

WHAT'S MISSING? ...FROM MY DRAWING

GOAL OF THE GAME

"What's Missing?" is an imagination game in which players have to draw so that their friends can guess a picture. But instead of drawing the actual picture... they will draw everything around it!

If you want to win, being smart is more important than being a good artist.



X240

CONTENTS

- 6 Drawing Books
- 6 Erasable Markers
- 240 Illustrated Cards
- 1 Rulebook



X6



X6

If you own the first yellow edition of What's Missing?, you can combine it with this new edition and thus double the number of artists to 12 and the number of illustrated cards.

SETUP

There are four different levels of cards: easy, medium, hard and very hard (depending on the number of “?” on the back of the card).



Depending on the players (kids/adults), choose one or several levels of difficulty.

Then shuffle the cards you want to play with and place them in a facedown pile in the centre of the table.



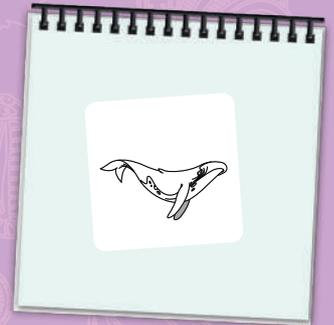
Give each player a drawing book and an erasable marker.

GAME PLAY

The game lasts **seven rounds**. Each round goes as follows:

PICK

Each player picks a card from the pile without showing it to their opponents. Then they place their card faceup under the transparent page of their drawing book. They may decide its position and its orientation, setting it up so that they can draw all around their card.



Important: *Your opponents must not see your card!*

DRAW

Simultaneously, each player draws on the transparent page of their drawing book, using the erasable marker.

The goal is to draw everything that could be around the picture on your card, so that your opponents can understand what was on the card.

Players should use the covers of their drawing books to hide their drawings.

When all the players but one have finished drawing, they should start a 10-second countdown and the Draw phase ends.

Then each artist secretly removes the card from their drawing book and places it **facedown** next to them.

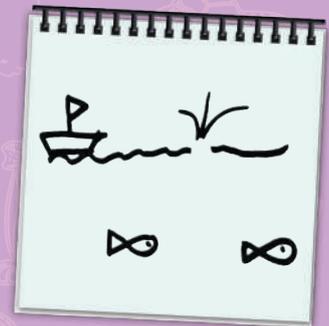


Important: *It is strictly forbidden to copy the original drawing that is on your card. You cannot write, only draw (no letters or numbers).*

GUESS

One at a time, each artist shows their transparent page to all their opponents, who try to guess what is missing...

The players can give their answers out loud, whenever they want, and they have as many guesses as they want.



An island? A fountain? A WHALE!!!

Important: *The artist showing their drawing can only answer using these three words: "Yes," "No," "Close."*

SCORE

The first player to give the correct answer wins the guessed card and keeps it faceup in front of them.



Important: *If nobody guesses the correct answer for your drawing, you must discard your card AND also one of the cards you previously won, if you have any.*

ERASE

Erase all your drawings and prepare for the next round.



END

When the game ends, after seven rounds, the player with the most cards faceup in front of them wins the game.



CREDITS

Designer

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The designer apologizes to Emilie for working on the game the whole night before their moving to a new house.

The designer thanks Benoit for supporting him and Pepette for proofreading. And vice versa.

The publisher thanks Ian because you always thank Ian.

Tip: You can use a glass cleaner on the transparent pages.



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