

Drawing Journey

Journey is a 2v2 game where two groups of travelers get to make new friends during their trips on the foggy river. Try to keep track of your friends on your journey on the Buddha board as described in the **Character** and **Action** cards. Refer to the map (**Strokes** card) to enjoy your trip.

Be fast and creative!

Setup

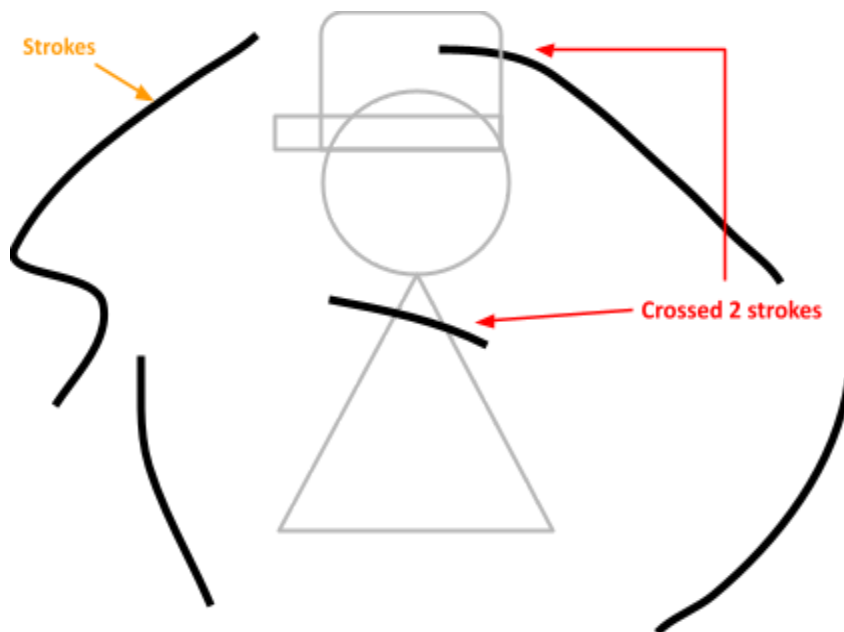
1. Split into two teams, Team 1 and Team 2. In each team, one player is the **Speaker** and the other player is the person who **Draws**
2. Dip the brush into the water, you need a damp (not dripping wet) brush to draw on the pink board
3. In order to make a new friend, Speaker from Team 1 draws a **Character Card** and an **Action Card**, ensuring that no other player sees the cards
4. A representative from Team 2 needs to draw a **Strokes Card** and show it to Team 1. Team 1 should try to remember where strokes are located from that **Strokes Card**. (It will be used as a “map” for your drawing)

Steps

1. According to the **Character** and **Action** cards, the **Speaker** dictates the positions and appearances of the 10 geometric shapes (circles, triangles, etc) **without using the words on the cards** (the team automatically **loses** the game if it uses words on the cards)

2. **The person drawing** from Team 1 listens to the **Speaker's** description and has to draw an image using no more than **10 geometric** shapes while trying to guess the **Character** and **Action** cards.
 - Try to **avoid** crossing **Strokes**.
 - You **MUST Stop** when the drawing starts to disappear (that means times up and you have to guess)
3. The person drawing guesses the new friend (the prompt) in front of all players.
 - The Speaker can now show the prompt to 4 players to decide if Team 1 gets the point (based on what person drawing guessed)
 - Team 2 can count how many strokes Team 1 have crossed by overlapping the **Strokes Card** with the drawing on the Buddha board
4. It's time to switch turns for Team 2 to draw, repeat the steps above

Example (prompt = woman standing with a cap)



End Conditions/ How to win

The game ends when each team has drawn once.

- If only one team successfully draws a new friend (draws correctly based on **Character** and **Action** cards), the team wins
- If both teams succeed / fail to draw the new friend, compare the number of **Strokes** you have crossed.
- The team that crossed **less Strokes** wins the game