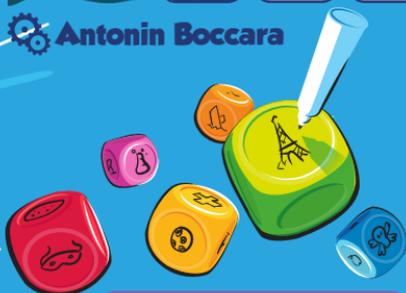


# The Draw & Roll Party Game!



Antonin Boccara

# DROLL™



## Game Contents

- ◆ 6 erasable dice
- ◆ 6 erasable boards
- ◆ 6 felt markers with erasers
- ◆ 1 two-minute timer
- ◆ 50 theme cards

## Object of the game

Draw clues on your dice so that the other players can work out your secret theme. Roll the dice and try to figure out the themes of the other players to score points.

## Setup

- ◆ Each player takes one of the dice, as well as one pen and one erasable board.
- ◆ Shuffle the Theme cards together and place them in a pile on one side of the table.
- ◆ Place the timer nearby.

## How to play

### 1) Draw a card

Each player takes a Theme card, secretly memorises one of the two themes and places the card in front of themselves, face-down.

*Example: Prehistory*

### 2) Ready, set, draw!

Turn over the timer: players have 2 minutes to draw their clues based on the theme on their card. Players should try their best to draw on all six sides before time runs out!



## Important:

One drawing can be used twice on the same dice, but all the other drawings must be different from each other. Numbers, letters and arrows cannot be part of the drawing.

Example: For the "Prehistory" theme, Romeo draws: a caveman on the first side, a flint on the second, a fire on the third, a cave on the fourth and a saber-toothed tiger on the remaining two sides.



**Note:** If a player has not completed their drawing on one or more faces by the end of the two minutes, they are not eliminated. However, it might make guessing their theme more difficult for the other players.

### 3) Guess

Once the timer runs out, players roll their dice on the table and the timer is turned over again.

Players can immediately move themselves from their seats in order to get a better look at all the dice, but they cannot touch them! Players must find the themes corresponding to the dice before the timer runs out.

When a player thinks they have found a theme, they write it down on their board on the space matching the color of the dice.

When the timer runs out, all the players must place their boards on the table and proceed to scoring. For a shorter game, the first player to write down all the words starts counting down "10, 9, 8,..." and at zero, all players stop writing.

**Note:** It's easy to see the side facing up when a 6 sided dice is rolled. But you might need to get up and move around to see the other four faces! One side will always remain out of view.

### 4) Score

Pick one of the dice. Each player announces the theme they guessed for this dice. The player who drew on the dice then reveals their Theme card.

**Note:** Guesses with the same root as the theme are acceptable (for example: baker for bakery still counts).

- ◆ Each player who has correctly guessed the theme scores 1 point.
- ◆ The player who drew on the dice scores 1 point for each player who correctly guessed their theme.

This process is then repeated for the rest of the dice.

Keep a tally of your total points on the space in your color on your board.

### End of the game

The game ends after 4 turns. The player with the most points is the winner. In case of a tie, the tied players win.

