

The drawer earns the same number of points as the guesser(s) with the best-scored guess. The other drawers will receive their respective scores.

(For example: If Guessers 1 and 2 correctly guess the Drawer's Who and What correctly, and Guesser 3 guessed the Drawer's Who, What, and Where correctly...Guessers 1 and 2 would receive 2 points and Guesser 3 and the Drawer would receive 3 points.)

The scorekeeper records points based on correct guesses on the scoresheet.

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Ages 12 and Up
2 to 8 Players

Holiday Edition

WHO

WHAT

WHERE™

The Party Drawing Game

Instructions

Contents:

- 150 Cards (50 Who, 50 What, 50 Where)

Object of the Game:

The player with the highest score after 5 rounds is the winner.

Set Up:

1. Separate the Cards into three decks: Who, What, and Where. Shuffle the decks and place the Cards face down where they are easily available to all players.
2. Grab some paper and pens.
3. Choose a player to be the scorekeeper and create a scoresheet. (See below example.)
4. Choose an additional player to be the timekeeper. For time keeping use a phone or a watch.
5. Each player creates an answer sheet. (See below example for Round 1.)

Answer Sheet: Ashley				
Players Drawings	My Guesses			Total
	Who	What	Where	
Becky	Rudolph	wearing a coat	in a city	1
Tina	The Nutcracker	Baking Cookies	at the north pole	2
Cameron	Taylor Swift	Ice Skating	On Stage	0
My Drawing				3
Round 1 Total				6

Score Sheet						
Players	RD1	RD2	RD3	RD4	RD5	Total
Ashley	6					
Becky						
Tina						
Cameron						

How to Play:

1. All players draw and guess each round.
2. Each player draws one Card from each of the three categories to create a scene: Who (a person), What (an action), and Where (a location) without showing other players. The selected cards will determine the scene the player must draw.
3. Once the timekeeper starts a timer for three minutes, players begin to draw the scene described on their Cards. (Please note that players cannot use letters or numbers in their drawings.)
4. At the end of the three minutes, the timekeeper says, "pens down."
5. Starting with the timekeeper and rotating to the left, players hold up their sheets and ask the other players to guess the Who, What, and Where of their scenes. Guessing players secretly write their guesses next to the drawer's name on their sheet. Once everyone has guessed, the drawer reveals the actual title of the drawing.

SCORING AND WINNING THE GAME:

Guessers receive one point for each Who, What, and Where they guess correctly. The maximum number of points awarded per drawing is 3 (1 for Who, 1 for What, 1 for Where) for each player.