

## Bonus Points

During any Guessing round the players (**Others**) with drawings that were **NOT** chosen as, helped most, or helped least, can battle for a point. If there is only one player in this category, then that player chooses a challenger, and both are eligible to earn a point. Roll the dice to decide the battle type:

(Scan **QR code** below for Bonus Point videos)



**Staring Contest** - Battlers pair off. If there are an odd number of players then the player with the nearest birthday sits out (bye). If needed, the player with the furthest birthday would get the next bye. The one winner earns one bonus point.



**Odds or Evens Battle** - Battlers must choose to be on opposing Odd or Even teams, then they all battle simultaneously. Each player on the winning team earns one bonus point.



**Don't Laugh Challenge** - One player decides to make the others laugh or lose their composure in any way. This player only earns one bonus point if anyone cracks. Players that hold their composure earn one bonus point.



**Your Choice** - Choose from the dice, or from any of our suggestions below, or come up with one of your own! *Suggestions:* Dance off, best joke, unique talent, thumb wrestle.

## Score Chart

	Guesser	Helped Most	Others	Helped Least
Correct Guess	2	1	-	-
Needed Hint	1	1	-	-
50% or more Jury Vote	-	-	-	1
Bonus Points	-	-	1	-



Bonus Point videos



Game play video



Tag [@high5teambuilding](#) with funny or entertaining pics or videos for a chance to win various prizes. [#smakdraw](#)

# LET'S PLAY



# SMAK draw

## Object

To connect family and friends with SMAKtalk, laughter and back SMAKS while drawing, guessing, defending, voting and more...

## Included

10 Drawsheets, 10 Dry erase markers with erasers, 200 Wordcards, 1 Blank wordcard, 1 Timer, 1 Dice, 15 SMAKhands (periodically wash with warm water to regain stickiness)



## Set-up

1. Each player gets 1 drawsheet, and 1 dry erase marker.
2. Whoever does the least amount of work each day is the scorekeeper.
3. Set the wordcards in the middle play area and place the blank card on top of them (see Blank card under Add more Fun on the next page).
4. Place the SMAKhand beside the wordcards.
5. Keep reading the easy to read rules or you can also scan the **QR code** on the left for a game play video.

## Play

**Who Starts:** The player that got out of bed the earliest today becomes the first Guesser, and the player that got out of bed the latest becomes the first back SMAKer.

**Begin:** The back SMAKer picks a wordcard from the deck concealing it from the Guesser. Then use the SMAKhand and SMAK it gently onto the back of the Guesser (see diagram on right). The Guesser, turns around, the timer is flipped, and all players draw the word on the Guessers back. For optional  recommended play see **Blank Card & Acting Round** under **Add More Fun** on the next page.

### Drawing Rules:

The use of words, letters, Roman numerals, or numbers are not allowed.

**Choose Drawings:** When the timer runs out, stop drawing, and place the drawsheets face down in the middle of the table, lightly shuffle, then turn them face up. The Guesser, now turns back around to study the drawings. Flip the timer, and feel free to SMAKtalk and laugh at any drawings. When the timer runs out, the Guesser, declares they have a guess, however does **NOT** reveal it yet! At this point the Guesser, choses the drawing, or multiple drawings, that helped them arrive at their guess, the most, and the drawing or multiple drawings that helped them the least.

**Scoring for Helped Most:** The Guesser, reveals their answer and if it is the **Correct Guess**, or is like the word or phrase on the wordcard, then the **Guesser** receives 2 points, and the drawing, or drawings, that helped the Guesser the most receive 1 point each. All players earning points should celebrate with a High 5 handSMAK!

**Needed Hint:** If the Guesser's answer is **not a match**, do **NOT** reveal the answer yet. If anyone does, the Guesser automatically scores 1 point, then Continue Play to the next drawing round. If not revealed, then the drawing, or drawings that helped the most get a second chance to score one point each; by first quietly discussing then each giving a one-word hint. The Guesser listens to all hints, then takes only one guess. If correct then those players, and the Guesser, score 1 point each. Scoring continued on next page...



Stand up guy

**Scoring for Helped Least:** The player, or players, that drew a picture that helped the least, can now defend, and explain, how their drawing resembles the wordcard. The guesser, and all other players, become the Jury. The Jury votes, and 1 point is awarded to each drawing, or drawings, that received **50% or more Jury Vote** in favor.

**Scoring for Others (Optional  Recommended!):** The players whose drawings were **Not** selected as helped most or helped least can earn points. (see **Bonus Points**, on the next page for details)

See Scoring Chart on the back  
Record all points on the Scoresheet

**Continue Play:** The player to the left of the last Guesser now becomes the Guesser. The player that had the drawing that least helped becomes the back SMAKer. If both are the same person then that player chooses another back SMAKer. Continue play like this until you have completed 1 full round, or the agreed upon rounds. 1 round = all players having had the chance to be the Guesser, 1 time each.

## Finish

The player, or players, with the most points win.

The Real Winners are the players that had fun!

### Ties:

If 2 or more players are tied, they could simply celebrate with a High 5 hand SMAK.

or

The tied players become the Guessers however, unlike the regular game play, they all shout out guesses while the remaining players simultaneously draw what is on the wordcard. The first Guesser to shout out what is on the wordcard wins.

## Add More Fun

**Blank Card** – Using this card anyone can create a wordcard during any drawing round.



**Acting Round** – Before any drawing round, the drawers can agree if they would rather act out, the wordcard simultaneously, instead of drawing it. Two or more can team up to act if desired. The wordcard is held on the forehead of the Guesser, and the same Scoring rules apply.