

Draw Sticks

Game's Final Artwork &
Printable Components

Designers:

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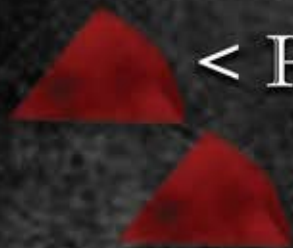
Brief Summary of the game: Players take turns using the drawing sticks to abstractly draw with the drawing sticks, objects on the cards. Other teams will guess what the object is that is being drawn; much like one would in pictionary.

“The Witches of the School of Summoning need your help. The only way to summon an object they need into their world is to use a set of 12 magical sticks to create the shape out of sticks and make others able to recognize it as such. The first to gain all 12 bonus tokens will be deemed a master in the School of Summoning. Don't take too long though! The witches don't have all day. Now, draw from those sticks to be considered a Summoning Master!”

Tokenization Chart



< Bonus Token



< Player Pieces



^Pencil & Paper
(Not Included)



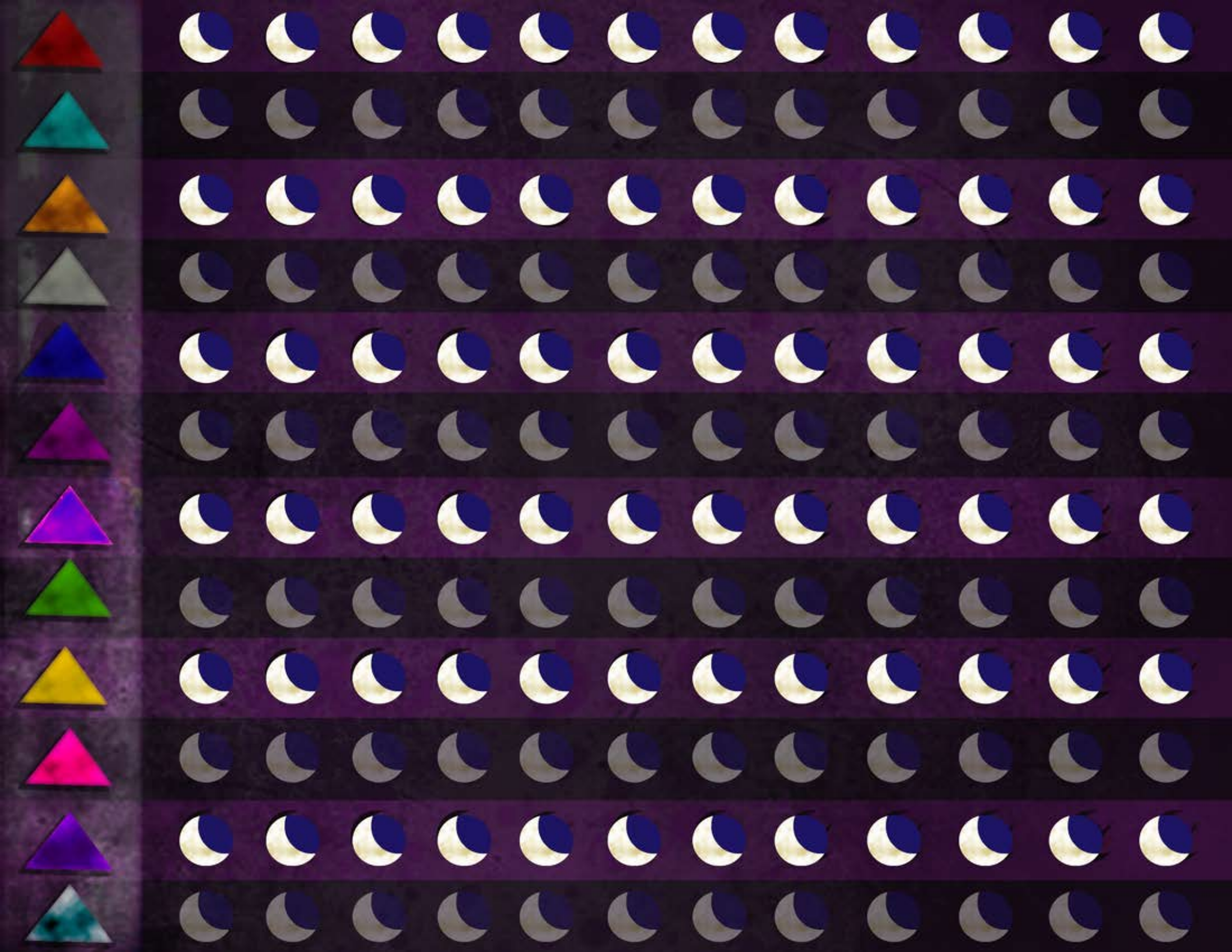
Drawing
Sticks

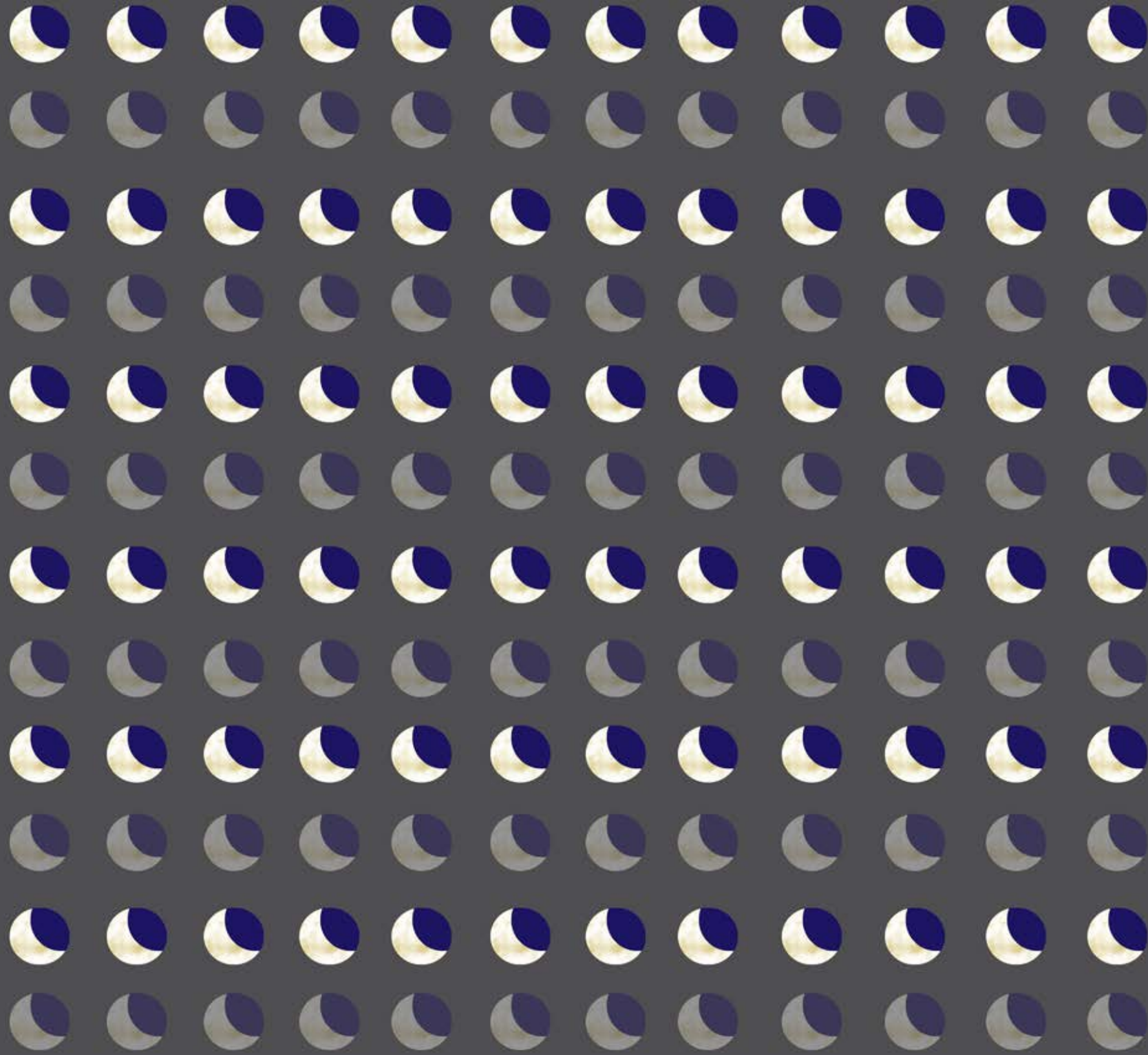


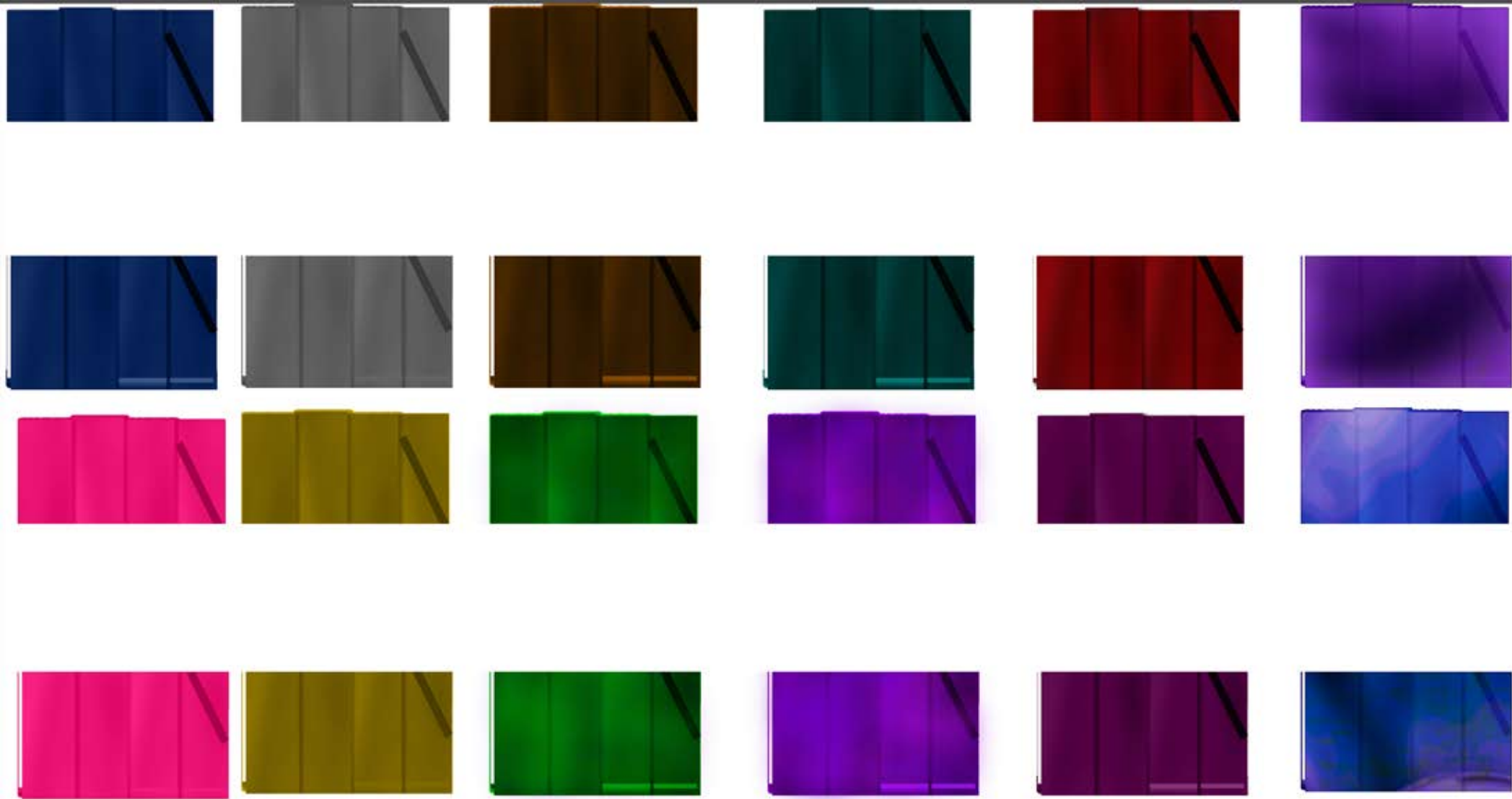
Scoreboard



Card







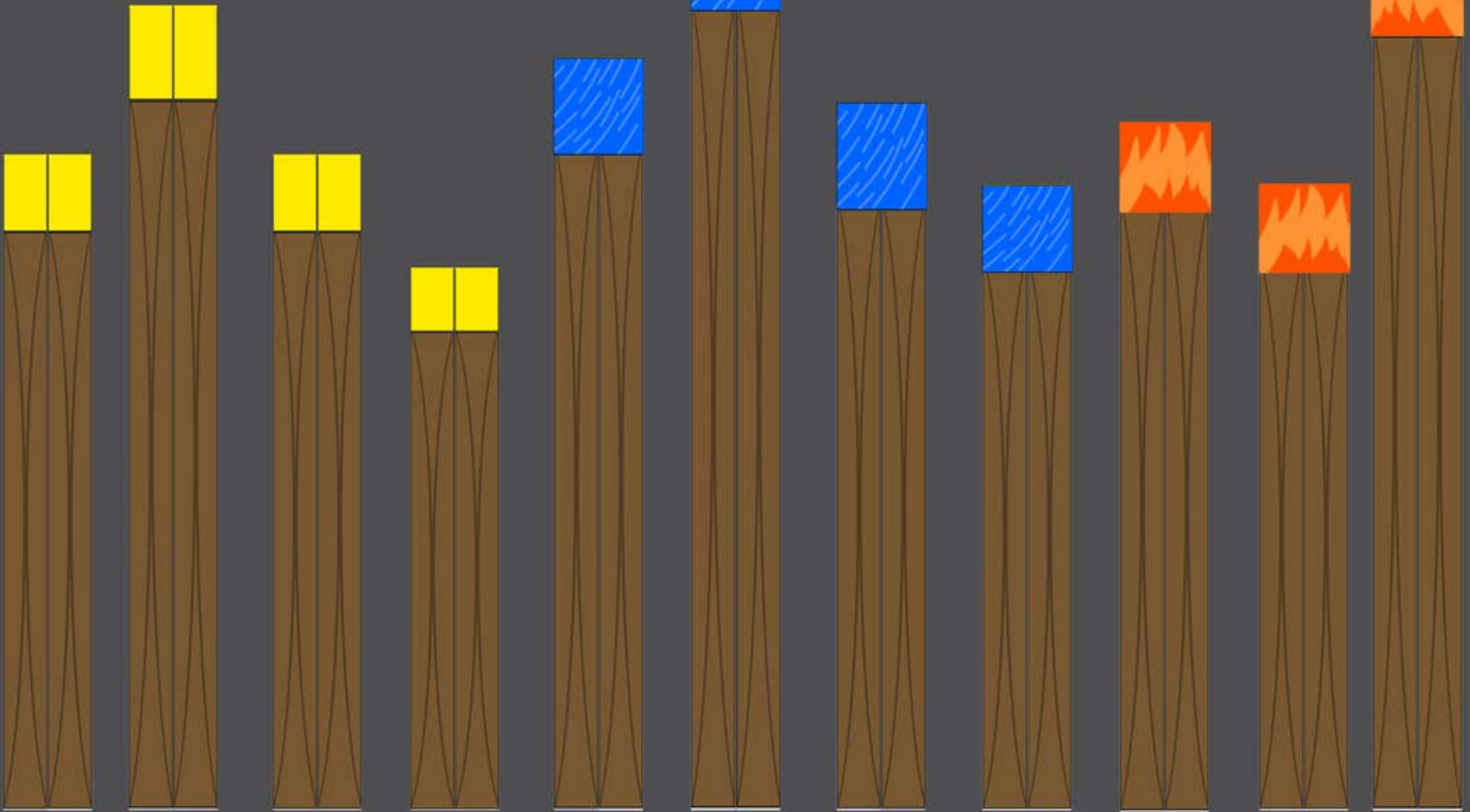
step 1 > crease edges

step 2 > glue last flap to
the underside of the first
flap



Player
Pieces

**Fold each in half, &
glue the insides
together. You may
need a ruler when
folding each in half.**



Bat

Witch Hat

Broom

Caludron

Potion

Magic Wand

Phone

Car

Controllor

Cup

Glasses

Fork

Door

Bottle

frame

Spider

Book

Candle

Casket

Sword

Knife

Snake

Bones

Apple

Water

Fire

Lightning

Ghost

Crescent moon

House

Flag

Radio

Television

Bow

Sign

Refrigerator

Eyeball

Candy corn

Shirt

Pillow

Ballon

Vase

Bowl

Bag

Sailboat

Box

Purse

Soad

Glasses

Socks

Pants

Skull

Chair

Burger

Table

Drawer

Monitor

Plate

Carrot

Spoon

Clay

Window

Camera

Hanger

Truck

Ship

Pencil

Ring

Magnet

Tree

Watch

Outlet

Keys

Money

Cinder Block

Set Up

Find a flat surface to set up. A table will work just fine.

Place the card deck face down on the table within reach of everyone.

Each player, or team, gets one of the player pieces to place in front of them. The matching pair goes on the scoreboard in the first column.



This is to help everyone remember where each teams' row is.



Each player, or team, will need to get a pencil & paper for writing down guesses.



Choose one person to start off the game. This person will hold all of the drawing sticks in their hand, with the color coded ends hidden.



If playing as individuals, each player draws one of the sticks from their hand. Shortest stick will start the game.

If playing in groups, one person from each groups draws a stick. Shortest drawn starts game.

The colors on each of the 12 drawing sticks correspond to the color on the cards as drawing prompts for the players.



For example:

A player has drawn the drawing stick with the red-orange end. The matching word on the card is Witches Hat.

They have two minutes to attempt to arrange the sticks to be the same shape as the object; with any of the 12 drawing sticks they choose to use.

First Turn

The player with the shortest draw, starts the first round. Pick up a card to read the corresponding colored word on the card.



Make sure not to let anyone else see it.

Place the card back down next to you for the duration of the round. Once the current deck has run out, the cards will be reshuffled and placed back in the center for the game to continue.



Set a timer for 2 minutes.

*Then use the sticks to arrange the objects to match the word.
(Not the word itself)*

Draw Sticks

Players: 3-12+ Ages: 5+ Game Genre: Family, Card, Word Guessing

“The Witches of the school of summoning need your help. The only way to summon an object they need into their world is to use a set of 12 magical sticks to create the shape out sticks and make others able to recognize it as such. The first to gain all 12 bonus tokens will be deemed a master in the school of summoning. Don’t take too long though! The witches don’t have all day. Now, draw from those sticks to be considered a summoning master!”

Once time is up, stop drawing out the object to view the other teams' guesses.

Their guesses will be written out on paper.

If their guess is correct, they gain a bonus token to place on their teams row in the first space.



Any additional tokens won after this round go in the next space; until the last space on any row is filled.



End of First Turn

After viewing the teams' guesses the round is over.

The current player will hold all of the sticks in his or her hand, covering the color coded ends. All other players (or teams) will pick out a stick. This starts the next round.

Shortest one drawn starts the next round.

End of the Game

Game ends when the last space on the scorebaord is filled.

Teams with the most bonus tokens become the Summoning Master.

*Pencil & Paper >
(Not included)*



*< Drawing
Sticks*



Cards



*< Player
Pieces*



< Tokens



Scoreboard