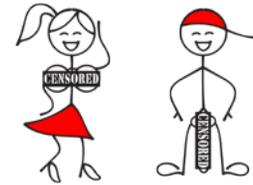


Ages	Players	Time
17+	4-12+	30-60 minutes

DRAWING WITHOUT DIGNITY™

GAME RULES



FOREPLAY: Setting it up

Divide into teams (up to 4 teams total with 2+ players on each team), and roll the die to see which team goes first.

Distribute 3 *Cockblock!* cards and a Categories reference card to each team, as well as paper and pencils. Put all content cards face down in a pile within reach of all teams.

HOW TO DO IT: The Basics

1. The first team selects their first artist.
2. Roll the die to determine the category.
3. Pick the top content card, and secretly find the word or phrase that matches the number on the die.
4. Start the timer and sketch the word or phrase from the card. The artist cannot speak, use numbers, letters, or gestures.
5. If your teammate guesses it correctly in time, keep the card as a point and go again with a different artist. If your team doesn't, play continues clockwise to the next team.

GET SOME: How to Score More

The Steal

Teammates didn't guess the answer in time? Once time is called, the first team to shout out the correct answer **immediately** wins the point. Be careful, you only get and **ONE guess**. Regardless of which team might get the point, play continues clockwise from the original team.

The Cockblock!

If you know the answer to the other team's drawing, you can get in on their action by yelling, "Cockblock!" or throwing down one of your *Cockblock!* cards. Now your entire team can jump in with **as many guesses as you need** during their turn. If you guess it correctly before the other team does, your team steals the point. Place the played *Cockblock!* card in a discard pile. Play continues clockwise from the original team.

The Orgy

Rolling a 6 starts an Orgy, and all teams get in on the action! Each team chooses an artist. Roll the die again until it lands on a number other than 6 to select the category. All teams draw the same word or phrase at the same time. The first team to guess the answer correctly before time runs out wins the point **AND** one played *Cockblock!* card from the discard pile. Teams may have up to 3 *Cockblock!* cards at any time. If the original team wins, they get another turn. If they do not win, play continues clockwise from the original team.

THE CLIMAX: How it Ends

Stamina

The stamina version can last all night, if that's your style. Play the game until everyone is worn out. The team with the most points at the end wins. (Just as with other enhancement aids, if game play lasts over 4 hours, we recommend you consult your doctor, or at least have a healthy supply of electrolyte-heavy beverages for the morning after... you will need them.)

The Quickie

Don't have time to go at it all night long? If you want to play the quickie version, the first team to earn 10 points wins. Multiple Quickie rounds can be played to stretch out game night to your liking (with the obligatory refractory period between rounds to refresh your beverages, of course).