

BROAD LINES

two straight lines or one curve

COMPONENTS



1 Erasable
Marker



25 Transparent
Sheets



91 Cards



1 Stand



1 Easel

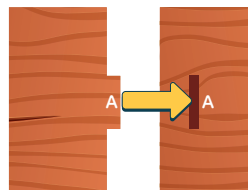
OVERVIEW

Broad Lines is a cooperative party game where players work together to get the best score.

During each round, the active player, the **Art Critic**, will have to guess a certain word with the aid of the other players, the **Artist**. The Artists, one after the other, will have to draw some lines on a transparent sheet. The transparent sheets will gradually be placed superimposed, on the easel, forming (hopefully!) a more or less accurate figure, which will help the Art Critic to understand what word it is referring to. At the end of the game, the more words you have guessed, the better your score will be.

FIRST GAME

Before the first game, carefully assemble the easel, interlocking the ends marked with the letter A with the holes marked with the letter A, and the ends marked with the letter B with the holes marked with the letter B.



SETUP

- 1 Shuffle the **cards** and form a face down deck in the center of the table.
- 2 Place **easel, stand, erasable marker,** and **transparent sheets** in the center of the table within the reach of all the players.
- 3 Randomly choose a player to be the first **Art Critic**.

HOW TO PLAY A ROUND?

The Art Critic draws the top card of the deck without looking at it and places it on the stand so that **only** the Artists can see the words on it.

Important: The Art Critic shall NEVER look at the card on the stand.

The Art Critic then chooses a number between 1 and 6, thus identifying one of the words on the card.

This will be the word that the Artists will have to try to make the Art Critic guess.

Note: it could happen that one of the Artists, perhaps a young player, doesn't know the meaning of the

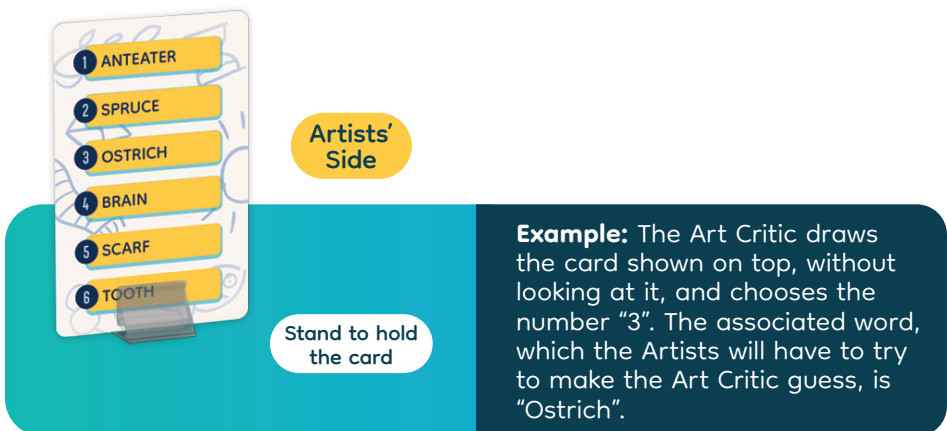
selected word. In this case, the Art Critic may be asked to choose another number to select a different word on the card.

The player sitting on the left of the Art Critic will be the first Artist in turn. They take a transparent sheet and draw on it with the erasable marker, alternatively:

2 straight lines
or **1 curve**

After that, they put the transparent sheet on the easel.

Now, the Art Critic can try to guess the word. To do it, they have only **2 attempts**.



HOW AND WHAT TO DRAW?

Each Artist can freely use their creativity to try to add a significant part to the drawing that is being developed, but must respect the following rules:

- they can draw two straight lines joined or separated;
- they can draw two straight lines that intersect;
- they can draw just 1 straight line, but no more than 2;
- they cannot draw an intersecting curve;
- they cannot draw a curve that changes the direction of its roundness (the curved line must be drawn all the way clockwise or all the way counterclockwise);

- they can draw a closed curve, forming a circle or an oval.
- they cannot talk to other Artists about what to exactly draw or how to draw it;
- they can never take back a transparent sheet once it has been placed on the easel;
- they cannot try to see if their drawing fits perfectly by approaching the easel or drawing next to it;
- they can not try to write the name of the word to guess;
- they cannot comment on the drawings made (for example, *I drew the line a little too much to the left..*).

VALID OR INVALID STRAIGHT LINES



VALID OR INVALID CURVES



If the word is **not guessed**, it will be the next Artist's turn (the player sitting on the left of the Artist who has just drawn). Like the previous Artist,

they takes a transparent sheet and draws 2 straight lines or 1 curve. After that, they puts the transparent sheet on the easel, **superimposed on the**

previous ones, and again the Art Critic can try to guess the word.

Keep going, until the Art Critic guesses the word or until you decide to pass (see below *Can't guess this word?*).

GUESSED WORD!

The word is considered guessed even if it is a variation of the original word, for example in form (plural/singular) or gender (masculine/feminine) or if it is an altered noun (diminutive, augmentative, endearment, pejorative).

The Artists cannot make direct comments on the wrong word said by the Art Critic, but they can give generic indications, such as "You're almost there", "Not bad", or "You're far from guessing".

CAN'T GUESS THIS WORD?

It may happen that the drawing is too tangled and the Art Critic just can't figure out what word it is, or that the Artists themselves feel they have no chance of making the Art Critic guess the word. In these cases, the players, by mutual agreement, can decide to give up and move on to a new word. The current round ends immediately.

If the word **is guessed** or if the players **decide to pass**, the current round ends.

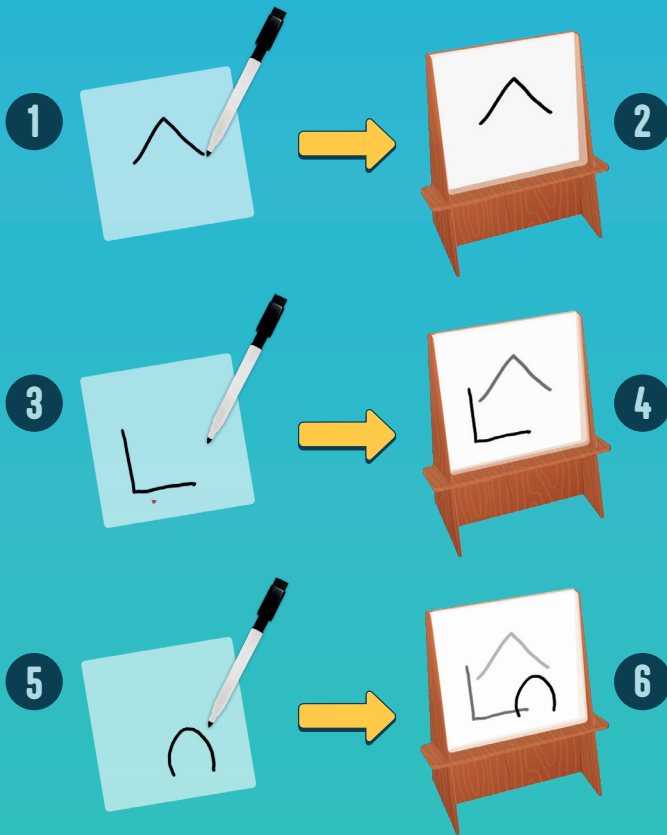
END OF THE ROUND

Once the Art Critic guesses the word or you decide to pass, the round ends. Perform the following steps:

- remove all the transparent sheets used in the round from the easel and put them back in the box (they will no longer be used in this game). In case you have decided to pass, also put back into the box 1 transparent sheet, taken from the pile of those not yet used;
- keep the card for the final score, face up, next to the playing area, if the Art Critic has guessed the word. In case you have decided to pass, put back in the box the card relating to the unguessed word (it will not be considered in the final score);
- finally, proceed to a new round (see *New Round, New Word!* below).

NEW ROUND, NEW WORD!

After a word has been guessed, or when players have decided to pass, the round ends and the next round begins. The player sitting on the left of the last Artist who drew becomes the new Art Critic. All other players will be the Artists instead. The Art Critic draws a new card and a new round is played according to the rules described above.



Example: The chosen word is “House”. The first Artist draws two joined straight lines (1) and places the transparent sheet on the easel (2). The Art Critic says “Mountain” and “Triangle” and doesn’t guess. It is the turn of the second Artist who again draws two joined straight lines (3) and places the transparent sheet on the easel (4). They, unfortunately, couldn’t draw the lines to match the previous drawing, so they hope the Art Critic is imaginative enough to figure out what it is. Unfortunately, the Art Critic do-

esn’t guess. The third Artist draws a curve (5) and places their transparent sheet on the easel (6). Also this time the shape doesn’t match perfectly, but the Art Critic is able nonetheless to guess the right word: “House!”.

The round ends. The 3 transparent sheets on the easel are discarded from the game and the card with the guessed word is kept on a side of the playing area for the final scoring.

It’s time to play a new round!

END OF THE GAME

When the 25th transparent sheet is placed on the easel, the Art Critic has one last chance to guess the word (as usual, they has 2 attempts to do it). After that, the game ends immediately.

Count the cards set aside, containing the words you were able to guess, and evaluate your performance by reading the table on the following table:

10 or more	Legendary! Your drawings are so perfect that they could be displayed in an art gallery.
8 or 9	Incredible! Apart from a few details to be refined, your artistic works border on perfection.
6 or 7	Well done! You are a skilled artist.
4 or 5	Without infamy and praise! You could do much better!
2 or 3	You have shown that you can hold a marker in your hand. Now you should learn how to use it.
1	It seems that your future is not in art.
0	The important thing is that you have fun. Maybe one day you will also learn to draw!

Remember: Before putting the game away or before the next game, in case you want to play another one immediately, make sure to properly erase your artistic lines on the transparent sheets.

CREDITS

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