

# Winning – 30 or more is the winning score

Because a game can be won after playing 6 or 7 cards, the first team to play is more likely to be first to reach the winning score of 30 or more. To make it fair, both teams should have the same number of turns. So, when the first team to play scores 30 or more and the second team to play is within 6 points (a completely correct card score) of beating the first team, the second team has a final turn to see if they can catch up and win.

#sketchygame



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Important: Please keep the pen in this item away from credit cards, television screens, computer monitors and other items which may be affected by magnets.

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Ref No. T73112EN

TBR 0824



2 or more Teams  
Age 8+

# SKETCHY

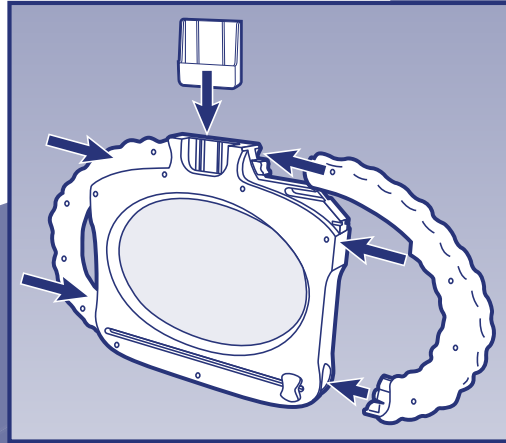
THE SPEEDY GAME OF  
SKETCH AND SWIPE!

## Contents

- Sketchyscreen
- Stylus Pen
- Sand Timer
- 100 Cards
- 4 Scoring Pegs
- Rules

## Assemble the Sketchyscreen

Assemble the handles and card holder of the Sketchy unit as shown.

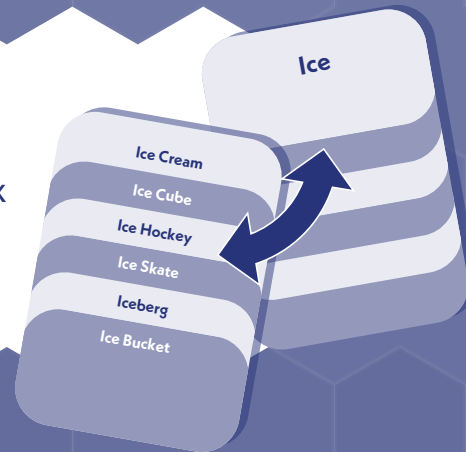


## Aim of the Game

The first team to score 30 points by sketching and guessing words on the game cards is the winner – decide on a larger number for a longer game.

## Sketchy Cards

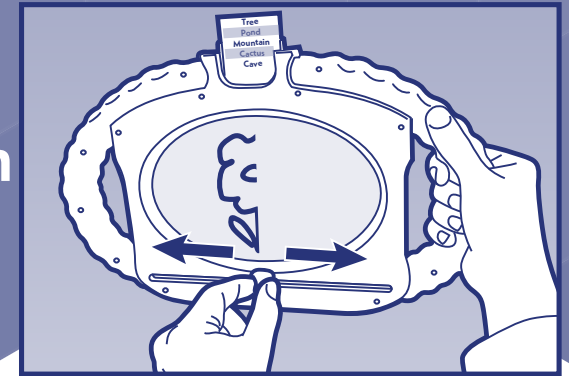
Each Sketchy card is double-sided. The drawing player sees – a list of six items they must sketch. The guessing players see – a BIG HINT about all items on the card.



## Preparing to Play

- Place the cards in a handy pile. Players divide into two teams.
- The team with the youngest player goes first. Decide which team member will be the first SKETCHER, the rest will be GUESSERS.
- Each team member must take their turn at being the SKETCHER during a game.
- The SKETCHER draws on the side of the screen that has the “swipe clean” handle at the base of the screen.
- **IMPORTANT - DO NOT DRAW ON THE OTHER SIDE.** Drawing on the wrong side is difficult to remove with the swipe-clean bar. Shaking Sketchy vigorously will help clear marks on the wrong side.

## Using the Swipe Clean Handle:



## Playing the Game

- The SKETCHER picks up a card from the pile and inserts it into the card holder on top of the Sketchyscreen. The SKETCHER should see the side that was face down on the pile.
- An opposing player turns over the timer and the SKETCHER starts to sketch the first word on the card.
- Once the team has guessed it correctly, the SKETCHER quickly slides the swipe-clean bar across the screen to clear the image and starts drawing the next word on the list and so on.
- The GUESSERS can “pass” on only two words per card. For each correct guess the team scores one point. Less experienced players can “pass” as often as they want and can return to a “passed” word if they have time left.
- Once the timer has run out OR all the words are correctly guessed, the team records their score using the pegs and scoring holes on the frame then it is the other team’s turn.

