

DEKALKO

LET'S DRAW!



Game Rules



Dekalko, the easiest drawing game in the world!

Trace your picture, and show your drawing to the others to let them guess your picture. However, you must draw quickly before the others to gain more points.

1. Game Setup

- Each player takes **1 card sleeve, 1 pen and 1 eraser.**
- Shuffle the picture cards, sort them in a deck and place them in the middle of the table.
- Prepare the cover cards according to the number of player.

3 Players – 1, 2, 3 4 Players – 1, 2, 3, 4 5 Players – 1, 2, 2, 3, 4 6 Players – 1, 2, 2, 3, 3, 4

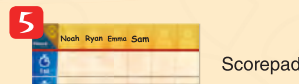
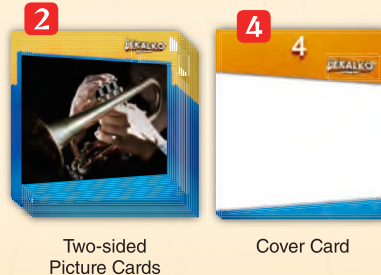
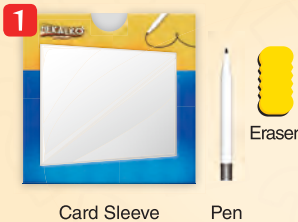
Example for
4 Player Game



Make a deck of the cover cards by placing the lowest numbered card on the bottom and the highest numbered card on the top.

- Place the deck in the middle of the table.
- Write the names of the players in the scorepad, and place the scorepad aside.

Ex. Setup for 4 Player Game



Contents 100 Two-sided Picture Cards, 6 Card Sleeves, 6 Cover Cards, 6 Pens, 6 Erasers, 1 Scorepad

II. Overview

Choose a picture card and put it inside the card sleeve. Trace the picture, and place the cover card between your drawing and the original picture once you are finished. You must draw quickly before the others to gain more points. Then, let the others guess your picture by looking at your drawing. If another player guesses the player's picture correctly, they gain points.

III. How to Play

A round is played in the following order: **1 Drawing Stage** ➡ **2 Guessing Stage** ➡ **3 Scoring Stage**

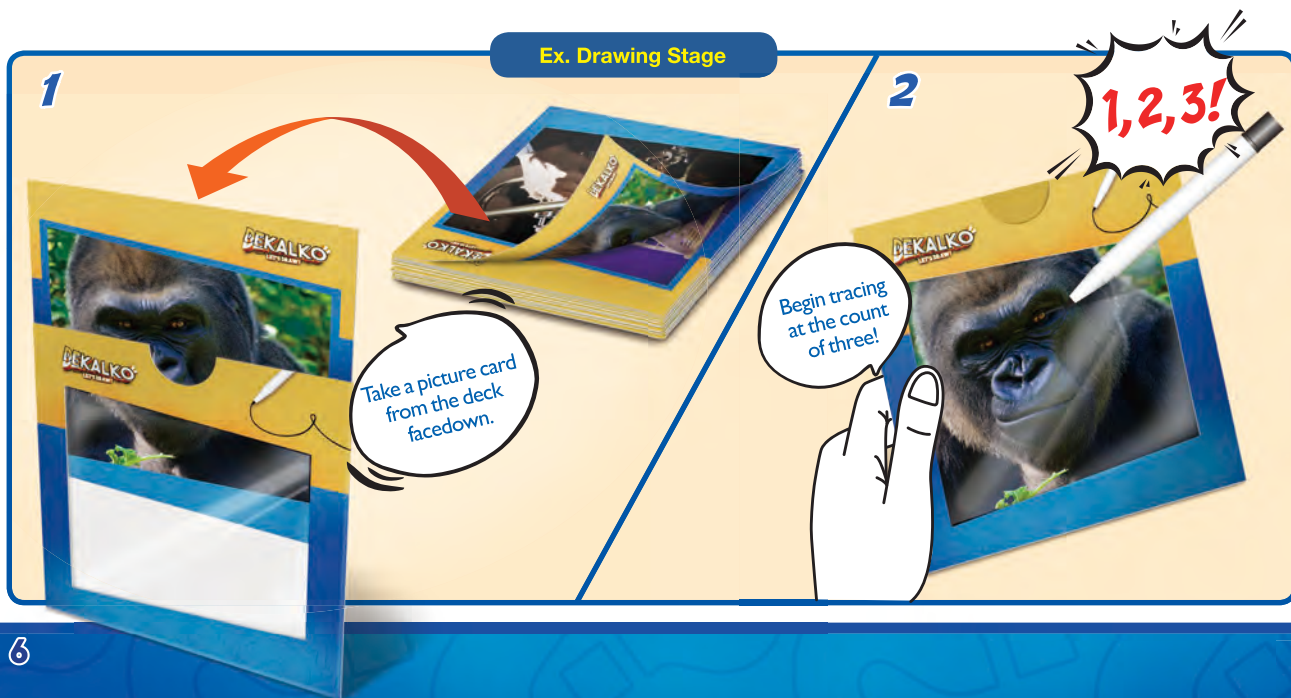
For 3-4 Player game: Total of 5 Rounds in a game. / **For 5-6 Player game:** Total of 4 Rounds in a game.

1 Drawing Stage

- 1 Each player takes a picture card from the deck. They must not show the bottom side of the picture card to the other players (the side of the picture they will use to trace).
 - 2 Each player places the picture card in the card sleeve. Then, everyone starts at the count of three.
 - 3 Everyone must trace their picture on the plastic window of the card sleeve.
- Important:** You must trace the picture, and you cannot add additional images that is not in your picture card.
- 4 If a player believes their drawing is ready, they may stop drawing and take the highest numbered cover card available on the table.
 - 5 Then, they place it in the sleeve between the window and the picture card.

Note: Once you have taken a cover card, you cannot add or change your drawing. You must place the drawing in front of you facedown until everyone is finished.

Ex. Drawing Stage





2 Guessing Stage

- 1 Once everyone has taken a cover card, the player with the highest number reveals their drawing first.
- 2 The other players must look at the picture and guess what the picture is based on the player's drawing. **Each player can only guess once.**
- 3 **If a player guesses the correct answer,** the player with the drawing removes the cover card and reveals the original picture over the tracing.
- 4 **The player who guessed the drawing correctly takes the picture and the player with the drawing takes the cover card, placing it in front of them.**

Note If there are more than 2 players who guessed the correct answer simultaneously, the player with the lower numbered cover card wins the card.
If there are more than 2 players with the lowest cover card, the player sitting closest, clockwise, to the player who made the drawing wins the card.
- 5 **If there is no one who guessed the drawing correctly, the player who made the drawing returns the cover card and does not receive any point.**
- 6 Repeat Step 1~5 in order until everyone finishes revealing and guessing the drawings.
- 7 When everyone is finished proceed to Scoring Stage.



3 Scoring Stage

- 1 Players win points according to **the number on their cover card**. Also, they receive **2 points per picture won**.
- 2 Players record the sum of the points received during the round on the scorepad.

Note If no one guesses the correct answer for your drawing, you do not get any point from the cover card.

Example of Scoring

Noah

1 Picture card : 2 points
Cover Card(4) : 4 points

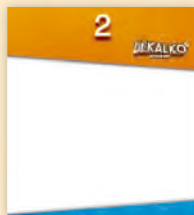
Total **6** points



Ryan

0 Picture card : 0 points
Cover Card(2) : 2 points

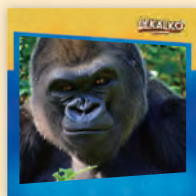
Total **2** points



Sam

1 Picture card : 2 points

Total **2** points



Emma

1 Picture card : 2 points
Cover Card(1) : 1 point

Total **3** points



Round	Noah	Ryan	Emma	Sam
1st	6	2	3	2
2nd				
3rd				
4th				
5th				
Total				

Sam finished drawing quickly and took the scover card(3), but no one guessed his drawing correctly, so he returned his cover card.

Once Scoring Stage is finished, the picture cards used this round are returned to the box.

Repeat the above **1 Drawing Stage** **3 Scoring Stage** until the game ends.

IV. Game End

After playing **5 rounds (for 3-4 Player game)** or **4 rounds (for 5-6 Player game)**, the player with the highest points win the game. If there is a tie, the player who won more points during the last round wins the game.

Credits

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Publishing : Happy Baobab

Distribution : Happy baobab

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