMBER OF PLAYERS

EVEN:
For games with 4, 6 or 8 players... turn to page 1 "SKETCH IT!" and get ready to draw then continue to Step 3.

ODD:
For games with 5 or 7 players... turn to page 1 "SKETCH IT!", **now pass your book to the player on your left!** Then, continue to Step 3.



WHY DOES THIS MATTER?

At the end of each round, regardless of the number of players, the last completed page should be a written guess and not a sketch.

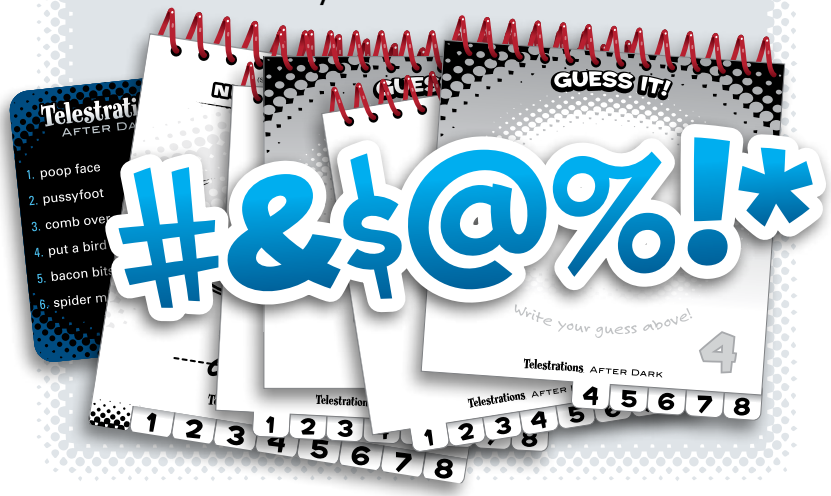
5 ROUND & ROUND IT GOES

Everyone continues to sketch, pass and guess repeating Steps 3 & 4 for subsequent pages until players get their own book back. Everyone's book should end with a guess.



6 THE BIG REVEAL!

Now that everyone has their own book back, it's time for the Big Reveal! Take turns flipping through and sharing the outrageous sketchin' & guessin' outcomes in your book!



3 SKETCHIN'

Everyone should now be on "SKETCH IT!" page 1. Flip back one page to view the word, then return to "SKETCH IT!" page 1. Take about a minute (or so) to secretly draw the word.

Then, turn to page 2 to hide your sketch and pass open book to the player on your left.



4 GUESSIN'

Now everyone should be on page 2 called "GUESS IT!".

Now, flip back to the previous page and take a few seconds to secretly look at the sketch.



Then return to page 2 to write your guess. Next, flip forward to the next page and pass open book to the player on your left.

HELPFUL HINTS:

SKETCHIN' HINTS

No letters or numbers. No blank pages.
Do your best to draw your word in the short time.
Trust me, it will lead to the most fun!

GUESSIN' HINTS

Don't just put a question mark or leave the page blank. Write ANY guess... no matter how silly it may seem.

PASSIN' HINTS

PASS

When you're finished sketchin' or guessin', flip forward a page and wait until all players are ready. Everyone passes open books at the same time.

ARE YOU A WINNER?

DID YOU HAVE FUN?

WELL, THEN YOU'VE WON!

What about keeping score? If you'd like to do so, there are two options in the "wanna keep score" section on the next page!

WANNA PLAY AGAIN?

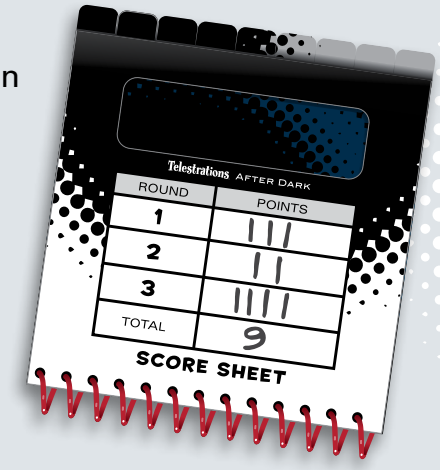
DUH!!! OF COURSE YOU DO...

First, destroy the evidence – erase pages 1 through 8.
Set aside the used cards.
Everyone get a new card for another round of fun and laughter.

You can mix it up by reversing the passing direction.

WANNA KEEP SCORE?

Each player will use the score sheet in the front of their book to record their points during each reveal. A game is played in 3 rounds. After the third round, total up your points.
The player with the most points... well you know!



FRIENDLY SCORING:

After **you** reveal the outcomes in your own book:

1. Give 1 point to the player with your favorite sketch in your book.
2. Give 1 point to the player with your favorite guess in your book.
3. Give yourself 1 point if the last guess matches the secret word.

COMPETITIVE SCORING:

As you reveal the outcomes in your own book, **everyone** can score points:

1. Guessers earn 1 point if their guess matches the secret word or previous guess.
2. Sketchers earn 1 point if their sketch helps a guesser make a match.
3. Give yourself 1 point if the last guess matches your secret word.

MORE TWISTED?

Mix it up even further by switching seats for the next round, or by reversing the book passing direction, or introducing your own words and phrases (could be outta control), or try this... **draw with your less dominant hand!**

MARKER & BOOK CARE

Make sure all sketch book pages are completely erased and clean before storing back inside game box, as pages may stick together and ink may stain the pages. Recap markers after use. If a marker dries out, use any dry-erase marker and keep on playing.

Dry-erase markers may stain fabrics and some surfaces. Protect play area before use. Avoid contact with carpet, clothing, walls and furniture. Keep away from eyes and skin.

Thanks for playing Telestrations After Dark. We hope you enjoyed a break from your busy day to unwind, get a little crazy and share some laughter with friends and family.

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