

Sketchington

Designed by Ellie Dix

2-6 players | 45 minutes | Age 8+

***Sketchington** is a cosy co-operative communication game. Together you bring a little town to life, one panel at a time, without ever seeing what your neighbours are drawing. Each round, cards tell you what the town needs: things that stretch across the panels and things to scatter through them. Draw your pieces, slot them into the frame, and reveal the whole picture at once.*

Components:

- 1 town frame (holds 12 square drawing panels in a 4×3 grid)
- 12 square drawing panels
- 6 dry erase markers
- A sample set of 20 Stretch cards
- A sample set of 30 Scatter cards
- A sample set of 20 Story cards

Set up:

- Place the town frame in the middle of the table where everyone can reach it.
- Shuffle the Stretch cards into one deck and the Scatter cards into another.

How to play:

Sketchington is played over a series of rounds. In each round you will all draw a town together, guided by the cards, and then reveal it.

Before each round:

- Give each player a share of the numbered panels. Note that you may not choose any two spaces that are next to each other, side by side or up and down. (Diagonal is fine.)
 - 2 players: 6 panels each
 - 3 players: 4 panels each
 - 4 players: 3 panels each
 - 5 players: 2 panels each plus 2 panels that can be shared between players
 - 6 players: 2 panels each.
- Give each player a **Story card**. Story cards are private and show something each player has to draw across multiple panels. Players keep their story card secret until the reveal.

Reveal the challenge. Turn over the cards for this round and place them where everyone can see. For your first game, turn over 2 Stretch cards and 2 Scatter cards.

A Stretch card shows a single thing that spreads across several panels, such as a castle over four panels or a river along a whole row. Between you, you must draw it once, in the shape shown.

A Scatter card shows several things you need dotted around the town, such as “5 chimneys, at least one in each column”. Between you, you must include exactly the right number, placed as the card describes.

Set the timer. Set a timer for the round according to how many players you have:

- 2 players - 10 minutes
- 3 players - 8 minutes
- 4-5 players - 7 minutes
- 6 players - 6 minutes

Draw the town, each focussing on one panel at a time. The order of the panels that you draw on should be random. When you are happy, you lock in your panel - adding it to the big picture, face down. Once everyone has finished their first panel, move on to your next panel, drawing alongside everyone else. Keep going until all panels are done.

You may talk, plan and help each other as much as you like, in fact you'll need to, because no one can see anyone else's panels. Agree out loud where the river leaves your panel and joins your neighbour's, who is drawing which chimney, and so on. The catch is that you commit each panel before you start the next, so you can't go back and tidy things up if you forget them... nor can you look at them.

The reveal. When everyone has finished all their panels, reveal the panels. This is the moment you finally see the whole town. Place all the successfully completed Story cards in a face down pile.

Check the objectives on the Stretch and Scatter cards one by one. How well you do affects the number of cards you flip next round.

- If you successfully complete all of your objectives, increase the number of the cards you flip next time by 1.
- If you successfully complete all but one of your objectives, stick to the number of cards you had in the current round.
- If you fail 2 or more of your objectives, reduce the number of cards you flip next round by 1.

Make sure that you have stretch and scatter cards in roughly equal measure.

Awards. Each player has two awards which they may give to any other player during the game.

1. Teamwork award: This should be given to a player who has worked well with another player. Perhaps an item has been particularly well lined up, for example.
2. Story award: This should be given to a player who has executed their Story card brilliantly.

Then wipe the panels clean and re-distribute them for the next round.

End game and scoring:

The game ends after 6 rounds (or 4 rounds in a 2-player game).

To calculate your score as a team:

Multiply the number of Scatter and Stretch cards you successfully completed in your final round by 3, then add the number of story cards in your face down score pile.

The awards are for fun only and do not affect the score.