

WHAT'S MISSING ?

...FROM MY DRAWING

GOAL OF THE GAME

"What's Missing?" is a game of art and imagination in which players have to draw, so that their friends can guess a picture. But instead of drawing the actual picture... they will draw everything around it !

If you want to win, being smart is more important than being a good artist.



X240

CONTENTS

- 6 Sketch Pads
- 6 Whiteboards Markers
- 240 Illustrated Cards
- 1 Game Rule



X6



X6

SETUP

There are 3 different levels of cards: easy, medium, hard (depending on the number of “?” on the back of the card).



Depending on the players (kids / adults), choose one or several levels of difficulty.

Then shuffle the cards you want to play with and place them in a pile face down in the centre of the table.



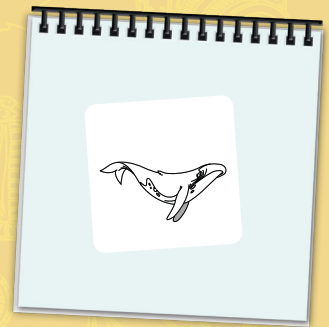
Every player picks a sketch pad and a whiteboard marker.

GAME FLOW

The game lasts 7 **rounds**. Each round goes as follows:

PICK

Each player picks a card from the pile without showing it to their opponents. Then they place their card face up under the transparent page of their sketch pad. They decide its position and its orientation, so that they can draw all around their card.



Important: *Your opponents must not see your card!*

DRAW

Simultaneously, each player draws on the transparent page of their sketch pad, using the whiteboard marker.

The goal is to draw everything that could be around the picture on your card, so that your opponents can understand what was on it.

Use the cover of your drawing book to hide your drawing.

When all the players but one have finished drawing, they can start a 10 second-countdown and the Draw phase ends.

Then each artist secretly removes the card from their sketch pad and places it **face down** next to them.

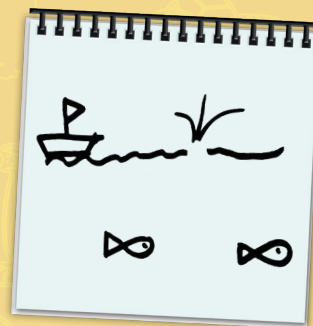


Important: *It is strictly forbidden to copy the original drawing that is on your card. You cannot write, only draw (no letters nor numbers).*

GUESS

One at a time, the artists show their transparent page to all their opponents, so that they try to guess what is missing...

The players can give their answers out loud, whenever they want and have as many tries as they want.



An island? A fountain? A WHALE !!!

Important: *The artist showing their drawing can only answer with these 3 words: "Yes", "No", "Close."*

SCORE

The first player to give the correct answer wins the guessed card and keeps it face up in front of them.



Important: *If nobody finds the correct answer for your drawing you must discard your card, AND also one of the cards you previously won, if you have any.*

ERASE

Erase all your drawings and prepare for the next round.



END

When the game ends, after 7 rounds, the player with the most cards face up in front of them wins the game.



CREDITS

Designer

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The designer apologizes to Emilie for working on the game the whole night before their moving to a new house.

The designer thanks Benoit for supporting him and Pepette for proofreading. And vice-versa.

The publisher thanks Ian because you always thank Ian.

You can use a glass cleaner for the transparent pages.



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