

We're cooler than you!



www.haywiregroup.com



2+
Players



Ages
7+



Avg. Game
20 min.



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Wicked Good Games™
Springfield, MA USA
www.haywiregroup.com
MADE IN CHINA

WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

Wicked Good Games

SKRIBBLE Dash!™

Rules

CONTENTS: 50 Clue Cards • Die • Sand Timer • Skribble Pad • Pencil

Object of the game:

The first player to accumulate 50 points is the winner

Setup

- 2 + players
- The “Skribbler”: the person who is drawing the word or phrase on the Card
- The “Guesser”: the person or persons who are trying to guess what the Skribbler is drawing
- Every player plays against each other- no team play allowed!
- Players take turns being the “Skribbler”

Game Play

- The Skribbler draws a Card, and must keep it hidden from the Guessers.
- The Skribbler now rolls the Die.
- The word or phrase that the Skribbler must draw is determined by the color on the die that corresponds with the color on the card.
- If the Skribbler rolls a black “Wild!”, then he or she can choose what word or phrase to draw from the five choices on the Card.
- Some words and phrases are harder to draw than others! There are different point values on the Cards based on the degree of difficulty.
- When the Skribbler is ready to start drawing, the Sand Timer is turned over, and the round starts.
- The Skribbler starts drawing a picture of the word or phrase from the Card, and the Guessers try to guess what the Skribbler is drawing.
- If a Guesser is able to guess what the Skribbler is drawing before time runs out on the sand timer, then the round is over and points are awarded.
- If the Guessers are not able to guess what the Skribbler is drawing before time runs out, then no points are awarded during this round, and a new Skribbler starts a new round.

Scoring

- The first player to earn 50 points is the winner.
- The score for each round is determined by the point value on the Card that corresponds with the color on the Die rolled by the Skribbler.
- The Guesser who correctly guesses what the Skribbler has drawn before time runs out is awarded the point value listed on the card.
- If two or more Guessers shout out the word or phrase at the same time, then the points are awarded to the youngest Guesser!
- The Skribbler who successfully draws the image earns the point value on the Card PLUS an additional 2 points.