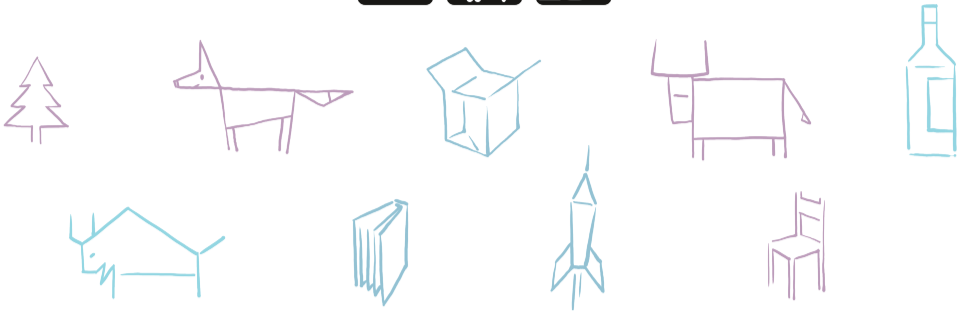


# KONTOUR®



## Contents



48 cards



1 sand timer (30sec.)



1 pencil



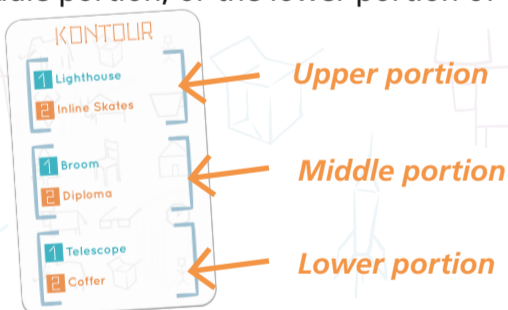
1 drawing pad

## Concept and Goal of the Game

In KONTOUR, you will take turns guessing words, using up to 15 pencil strokes. The player who draws and the player who guesses correctly score points. The first player to earn 10 points wins the game.

## Setup

Shuffle the cards to form a face-down deck in the middle of the table. Everyone agrees whether to play the entire game with the upper portion, the middle portion, or the lower portion of the cards.



## Playing the Game

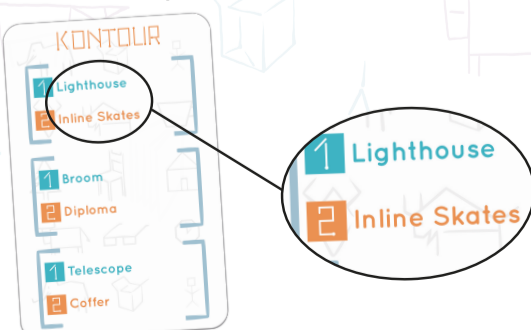
The player with the worst drawing skills will be the first artist, and takes the drawing block and the pencil. The artist takes the top card from the deck and flips it over to discover the words that were on the face-down side of this card.

As soon as the artist has taken the card, flip the sand timer. The artist then has 30 seconds to make someone guess one of the two words from the portion of the card chosen for this game.

**Example :** The players have decided to play with the upper portion of the cards. The first artist flips this card and thus has the choice of making the other players guess either "Lighthouse" or "Inline Skates".

The **blue** word is worth 1 point if the artist gets someone to guess it.

The **orange** word is worth 2 points, but it is more difficult.



## Rules for the artist:

- You must count each pencil stroke you make. You must stop drawing as soon as you have made 15 strokes, or as soon as the sand timer runs out.
- 1 stroke = one straight line.
- You are not allowed to draw a curve.
- You are allowed to extend a stroke that you made before without counting it against your total of 15.
- You are not allowed to draw arrows, numbers, or letters.
- You are not allowed to speak, but you can gesture to indicate whether a guess is close to or way off the right answer.
- If someone makes a guess that is reasonably close to the word you are trying to make them guess, their guess is correct (for example: Doctor - Physician, Ship - Boat). The same goes for masculine/feminine terms (Actor - Actress).
- If someone makes a guess that includes the correct response, their guess is correct (for example, Tennis Racquet when Tennis is the correct response).

## Rules for the guessers:

- There is no limit to the number of guesses you can make.
- If the artist has drawn 15 strokes and there is still time remaining, you can continue to make guesses.

If someone guesses the word before the sand timer runs out, that player earns **1** point, and the artist earns **1** or **2** points, depending on the word the artist chose (**1 point for a blue word, 2 points for an orange word**). Track your points with cards: The player who guessed the word takes the card with the word on it. Then the artist takes **1** or **2** cards from the deck, depending on whether it was a **blue word** or an **orange word**. If several players give the correct response at the same time, and it is impossible to say who got it first, each of them earns 1 point, drawing a single card apiece from the deck to track their score.

If no one guesses the word before time runs out, no one gets any points.

Once the turn is done, the player to the left of the artist becomes the new artist.

## End of the Game

The first player to earn 10 or more points wins the game.

If there is a tie at the end of the game, the player with the lowest score will become the artist for a tiebreaker round, in which only the players tied for the win get to guess. The first to give the right answer wins!

## Variant

Each player only gets 2 guesses at the right answer.

**Designer :** Ignacio Sánchez Usera (Apronman)

**Illustrations :** Jonathan Aucomte

**Translator :** Nathan Morse

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ZAL Les Garennes  
62930 - Wimereux - FRANCE  
[www.gigamic.com](http://www.gigamic.com)



WARNING ! Not suitable for children under 3 years, because small parts could be swallowed.  
Keep this information and address for future reference. 10-2017

