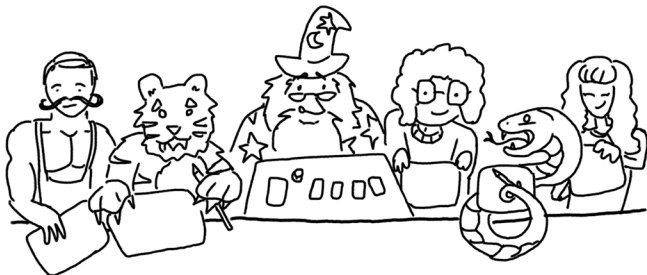


# DIRTY DRAWERS® PRESENTS: INSTRUCTIONS FOR DUMMIES

0

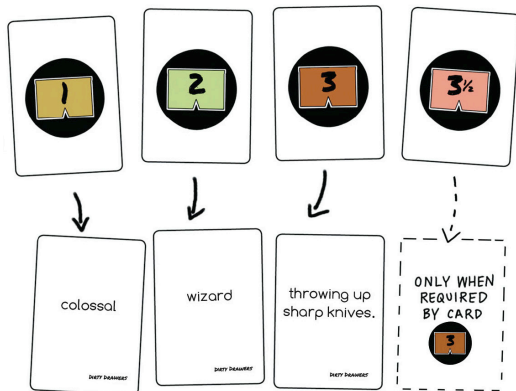
Each player receives a drawing board, marker and erasing cloth.

1



Going clockwise, each player takes a turn being **JUDGE**. To decide who goes first, argue and fight.

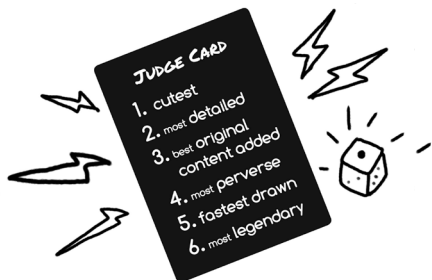
2



As illustrated above, make 4 piles of cards from 1-3 ½.

The **JUDGE** flips the 1st card from each pile EXCEPT 3 ½ to reveal a randomized scenario. (Flip card 3 ½ ONLY when directed by card "3".)

3



The **JUDGE** rolls the dice to determine which directive from the "**JUDGE CARD**" the **DRAWERS** follow. (Ex: Roll a "1", the directive is CUTEST.)

4



The **DRAWERS** doodle the randomized scenario from the flipped cards basing their doodles on the directive from the "**JUDGE CARD**" (i.e. CUTEST). The **JUDGE** is responsible for calling time and giving a 10-second warning as people wrap up their drawings.

(Drawing typically takes 2 minutes)

5



Going clockwise from the **JUDGE**, one by one, each **DRAWER** reveals their doodle vying for the **JUDGE'S** vote.

6



After listening to each **DRAWER'S** presentation, the **JUDGE** chooses a winner based off who best met the "**JUDGE CARD**" directive.

The winner keeps all the 1-3 ½ cards used in the round, each card is a point.

\*Some rounds are worth more points as they use more cards.

\*Points are optional.

Everyone moves on to the next round where the person to the **JUDGE'S** left is the new **JUDGE!** Play continues until the first person's hand falls off. People who still maintain their hands count how many points they have.

The Player with the most points wins!