

We're cooler than you!



www.haywiregroup.com



2+
Players



Ages
7+



Avg. Game
20 min.



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Wicked Good Games™
Springfield, MA USA
www.haywiregroup.com
MADE IN CHINA

WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

Wicked Good Games

SKRIBBLE Dash!™

Rules

CONTENTS: 50 Clue Cards • Die • Sand Timer • Skribble Pad • Pencil

Object of the game:

The first player to accumulate 50 points is the winner

- 2 + players
 - The “Skribbler”: the person who is drawing the word or phrase on the Card
 - The “Guesser”: the person or persons who are trying to guess what the Skribbler is drawing
 - Every player plays against each other- no team play allowed!
 - Players take turns being the “Skribbler”
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- The Skribbler draws a Card, and must keep it hidden from the Guessers.
 - The Skribbler now rolls the Die.
 - The word or phrase that the Skribbler must draw is determined by the color on the die that corresponds with the color on the card.
 - If the Skribbler rolls a black “Wild!”, then he or she can choose what word or phrase to draw from the five choices on the Card.
 - Some words and phrases are harder to draw than others! There are different point values on the Cards based on the degree of difficulty.
 - When the Skribbler is ready to start drawing, the Sand Timer is turned over, and the round starts.
 - The Skribbler starts drawing a