

Sherlock & Picasso

Game Rules

What can be easier than drawing a ladder or a Christmas tree? A few lines on a piece of paper will be enough. But what if another person will come and turn your sketch into something completely different? And right in front of your eyes the ladder will be turning into the tracks with a train at full speed, and the Christmas tree will become a toothy monster...

GAME COMPONENTS

84 cards



This rulebook



1 sheet pad



2 screens



2 pencils



20 tokens

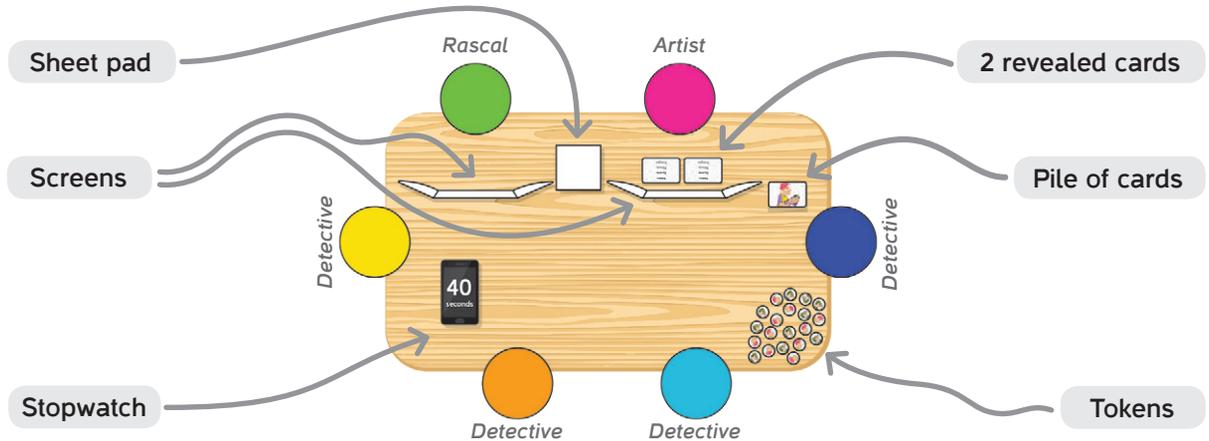


You will also need to keep track of time during the game, so make sure you have a stopwatch handy. One of the players probably has one on their cell phone.

SETUP

Decide who will be the first **Artist** — the player who will sketch the **Concepts** (words or set phrases on the cards), and the **Rascal** — the player trying to spoil the Artist's sketches. All other players are the **Detectives**.

The Artist and the Rascal should sit together, at one side of the table. Each of them takes a screen and a pencil. The artist takes the pile of cards and the sheet pad. One of the Detectives gets the stopwatch ready.

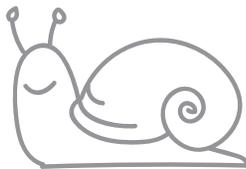


PLAYING THE GAME

1 The **Artist** draws **two cards** and reads the Concepts behind their screen, so the Detectives can't see them (the Rascal may see the Concepts though). Once the Artist has read the Concepts, they give a signal to the Detective to start the stopwatch for 40 seconds. The Artist starts sketching behind the screen. They may sketch any number of Concepts from those eight they have on the cards. As soon as the Artist has a sketch ready, they must pass it to the Rascal face down. The Detectives don't see the sketches nor the cards yet. When the time is up, the Artist may quickly (for 2–3 seconds) finish their sketch and pass it to the Rascal.

Sketching Rules

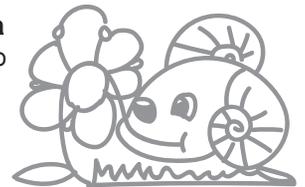
There must be no letters, numbers or arrows pointing at the certain parts of the sketch. One Concept — one sheet.



2 When the **Rascal** gets the sketch from the Artist, they start spoiling it right away — change it so the Detectives don't get what the initial sketch was about. The Rascal has additional 40 seconds after the Artist's time is up, the Detective lets them know when to put their pencil aside.

Spoiling Rules

The same sketching rules apply for the Rascal. The Rascal may not cover or paint over the initial lines of the Artist — all of them must be stay visible. The Rascal **must use the initial sketch as a base** — it's not allowed to paint anything absolutely different aside the Artist's sketch to confuse the Detectives.



It's time for the **Detectives** to guess what Concepts do the sketches stand for. The Rascal shows them all sketches, one by one. The Detectives will have 40 seconds to look closely

at the sketch and each of them may take a single guess about the Concept from the card.

Note: In a three-player game, the Detective may take up to 2 guesses.

Guessing Rules

The Detectives may take their guesses in any order. If two Detectives shout the same guess at the same time, the Rascal chooses one of them who they think was first (and therefore has spent their guess). To guess the Concept, the Detective must, ideally, name it the same way as it's written on the card, but the closest variants are acceptable too: finger — fingers, sheep — lamb, etc.

If the Detective names the concept correctly, they get the sketch, and the Artist gets one token. If nobody has guessed what the initial sketch was about, the Rascal gets the sketch. The sketches and tokens in player's possession are worth 1 victory point each.

Note: The sketches and the tokens scored as victory points cannot be given to any other player during the game.

Then the Rascal shows all other sketches, one by one, until there is nothing left to show.

Even if there is an untouched sketch (the Rascal didn't have any time left or didn't think of a good way to spoil it), the Rascal shows it anyway. There is still a chance the Detectives wouldn't think that was exactly what the Artist meant.

When there are no sketches left to show, a new round begins. The Artist places two cards they used back to the game box, and passes the screen, the pencil, the deck and the sheet pad to the player on their left. The Rascal passes the screen and the pencil to the Artist: the Artist is the new Rascal now, and the former Rascal will be a Detective now. The new Artist draws two cards, one of the Detectives sets the stopwatch, the Artist starts sketching and the new Rascal is trying to spoil their sketches.

END OF THE GAME

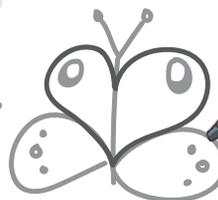
When all the players have been the Artist and the Rascal once (for a 3-player game — twice), the game ends. Each player counts their victory points (both sketches and tokens).

The player with the most victory points wins the game. In case of a tie, the tied player with the most tokens wins. If there is still a tie, the players share the victory.

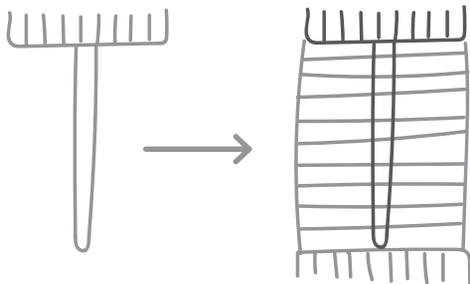
TIPS

Being the Rascal is the most interesting, but at the same time the most difficult part of the game. It happens that you have no idea how to make the sketch unrecognizable. Here are some tips on spoiling the sketches:

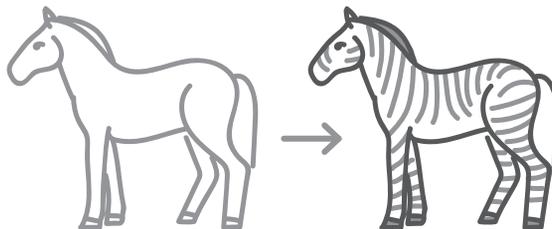
1) Add the details inside and outside your sketch. For example, look at this heart turning into a butterfly:



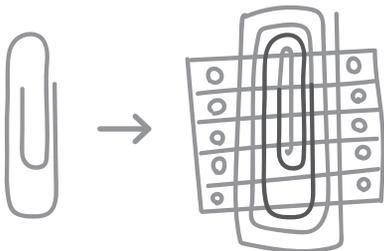
2) Add some symmetry, parallel lines:



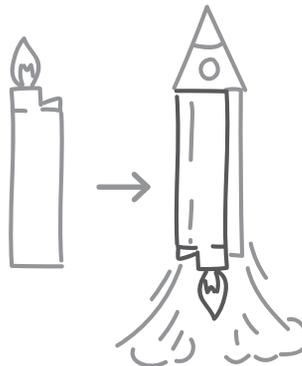
4) Sometimes a few lines will be enough to turn, let's say, a horse into a zebra:



3) Hide the initial sketch under an abstract ornament:



5) Don't forget to rotate the piece of paper:



Anyway, if you are stumped and don't know what to do — paint anything, it couldn't hurt!

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