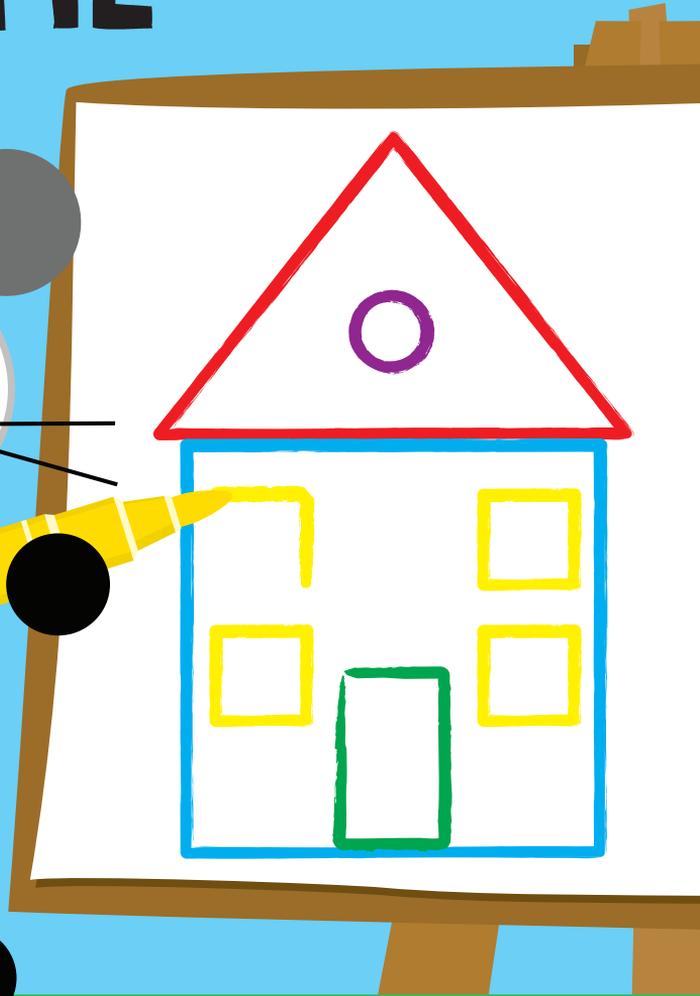
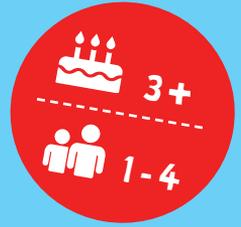


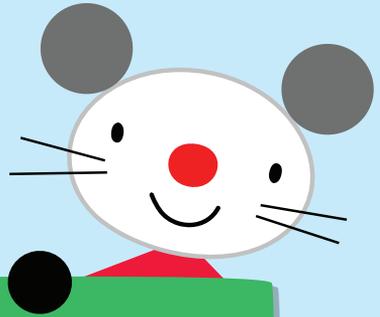
Arty Mouse™

DRAWING GAME



Early learning through art

Arty Mouse™ DRAWING GAME



Arty Mouse Drawing Game is an early learning through art game that teaches children about colours and shapes while also developing their artistic talents in fun and exciting ways!

This lively game will help to inspire your child's creativity, and Arty Mouse will help your child to learn the priceless life skills of cooperation and critical thinking.

The game is designed to grow with your child. It offers greater challenges as their skills improve, and multiple game modes allow you to adapt the play to your child's level of skill and their interests.

Gameplay is simple: use the dice and cards to generate different combinations of shapes and colours, and then use them to make the best drawing possible.

Arty Mouse and his friends are ready; are you?
Let's get started!

Players: 1-4

Age: 3+

Time: 5-20 minutes

COMPONENTS

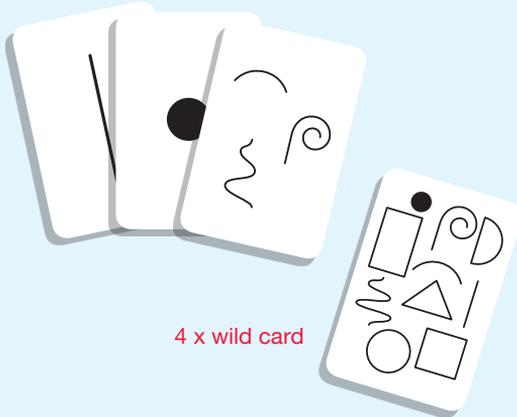
Shape Cards

x 46

6 x rectangle, triangle, square, circle, semicircle



4 x straight line, dot, spiral



4 x wild card

6-sided Colour Dice (showing 5 different colours and a rainbow)

x 1

Marker pens

x 5

Wipe-clean boards

x 4

Picture Cards

x 16



PARENTS

Before starting, **ask your child to identify the elements** (objects, shapes, and colours) featured on the Picture Card(s) you plan to use by asking them to name each element or to find cards featuring specific elements.

You can also spend some time helping your child **draw different pictures**. Start with basic shapes, and don't worry if your child doesn't get it immediately. Just encourage them and enjoy their progress.

Once you are ready to play, and regardless of your child's age, **start with the basic version** of the game. You can keep things interesting by playing the **advanced game mode and variants** which are designed to challenge and develop your child's critical thinking skills.

BASIC GAME (FOR AGES 3-5)

The goal of the Basic Game is to **recreate the image shown on a Picture Card**.

SETUP



- > **Shuffle the Shape Cards** and place the deck face-down on the table.
- > Place the **markers** on the table and give each player a **wipe-clean board**.
- > **Reveal one random Picture Card** and **place it face-up** on the table (for younger players use simpler pictures).

The Colour Dice is not needed in the basic game.

GAMEPLAY

The youngest player goes first. When it's their turn:

1. Your child will **take a Shape Card** from the deck and show it to everyone.
2. Help your child **search the Picture Card for the shape shown** on their Shape Card. If the Shape Card:
 - a. **does not match a shape** on the Picture Card or cannot be added to a drawing, **their turn is over**.
 - b. **matches a shape** on the Picture Card, they can **continue** with the turn.

Wild and Spiral Cards will let your child select one shape from the card.

3. Ask your child to **find the marker matching one of the shape's colours** on the Picture Card.
4. They may then **add the shape on the Shape Card to their drawing**. It can be added multiple times, and in any size, but in only **one colour**.
5. Play then passes to the **next player** in clockwise order.



For example: if you have drawn a triangle Shape Card and the Picture Card shows four triangles, three purple and one red, you may draw either the three purple triangles or the one red triangle.



If the Picture Card shows the shape from the Shape Card in more than one colour, they must select only one of those colours. Used Shape Cards should be placed onto a face-up discard pile. If the deck ever runs out, shuffle the discarded cards to form a new deck.

END OF THE GAME

The player who **completes their picture first is the winner!**

Players should declare that their picture is complete. If a player made a mistake, that's OK! Continue with the game.

Only use the wipe-clean boards for your drawings. Don't draw on the cards!



ADVANCED GAME (FOR AGES 5+)



The advanced game **adds the Colour Dice and scoring**, which adds some strategy and complexity.

SETUP

Set up as for the Basic Game with addition of **placing the Colour Dice** on the table.

GAMEPLAY

The advanced game is played like the basic game, with the following changes:

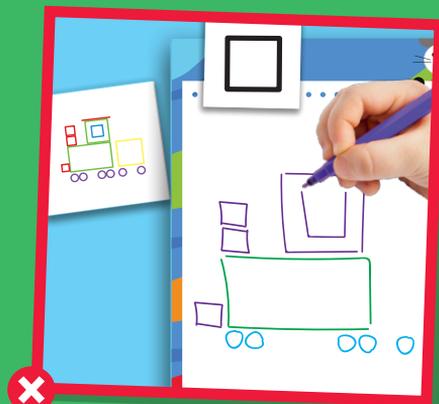
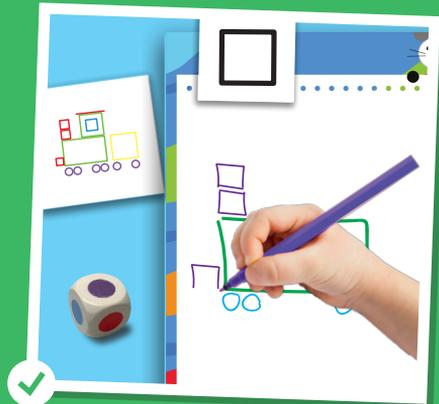
1. If your child's **Shape Card matches a shape** on the Picture Card, have them roll the Colour Dice.
2. Instruct your child to **take the marker matching the dice roll**.

If they rolled a rainbow, they may select a marker of any colour.

3. They may then **add to their drawing**, using only the shape on their Shape Card, which can be added **multiple times**, and in any size, but drawn only in the **colour matching the dice roll** (see example on the right). **The colour on the dice does not need to match the colour of the shape on the Picture Card.**

If a shape can be found on the Picture Card in more than one colour, they cannot draw all of those shapes at once. They must choose one colour of this shape (as shown on the Picture Card) and draw it on their board in the colour matching the dice roll.

Example: Maria revealed a square Shape Card and then rolled purple on the Colour Dice, so she must use the purple marker this turn. She may add as many squares in any size to her drawing as she likes, but they must all be the same colour on the Picture Card. In the illustration below, the Picture Card shows red, blue, green and yellow squares. If Maria chooses to use the purple marker to draw the red squares in the picture, she cannot use the purple marker to also draw the blue squares in this turn.



ADDITIONAL VARIANTS

It's OK to draw shapes in colours different from those shown on the Picture Card, but matching colours will get extra points! If your child wants to try to earn extra points by matching colours, they may choose not to draw anything when it's their turn.

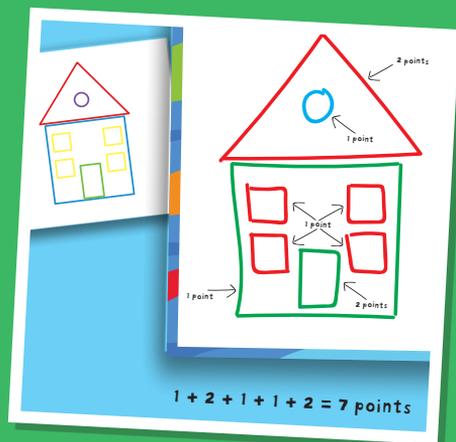
END OF THE GAME

The game ends when one of the players declares that their **picture is complete**.

SCORING

A player receives **1 point** for each **shape drawn in the correct place** and **1 additional point** for each correctly-placed shape that is also the **correct colour**. The winner is the player with the most points!

Example of Advanced Game scoring:



Arty Mouse Drawing can be used to structure some really **fun art sessions**. We recommend the following gameplay variants:

CHALLENGING COMPETITION

Play **multiple rounds** and collect as many points as you can before the game ends.

1. Choose the **basic or advanced game** and decide **how many rounds** you would like to play (we recommend three rounds).
2. For each round use a **new Picture Card**.
3. At the end of each round, **calculate players' scores** and write them down. For the basic game score 1 point for each shape drawn in the correct place, for advanced game use the advanced game scoring.

The player who accumulated the most points at the end is the winner!

FREEFORM

This **non-competitive mode** will help inspire your child to create new and imaginative drawings!

Each player will take a turn **taking a Shape Card** and **rolling the Colour Dice**. Then they will draw that shape on their board in the indicated colour. In multiple turns interesting drawings can emerge!

This variant does not require Picture Cards.

COLLABORATIVE

In this mode, players will **team up to create a collective work of art**. This variant uses rules for the Advanced Game, with the following changes:

1. Use only **one wipe-clean board**.
2. Players **work together** to recreate the image on a Picture Card.
3. When you complete the picture, count your group's score as in the advanced game mode. **Try to beat your score next time!**

COLLABORATIVE FREEFORM

The goal is to **create a collective artwork** without a Picture Card. Players will instead rely on their imaginations to create something spectacular!

In this mode use **only one wipe-clean board**. Shuffle the **Shape Cards** and place the deck face-down on the table along with the **Colour Dice and markers**.

1. When it's a player's turn, they **roll the dice** and **take a Shape Card**.
2. The player uses the revealed shape and rolled colour to **add to the collective drawing**.
3. Play then **passes to the next player** in clockwise order.

The game continues until **all the players agree that the drawing is complete**. At the end admire the group's creation!

This variant does not require Picture Cards.

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