



# Cartoon It!

## INSTRUCTIONS



 **WARNING:**  
CHOKING HAZARD — Small parts  
not for children under 3 yrs.

**AGES**  
**6 and up**  
2 to 6 players

# Cartoon It!

For 2-6 players ages 6 and up

Sharpen your memory and your drawing pencil as you play this fun, fast-paced memory game! Players earn points by sketching cartoon characters from memory. You don't need to be an artist to play and you'll likely surprise yourself with hidden drawing talents!



## CARTOON IT! INCLUDES:

- 50 Character Cards
- 30-Second Game Timer
- Features Board
- Cartoon Drawing Pad with Drawing Sheets  
(If additional Drawing Sheets are needed, visit [www.thinkfun.com/CartoonIt](http://www.thinkfun.com/CartoonIt) to print more.)
- 6 Pencils

## Learning Skills:

- Memory
- Visual Discrimination
- Drawing Skills
- Spatial Recognition

## Your Goal:

Earn points by correctly memorizing and drawing cartoon characters based on six specific features. The player with the most points after five rounds is the winner!

## Setup:

1. Before the game begins, players should take a few moments to familiarize themselves with the different types of features on the Features Board.
2. Position the Features Board so that when it is set up (tent position), all players will be able to see it easily.
3. Shuffle the Character Cards and place them face down next to the Features Board.
4. Give each player a pencil and five Drawing Sheets from the Drawing Pad.
5. Decide who will be your first “Cartoon Captain.”

## Steps to Play:

1. The Cartoon Captain should:
  - a. Fold the Features Board face-down to hide the features for the Memorizing phase of the game.
  - b. Deal one Character Card face-down to all players, including the Cartoon Captain. Leave the rest of the deck face-down next to the Features Board. Players should not look at their card yet.
  - c. Have players write their name at the top of one of their Drawing Sheets and circle the number of the current round.

## MEMORIZING PHASE



2. The Cartoon Captain says “Memorize!” and flips the game timer. Each player, including the Cartoon Captain, now has thirty seconds to memorize the six features of the cartoon shown on their Character Card.
3. The Cartoon Captain monitors the game timer and when it runs out, he or she calls “Stop!” All players must immediately turn their Character Cards face-down.

## DRAWING PHASE

1. The Cartoon Captain raises the Features Board into the tent position so all players can see it. The game timer should now be placed within easy reach of all players.
2. The Cartoon Captain calls “Draw” to signal that all players start drawing the cartoon character that they have just memorized. Drawing is done from memory with visual help from the Features Board.



- Note:** Each cartoon character is made up of six individual features which combine together into a complete cartoon image. You will want to reference the individual features shown on the Features Board to help you recall your character.
3. The first player to finish drawing calls out “Cartooned It!” and flips the game timer. All other players now have thirty seconds to complete their drawings. The player who started the game timer is now responsible to watch it and to call “Stop!” when the game timer runs out. When “Stop!” is called, players must immediately put their pencils down and stop drawing.

## Scoring:

Each player passes his or her Character Card and Drawing Sheet to the player on the left to score. In successive rounds, players pass two players to the left, then three players to the left, and so on around in a circle.

### DRAWINGS ARE SCORED USING TWO METHODS.

**For less experienced players, use the Basic Scoring Method:**

1. Compare each complete feature that was drawn to the corresponding feature on the Character Card. If the feature can be identified as the correct feature, regardless of how accurately it was drawn or where it was placed on the character, check the box next to that feature.
2. If it is unclear which feature the Drawer was attempting to draw, the Scorer should discuss this with the Drawer. The Scorer should give the Drawer the benefit of the doubt.

**For players that are more accomplished, score using the Advanced Scoring Method:**

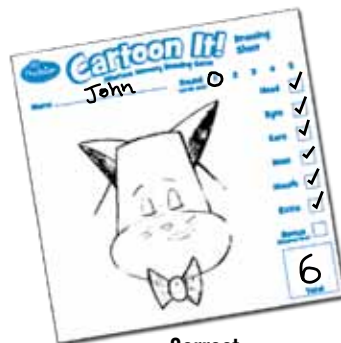
1. Compare each complete feature that was drawn to the corresponding feature on the Character Card.
2. Check the box for each feature only if:
  - a. The feature is identifiable as the correct feature.

- b. The feature is in the correct place on the head. (i.e., ears are above the eye line.)
  - c. The feature matches precisely. (i.e., each line is included, all of the necessary parts are colored in, and the lines are curved in the same direction.)
3. If there is any confusion as to what feature was drawn, or to the accuracy of the drawing, the Scorer should discuss this with the Drawer using the steps in the “What If We Disagree” section on page 9.

**Example:**



Character Card



Correct



Incorrect

Once all the features have been scored:

1. Check the bonus box if the player was the first to finish drawing and called out “Cartooned It!”.
2. Add up all the check marks and record the result as the total score in the lower right corner of the Drawing Sheet.
3. Pass only the scored Drawing Sheet (not the Character Card) back to the Drawer.
4. If there is a disagreement, discuss this with the Drawer now, using the steps in the “What If We Disagree” section on the following page.
5. Once the Scoring is complete, discard all Character Cards into a discard pile.
6. The round is now over and the person to the left of the Cartoon Captain becomes the new Cartoon Captain for the next round.

Play continues for five rounds.

## Winning:

After five rounds are completed, each player adds up their Grand Total Score from all five rounds. The player with the highest Grand Total Score is the winner!

### What if we disagree?

Occasionally disagreements may arise between Drawer and Scorer regarding whether a feature should earn a point or not. Should a disagreement arise, the Scorer should return only the drawing (not the Character Card) to the Drawer and discuss as follows:

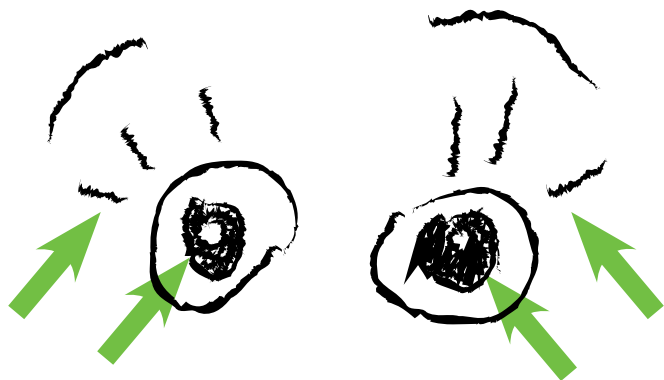
1. Ask the Drawer to point out on the Features Board what feature they were drawing.
2. If it is the correct feature (i.e., the Drawer remembered correctly and was attempting to draw the proper feature), ask the Drawer to identify specific characteristics of that feature that match both their drawing and the feature on the Features Board. Each feature in Cartoon It! has been carefully designed with key elements that make any one feature distinctly different from any other.
3. If the Drawer can point out some of the key elements on his or her drawing that match the correct feature, then the Scorer should award him or her the point.

Ultimately, the final decision rests with the Scorer. If the Drawer is awarded the point, the Scorer adjusts the score on the Drawing Sheet accordingly and passes the Drawing Sheet back to the Drawer.

## For example:

The Drawer should have drawn Eyes #2. The Scorer felt she drew Eyes #6 so no point was awarded. The Drawer disagrees with this scoring. Using only her drawing and the Features Board, the Drawer points out to the Scorer that she drew Eyes #2 because she drew eyelashes on both eyes as opposed to the single set of eyelashes in Eyes #6. Also, she drew really large pupils versus the small pupils in Eyes #6. Since the drawer was able to identify characteristics of her drawing that match Eyes #2, the Scorer awards her the point.

Drawer's Eyes

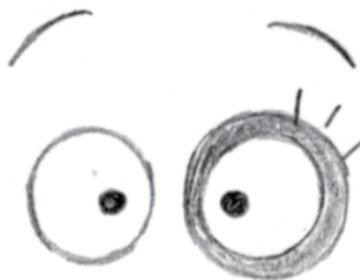


Correct Eyes = 1 point

Eyes #2



Eyes #6



## **TIEBREAKER:**

In the event of a tie, tied players will play a tiebreaker round. This includes the exact same game play as the regular game, except that during the Drawing Phase, no game timer is used. Instead, when the first player is finished drawing, he or she calls “Cartooned It!” and earns the bonus point. Immediately all other players must stop drawing such that they do NOT have thirty seconds to finish. Scoring occurs as usual and the player with the highest total score from the tiebreaker round is declared the winner!

## **Game Variations:**

### **LESS COMPETITIVE GAME:**

Younger players may be uncomfortable playing under time pressure. For a less competitive game, allow players as much time as they need to complete their drawings or set a comfortable limit for when drawing time is up (maybe you flip the game timer a couple of times) and don't offer a bonus point for fast drawing.

### **MORE COMPETITIVE GAME:**

To make a more competitive game, shorten the amount of time that players are allowed to memorize their Character Cards before they start drawing. For advanced players, consider showing the card for as little as five seconds.

For other fun activities to do with your Cartoon It! game, please see our Parent's Guide on pages 14 and 15!

## **About the Inventors**

Cartoon It!<sup>™</sup> was invented by Joyce Johnson and Christopher Hart.

Joyce Johnson is the award-winning inventor of many fun and educational games for players of all ages.

Christopher Hart is the world's leading author of How-to-Draw books, covering fantasy art, cartoons, and educational subjects. He currently has over 3 million books in print, and has won numerous awards and commendations.

This is the first game they have created for ThinkFun.

## Parent's Guide

Playing Cartoon It!™ is a great way for children to learn how to draw with confidence! The surprising secret about it is that it is as much a memory game as it is a drawing game. Players will discover the power that comes with improving their ability to isolate individual cartoon elements and remember specific features. With creative illustrations and easy-to-learn drawing techniques, Cartoon It! helps children improve memorization, visual discrimination and fine motor skills.

**Here are some tips on how to get the most out of Cartoon It! with your child.**

- 1. Know the Game:** It's helpful for children to have a chance to familiarize themselves with the various game components before cooperative or competitive play begins. Encourage your child to look closely at the features on the Features Board. Let them have fun creating their own cartoons by choosing one of each feature and making a drawing for you.
- 2. Attention to Detail:** Sometimes children will draw a feature incorrectly by drawing a nose upside down or the eyes too far apart. This can be used as an opportunity to compare their drawing to the Character Card and have them point out how the features are different. Paying close attention to detail will teach them to focus on what is unique about a specific feature. (Using the basic scoring method, players who draw a feature with some inaccuracies should still earn a point in the game as long as the feature is recognizable as being the correct choice.)

- 3. Practice Drawing:** One of the best parts of Cartoon It! is learning to draw! Here are two fun ideas for using the game to further practice drawing skills.
  - **Draw What You See:** Organize practice sessions where you call out specific individual features, such as “Nose Number 3”, and have players draw just that feature while studying the Features Board. This will help them to distinguish among features and build their drawing skills.
  - **Draw by Numbers:** Create your own cartoon character by listing out six specific numbers (Head #2, Eyes #4, Nose, #1, etc.) It's fun to see how the features come together to form a unique character!
- 4. Build Memory:** Using characters your child has created from the Features Board or the Character Cards from the game, practice memorizing the six features. Give your child 30 seconds to memorize the card and then ask them to point out the features on the Features Board.
- 5. Celebrate Your Drawings:** Encourage imaginative play by bringing your characters to life! At the end of a Cartoon It! game, encourage players to make up a special name for their newly drawn characters or have them act out the character's behavior for the group.
- 6. Have Fun:** Cartoon It! is a fun thinking game for players of all ages. We hope that Cartoon It! will provide many hours of laughter and learning for you and your child.



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