

Freehand

Roger's Rules: Firedrake/BGG

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Setup

- Each player gets 30 cubes and one stylus ("Artist Pen"). Cubes are used both to make drawings and to record points. (So you'll need to distinguish three areas on the table in front of you: "in the drawing", "points already scored", and "not in play".)

Round

- Lay out ⊕+1 cards.
- Each player inspects the cards and privately chooses one to copy.

- When all players are ready, announce “3, 2, 1, go”.
- Each player uses the Artist Pen with their available cubes to make a drawing that indicates their chosen picture. Cubes may not be moved by hand.
- The first player to finish takes the timer, inverts it in front of them, and calls “done”.
- When the timer runs out, all players immediately lay down their Artist Pens. (House rule: the pen may be used to indicate the bottom of the picture, and unused cubes may be moved by hand out of the area of the picture.)
- Starting with the player who finished first, conduct a guessing round. Each player in turn must pick one target player’s drawing, and indicate which card they think it represents. If they are

correct, each player gets one point (represented with a cube in their scoring area), and the target player places their Artist Pen on the card. Then wipe away the cube-drawing; nobody else may guess it. (If the guess is wrong, there is no penalty and the drawing remains.)

- If any drawings are left after one circuit of the table, conduct a second guessing round. This works as before, but when a guess is correct, only the guesser gets a cube, not the target.

- If it is ever your turn to guess and only your drawing remains to be guessed, skip your guess.

- At the end of all guessing, if any player has the *only* Artist Pen on a specific card, they get a bonus point.

- If any player has 10+ cubes and more than any other player, they have won. Otherwise, play another round.