

A GAME BY
JAY CORMIER & CHASE DISHER

DRAW! THE LINE

DRAW, ACT, SEARCH,
GUESS!

A FISH!

RULEBOOK



DRAW! THE LINE



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GAME CONCEPT

Draw the Line is a party game that is played in teams, simultaneously. The first team to win 3 rounds wins the game.

Each team is made up of a **Sketcher** and a **Guesser**. As a **Sketcher**, you will draw the round's Mystery Word by connecting icons on your Sketchpad before miming those icons for your **Guesser** (with or without sound, but no words!). As a **Guesser**, you will connect the icons your **Sketcher** is miming to recreate their drawing and be the first one to guess the Mystery Word correctly. Speed is the key to victory, as the first team to find the Mystery Word wins!

CONTENTS

- 8 Sketchpads
- 4 Dry-Erase Markers
- 110 Mystery Cards (220 Mystery Words)
- 1 Cardholder
- 1 Rulebook



SETUP

- 1 Pair up into teams of two. Take Sketchpads of the same color and sit across from each other.



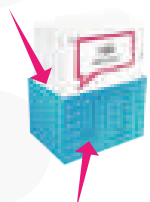
- 2 Write your team name on the front cover of the two Sketchpads then turn them to page 1.



- 3 Choose which side of the table will be the **Sketchers** for the first round and give them each a Marker. The other side of the table will be the **Guessers**.

- 4 Place the Cardholder in front of the **Sketchers** with the music note (♩) side facing them. Decide whether you will be using the pink side or the blue side of the Mystery Cards for your game, and place the deck into the Cardholder with the chosen colour facing the **Sketchers**.

PLACE DECK OF CARDS
HERE



MUSIC NOTE SIDE

Note: If you have an odd number of players, make a team with two **Guessers**.

PLAYER GOALS

THE SKETCHERS

YOUR GOAL IS TO:

Guide your **Guesser** to draw the same image as you and guess the Mystery Word as quickly as possible.

THE GUESSERS

YOUR GOAL IS TO:

Draw by paying attention to your **Sketcher's** instructions and be the first **Guesser** to say the Mystery Word out loud.

GAMEPLAY

There are 2 Phases in each round (Preparation and Action).

1- PREPARATION PHASE

THE SKETCHERS

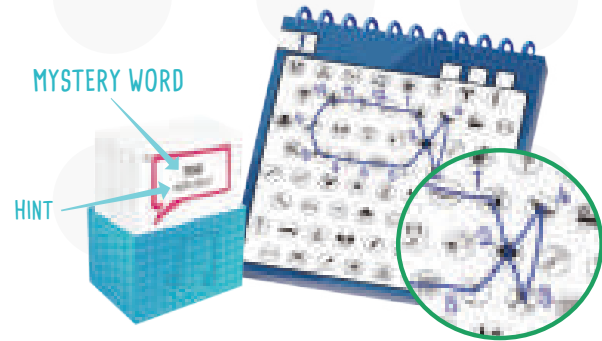
The **Sketchers** place the Cardholder so that only they can see it. The same Mystery Word is used by all **Sketchers**.

IMPORTANT: Make sure the **Guessers** do not see the Mystery Word.

If you are a **Sketchers**, you must draw an image of the Mystery Word by connecting icons on your Sketchpad (make sure no one else sees your drawing.).

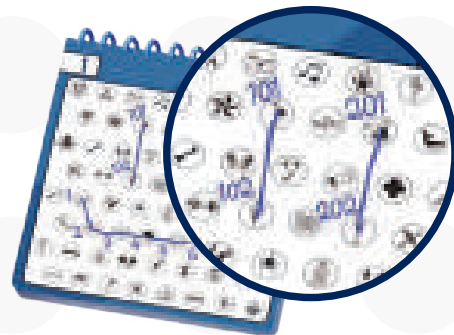
The final image should be one that simply, but effectively, represents the Mystery Word. Once you are done, sequentially number each icon that your drawing passes through in ascending order (1, 2, 3, etc.).

One number per icon. If your drawing passes through an icon that you have already numbered, skip it, then continue numbering the icons that haven't been passed through more than once in your drawing.



Once all the **Sketchers** have finished their drawing, place your Sketchpad upright so that you can see it properly during the Action Phase.

Note: As a **Sketcher**, you can lift your Marker to draw a new, unconnected line. If you do, sequentially number this additional line starting from 101 (then 102, 103, etc.). Additional lines must start at even higher numbers (201, 301, etc.).



THE GUESSERS

If you are a **Guesser**, place your Sketchpad flat on the table so that all the players can see it then take a Marker. Take a moment to study the icons on your Sketchpad so that they are easier to find during the Action Phase.

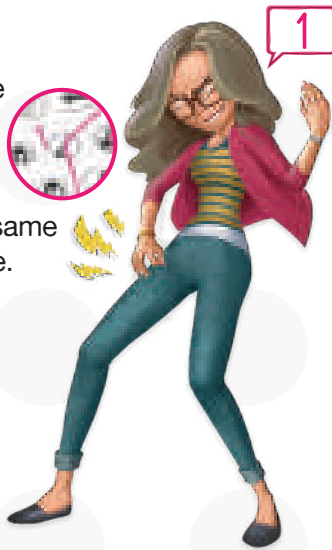
2- ACTION PHASE (SIMULTANEOUS)

MIMING, MAKING SOUNDS, AND DRAWING

THE SKETCHERS

Once ALL the **Sketchers** have finished their drawing and placed their Sketchpad upright, they must all say "DRAW - THE - LINE!" at the same time to begin the Action Phase.

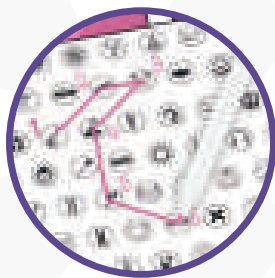
If you are a **Sketcher**, you will begin miming and making sounds (no words) related to the icon that is numbered '1' so that your **Guesser** knows where to begin the drawing.



THE GUESSERS

If you are a **Guesser**, you will watch and listen to your **Sketcher** so that you can identify the icon they are miming.

Once you think you have identified the correct icon, number it with a '1'. Tell your **Sketcher** to move on to the next numbered icon. Once you have correctly identified the second icon, number it with a '2', and draw a line to connect the two icons. Continue numbering and connecting the **Sketcher's** icons and an image will begin to take shape!



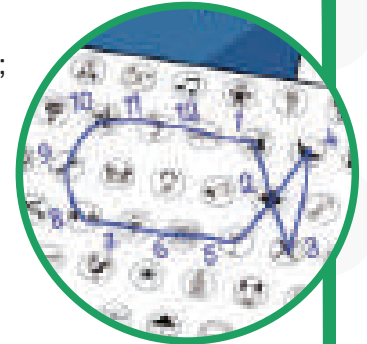
INFORMATION FOR THE SKETCHERS

- You may only speak to say the number of the icon you are miming.
- If you want your **Guesser** to connect to an icon again (like the '2' in the example below), you can just tell them the number.

Example: You drew a beautiful fish. You say: "1" and mime a ballerina; "2" and mime a cross; "3" and mime a pair of swords; "4" and mime a whale; "2" (you don't **need** to mime anything because the **Guesser** knows where '2' is); "5" and mime a martini glass, etc.

Pro tip: You can try to save time by skipping icons. In the example above, you could skip icon 2 and have your **Guesser** connect icon 1 directly to icon 3 (the line will pass right through icon 2)!

- If your **Guesser** cannot find the icon you are miming, you can move on to the next one. Make sure to tell them the new number, or their drawing might end up looking different than yours.
- You are **NOT** allowed to mime or make sounds to lead your **Guesser** to the Mystery Word itself.



INFORMATION FOR THE GUESSERS

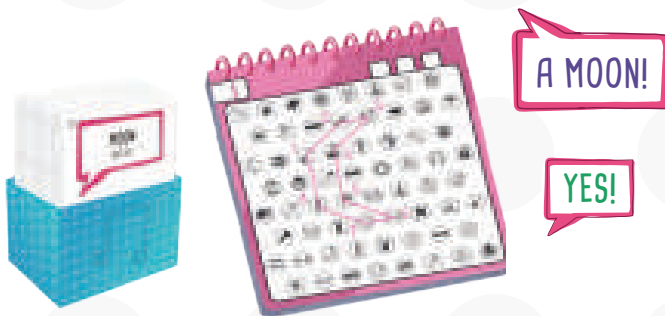
If you are unsure about one of your numbered icons, ask your **Sketcher** to go back and mime it again.

GUESSING THE MYSTERY WORD

If you are a **Guesser**, you can guess the Mystery Word at any time, even if your drawing isn't finished. But be careful: you only get 3 guesses!

CORRECT ANSWER:

If your **Guesser** says the Mystery Word, your team wins the round, which ends immediately.



Note: Synonyms or words for things that are very close in appearance to the Mystery Word can be accepted as correct answers.

Example: If the Mystery Word was 'Crocodile', you could accept a guess of "Alligator" as these animals look very similar.



AN ALLIGATOR!

INCORRECT ANSWER:

If you are a **Guesser** and your guess is incorrect, you must mark an X in one of the ERROR boxes at the top of your Sketchpad. Then...

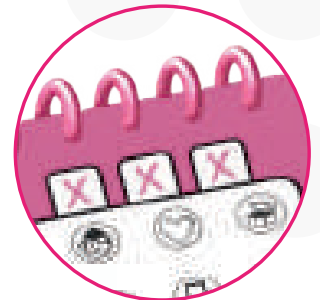


...your **Sketcher** must read the Mystery Word's Hint out loud.



As a **Guesser**, you can attempt to guess the Mystery Word at any time.

However, you only get 3 guesses. If you guess incorrectly 3 times (3 X's on the **Guesser's** Sketchpad), your team must sit out the rest of the round.



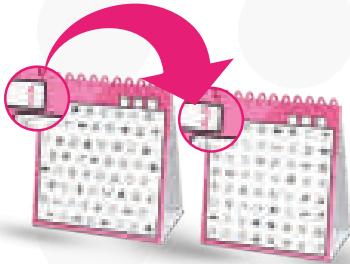
END OF THE ROUND

The round ends as soon as:

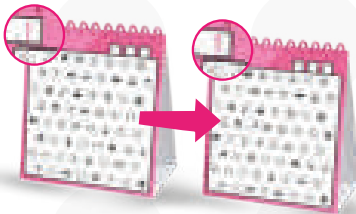
- A **Guesser** says the Mystery Word.
- All **Guessers'** Sketchpads have 3 X's.

Erase the drawings and X's from your Sketchpad to prepare for a new round.

- ✓ The winning team uses the next page of their Sketchpad for the new round.



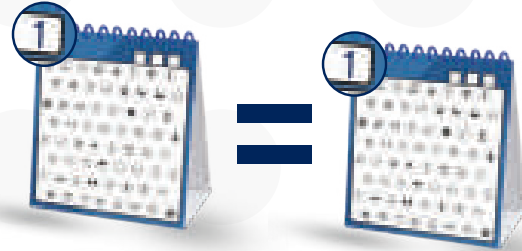
- ✗ All other teams use the same page they used last round.



! If no one guessed the Mystery Word, all teams remain on the same page for the new round.

Place last round's Mystery Word card at the back of the deck then turn the Cardholder around so that it faces the other side of the table. The **Sketchers** are now the **Guessers**, and vice versa. The **Sketchers** begin the new round with the Preparation Phase.

Note: Before beginning a new round, it is very important to make sure that both teammates are on the same page of the Sketchpad!



END OF THE GAME

The first team to win 3 rounds (i.e.: to guess a Mystery Word on page 3 on the Sketchpad) wins the game.

ADVANCED GAME

Once you have played Draw the Line a few times and are comfortable with the rules, try the advanced game where each **Guesser** must keep their sketchpad hidden from the other players. This means that other **Guessers** cannot look at your drawing for clues, and your **Sketcher** cannot see how your drawing is progressing. Your success will rely solely upon the communication between your team's **Sketcher** and **Guesser**.



THANKS



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Publisher: Jeux Synapses Games Inc.



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