

## PREMISE

In the bustling metropolis of Inkwel City, a notorious art thief known only as "The Inkling" has been wreaking havoc, leaving behind nothing but enigmatic sketches full of shapes as clues to their next target. The problem? The ink on the sketches smeared, turning into a bunch of blobs. In response, the city's top detectives have formed two elite teams, each comprising a skilled sketch artist and a group of sharp-minded witnesses that briefly saw the sketches before they were destroyed. Their mission: to recreate and identify The Inkling's cryptic drawings to prevent the next heist.

Assemble your team and dive into the world of Inkling! Each team must work together with witnesses utilizing shapes and strategic instructions to guide their sketch artist in recreating The Inkling's elusive clues. But beware, time is of the essence!

Can your team decipher the clues, solve the crime, and outsmart The Inkling before they strike again? The fate of Inkwel City rests in your hands.

## OBJECTIVE

To be the team with the most points at the end of the game.

## SETUP

- Form 2 teams with 3-4 players each.
- Shuffle all card decks separately and place them in the center of the table.
- Each team must have the provided whiteboard, 2 timers, sketchpad, score sheet, and writing utensil.
- Pick a team to go first. Subsequent rounds will alternate between the two teams.

## HOW TO PLAY

Teams designate an artist, selecting a new artist each round. All other players on the team will act as witnesses. In each round, teams alternate between drawing and observing. A round ends when a team finishes their drawing and guessing.

**Before** each round, select a card difficulty (easy, medium, or hard). The sketch artist and opposing team are **NOT** allowed to see the selected card. Higher card difficulties lead to more points if the sketch artist guesses the word correctly.

Then draw the corresponding number of shape cards and display them face up on the table. The sketch artist and witnesses are only allowed to use those shapes for the round. Shapes may be used unlimited times and the team does not need to use all of the shapes.

Difficulty	Easy	Medium	Hard
Points	1	2	4
Shape cards drawn	3	4	5

To start the discussion period, flip the 1 minute timer. All witnesses have 60 seconds to secretly plan instructions to give the sketch artist during the round. They may use a sketchpad for guidance. The sketch artist is **NOT** allowed to see or hear any planned instructions. The objective is to guide the artist to correctly guess the word provided by the difficulty card.

An instruction is any verbal statement that results in **ONE** shape being drawn. Instructions must reference only the available shapes and any dimensions, angles, or directions. Witnesses cannot freely discuss information with each other after the discussion period ends.

**To start** the round, flip the 3 minute timer. Witnesses rotate clockwise and give instructions one at a time within the time limit. Artists are allowed to freely erase, unless specified otherwise by a sabotage card. A drawing must be completed within 10 seconds of giving an instruction. After each instruction, the artist may make one guess. If the guess is incorrect, witnesses are allowed to respond “hot” for guesses that are close or “cold” for guesses that are far/incorrect. The turn ends after the artist guesses correctly or after 3 minutes.

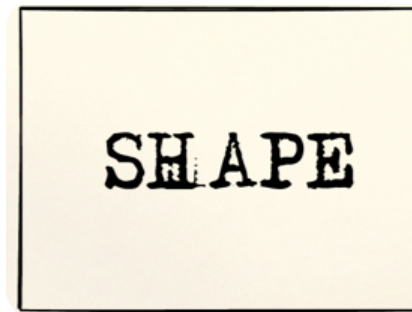
If **guessed correctly** within time, the team earns points and may draw 1 Sabotage card. Sabotage cards may be played at **ANY** time on the opposing team.

If **not guessed correctly**, witnesses have the option to remove 1 point from the card's total points and each draw a shape on the whiteboard to help the sketch artist. After each added shape, the sketch artist has an opportunity to guess again. If this process is completed or skipped and the word still has not been correctly guessed, the opposing team has one chance to steal the word for 1 point.

## WINNING

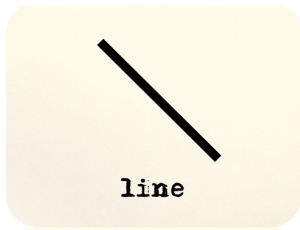
The game ends when each player has been the artist. In cases where teams are uneven in number, one team must have a player be the artist twice. The team with the most points wins.

## CARDS



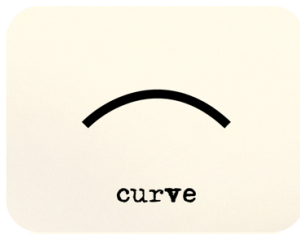
### Shape Cards

The shapes that the sketch artist is limited to using for a single round. They may be drawn in different locations, sizes, or angles. The sketch artist may draw an unlimited number of shapes and do not have to incorporate all shapes in the drawing.



**Line**

A line is a single straight line that doesn't change directions. It shouldn't be bent, warped, or extended in a manner that creates an entire image.



**Curve**

A curve is a rounded line that doesn't intersect, change directions, or have multiple rotations.

Allowed	Not allowed



**Wild Card**

This card may be swapped for any other shape in the shapes deck.



**Difficulty Cards**

These cards are how hard the word will be to draw and guess by the sketch artist. There are 3 difficulties: easy, medium, hard.



**Sabotage Cards**

Sabotage cards may be used at ANY time during the enemy team's turn. They last until the end of the round. Only 1 sabotage card can be played per round. After use, this card should be put in the discard pile.