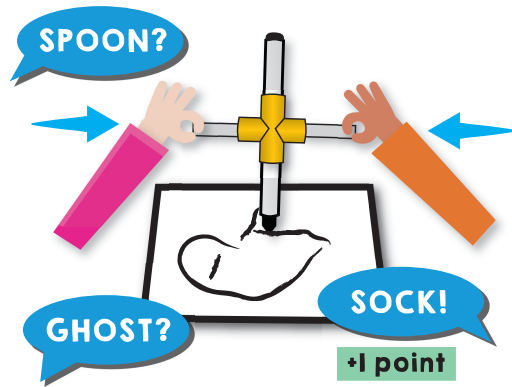




FORMAT GAMES

6, The round ends when either a correct guess is given by the Toodling team or when the 30 second timer has finished. Any guesses after the 30 second timer has finished will not be counted.



7, If the Toodling team fails to give the correct answer, the opposing team then shows what they have written down. If they have guessed correctly, they receive one bonus point.

8, If you guessed correctly, mark down your score. Clean your drawing pad with the eraser or a damp cloth. It's now the other teams turn to play, or if you are playing as one team together, you move onto the next round.


5 GAME END

10 rounds per game.

So if you are playing as a single team against the TOODLE-0-METER, the team plays 10 rounds.

If you split into two teams, each team plays 10 rounds.

6 HOW TO WIN

Playing as one team 

Count up your score after 10 rounds and see how well you have done on the TOODLE-0-METER

Playing as two competing teams 

Count up your scores and the team with the most points after 10 rounds wins!

If both teams have the same score after 10 rounds, play knockout rounds, where you can select Easy, Medium or Hard. Both teams roll the dice, and whichever team rolls the highest number, goes first. Keep playing until one team wins the most points in a round.

TOODLES

IT TAKES TWO TO DOODLE

RULES



 FAMILY PARTY

 3-10 PLAYERS

 AGES 8+

 15-20 MINS

How to play...

In teams or against the TOODLE-O-METER, score points by correctly guessing what's being drawn collaboratively by two players.

1 SET IT UP

1, Choose the difficulty level for your game and then place the pen in the appropriate double draw-er. **YELLOW** is a normal difficulty game or opt for **RED** if you fancy a challenge! Remove the pen lid/eraser and stand the pen into the pen holder (see picture).

2, Give each team a drawing pad.

Place the Easy, Medium and Hard **TOODLE TASK** cards face down in individual piles on the table.

3, Grab the dice and the 30 second timer.

NOTE: We highly recommend using a damp cloth to clean the drawing pads before and after every game.

2 HOW TO SCORE

You will score

1 point for:

EASY CARDS

2 points for:

MEDIUM CARDS

3 points for:

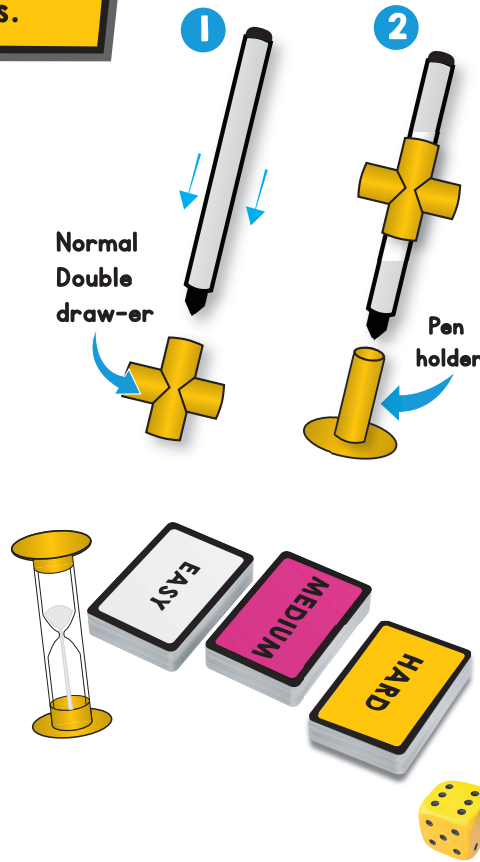
HARD CARDS

3 TEAM or TEAMS

There are two ways of playing, depending on how many players there are..

3-5 players 

Play as a team to score as many points as possible over ten rounds. Total up your points and see how well you've done on the TOODLE-O-METER.



6+ players 

Players split into two teams of at least 3.

It's now a straight head-to-head to see which team can chalk up the most points over ten toodles each.

On each turn, teams must decide which two players are TOODLING, and which ones are guessing.

Will you be strategic and pick the easy cards for fewer points, but more certainty of the guessers identifying their TOODLES? Or will you risk it all for maximum points?

4 LET'S TOODLE!

Team one goes first and one of the nominated TOODLERS selects either an **EASY**, **MEDIUM** or **HARD** card - be careful not to show the tasks listed on the card to anyone else except those TOODLING.

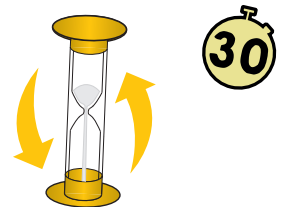
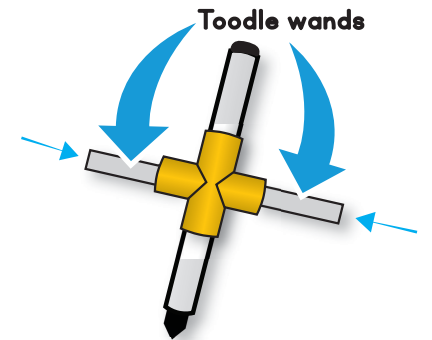
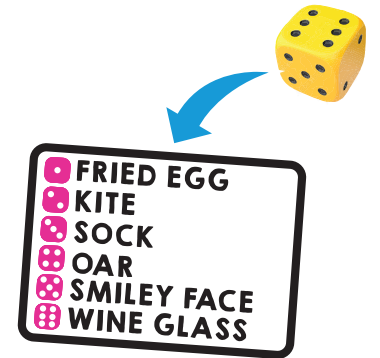
1, Roll the dice to decide which task you will draw from your chosen card. **The TOODLERS cannot confer before they start TOODLING. The TOODLERS can communicate whilst TOODLING but cannot direct each other or give clues to the guesser.**

2, The toodlers pick up a TOODLE WAND each, and place them into the TOODLE double draw-er. **You will both have to apply pressure** to stop the TOODLE WANDS from falling out, but make sure you hold your wands with one hand at the far end away from the double draw-er. If the arms fall out while you're Toodling, don't panic, plug them back in as quick as you can and carry on!

3, Start the 30 second timer and start TOODLING!

4, The players guessing on the team can guess at any time, with no penalties for wrong guessing.

5, The players on the opposing team should write down their best guess within the 30 seconds.



PLEASE TURN OVER