

MONSDRAWSITY

Rulebook





From the Department of Recording Anomaly Witnesses

Case Number: [REDACTED]

Date: [REDACTED]

Location: [REDACTED]

Reporting agents: [REDACTED]

Transcript of interview with WITNESS

Case Number [REDACTED]

Agent [REDACTED]: Welcome to the Department of Recording Anomaly Witnesses! My name is [REDACTED] and this is [REDACTED]. We will be hearing all about the encounter you had recently.

It is not uncommon to look back at your experience and believe it to be a dream or a hallucination. Depending on the species you encountered, you might have even thought you were having a nightmare. In reality you actually witnessed what we refer to as an anomaly. While many anomalies are harmless, some can be extremely dangerous. to this planet. Sometimes the difference between a harmless [REDACTED] and a deadly [REDACTED] is as simple as an extra [REDACTED] on its [REDACTED].

That is why we need to know exactly what it was that you saw in as much detail as possible.

Shall we begin?



(c)1

Components

- 8 sketch boards
- 1 witness board
- 8 markers
- 100 Anomaly cards
- 1 rulebook
- 8 sponges

Image components

Rules of play

(c)2

1. Give each player a white board and marker.
2. Give the witness the witness board
3. The last person to watch a movie with an alien or monster in it is the first witness. The witness takes an anomaly card and looks at it without showing it to the other players:

4. Set a timer for 20 seconds.



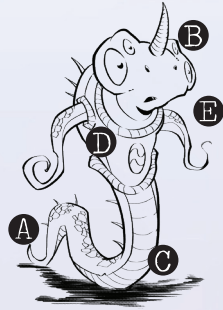
The witness has this amount of time to memorize every detail about this creature.



Note: We recommend setting a 20 second timer on your phone. Or when you're comfortable set a 2:20 second timer, put the card down after 20 seconds and go straight into describing

4. The witness should consider questions like:

- Ⓐ How many legs does it have?
- Ⓑ What part of the body is most distinct?
- Ⓒ Does any part of the anomaly remind me of an animal on Earth?
- Ⓓ What part of the body should describe first as a starting point?
- Ⓔ How big is the head in proportion to the body?



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5. Once the 20 second timer runs out, the witness places the anomaly card face down in front of them, starts a 2 minute timer, and begins describing the anomaly they encountered. At this time the other players must attempt to draw the anomaly based on the witness description. The witness may describe the creature however they wish, but they must avoid using hand gestures. The witness also may not look at drawings in progress.

6. During this time, the artists may ask as many clarifying questions to the witness as they like. A few sample questions might be "How many toes does it have? Do the toes have nails or claws? Does it have a mouth? Does it have big lips or thin lips?"

Example of drawings + monster card here

7. At the end of the 2 minute drawing time, the artists reveal their sketches simultaneously to the witness and the room. The witness secretly chooses which drawing is the closest to what they remember seeing on the anomaly card. Looking at the artist number printed on the drawing boards, the witness writes down the number of the artist whose drawing is closest on their own white board, hiding their selection from the players.

8. Once the witness has secretly made their selection, they reveal the anomaly card to the artists. At this point, all players will get to look at the creature the witness described.



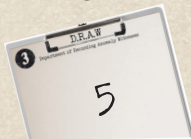
Department of Recording Anomaly Witnesses		CASES CLOSED		TOTAL
AGENT #	AGENT NAME			
1	Khalil			
2	Aiden			
3	Bo (witness)			
4	Quinn			
5	Rory			

9. Having seen the creature, the artists look at each other's drawings and choose the one that they believe is the closest. On the count of three, all artists hold up fingers equal to the number on the board of the artist they think got the closest.

Note: Players cannot vote for themselves

10. After all votes have been made, votes are tallied up and the artist (or artists in the event of a tie) who got the most votes wins 1 point and marks it on the scoring board.

11. The witness then reveals who they selected as their choice for best artist. If the witness chose the same drawing as the other artists, the witness also earns 1 point for being considered a credible witness. Otherwise, the witnesses chosen artist wins 1 point.



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1	Khalil			
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4	Quinn			
5	Rory			
6				

12. The player to the left of the current witness now becomes the new witness, and a new round begins.

13. The game is over after every player has been the witness twice. The person with the most points is the winner.

In the case of a tie:

Agent (REDACTED [redacted]) important [redacted] er if you have a tie you must ([redacted] er that the player who (redactee [redacted] eeeeeed) wins! If you still have a tie try (redacteeeee [redacted] s still a tie whatever happens do not (redacteeeeeeeeeeed).

In the case of only 3 players only the witness will award a point each round.



(c)3

Alternate Mode of Play

Interrogation: The Witness is only able to speak in response to direct questions from artists. They may answer questions in as much or as little detail as possible, however they cannot volunteer new information unless it is asked. You have an additional minute for drawing and describing. This mode is not recommended for first time players and works best once all of the anomaly cards have been seen at least once. Normal scoring rules apply.

Credits

(c)2

Senior D.R.A.W. designer: Eric Slawson

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