

2. Accept answers that mean the same thing as the picture-word. For example, accept *car* if the word is *automobile*. However, if the word is *convertible*, then *car* is not acceptable because it is not specific enough. When a team's answer is too vague, tell the team that the answer needs to be more specific and give the team one more chance to answer.
3. Don't bid too low to start. If you bid high and your opponent drops out, then you get the advantage of having more sticks and stones to build with than you really need.
4. When it's your turn to build a picture, have a teammate keep count of your pieces so you don't go over your bid limit by mistake.

"That's impossible!"

When one picture-builder thinks that a picture-word is too hard to build, that player dares his or her opponent to attempt it. If the opponent accepts the dare, then there is no bidding and no limit on how many sticks and stones can be used. The points and time limit are doubled.

If both picture-builders agree that the word is too hard to build, they may select another card.

GAME VARIATIONS

For younger players: Instead of rolling the die to determine the picture-word, allow younger players to choose their word from the card. Each card contains at least one very easy picture-word.

For 3 players: In this variation there are no teams, bidding or time limits.

1. All 3 players roll the die. Whoever rolls the lowest goes first.
2. The first player draws a word card and rolls the die to determine the picture-word for the round.
3. The first player builds the picture.
4. The other 2 players can guess what the picture is supposed to be at any time. There is no penalty for wrong guesses.
5. Both the picture-builder and the first correct guesser earn 5 points.
6. Play continues to the left.
7. The first player to earn 50 points wins. The game may only be won by a final guess. If a player earns 50 points by building, he/she must continue playing until correctly guessing another player's picture.
8. In case of a tie, the player with the lowest score is the picture-builder until the tie is broken with a correct guess.



A PREHISTORIC PICTURE-MAKING RACE!

CONTENTS

- 20 Short sticks
- 20 Long sticks
- 15 Stones
- 75 Game cards
- 1 Arrow
- 1 Die
- 1 60-second sand timer
- 1 Burlap bag for game pieces



OBJECTIVE

Players make pictures using as few sticks and stones as possible. Then, teammates try to guess what the pictures are. Earn points for correct guesses. Get to 50 first and win!

SETUP

1. Divide players into 2 teams of 2 or more. Large teams do not need to have the same number of players.
2. Place the stack of cards face-down in the center of the play area so players can't see the picture-words.
3. Separate short sticks, long sticks, and stones into different areas on the table.



HOW TO PLAY

1. Choose a player from each team to be the first picture-builders.
2. Each picture-builder rolls the die. Whoever rolls the lower number draws the first word card. That player rolls again to determine which word on the card is the picture-word for the round.
3. Both picture-builders look at the word and separately try to figure out how to build the picture with as few sticks and stones as possible.
4. The player who chose the word card opens bidding by saying how many sticks and stones he or she will need to build the picture. (For example, the player might say, "I can build the picture with only 9 sticks and stones.") Players may bid back and forth, lowering their bids several times. Whoever finally bids the lowest number of sticks and stones gets to build the picture.
5. The low bidder has up to 60 seconds to build the picture.



Permitted

- The low bidder may use less time and fewer pieces than he or she bid, if desired.
- The low bidder may use the arrow as a free piece to point to a specific place in the picture.

NOT Permitted

- If the low bidder uses more pieces than he or she bid, then the opposing team automatically earns the round's points.
- The picture may not include numbers or letters.
- The picture-builder is not permitted to use verbal or physical communication or to animate or bend the sticks and stones.
- No guessing is allowed during building.

6. Turn over the sand timer. The opposing team monitors the time and calls, "Time's Up!" when the 60 seconds are up.

7. When the picture is finished or time runs out, the low bidder's team discusses the picture and guesses what it is. The team may only offer one answer. If the answer is correct, the team earns 5 points. If the answer is incorrect, the opposing team can:

- A) automatically earn 5 points, or
- B) try to guess the picture, earning 10 points if they're correct or 0 points if they're incorrect.



The picture-word is *wink*.

8. After each picture-building, return the pieces to their piles on the table.
9. Play continues with 2 new picture-builders. The team that did not score in the previous round selects the word card, rolls to determine the picture-word, and starts the bidding for the next round. If neither team scores, the same team selects the word card.
10. The first team to earn 50 points wins the game.

KEEPING SCORE

When a team wins a round, it keeps the word card from that round. Each word card is worth 5 points. Ten cards equal 50 points, which wins the game.

If your team earns double points, then take an extra card from the center pile.

Before beginning play, teams can agree on a shorter or longer game with a higher or lower number of points needed to win.

HINTS

1. Some words, like *leaf*, are easier to depict if you include things commonly seen with them. For example, to build a picture of a leaf, simply build a flower with a stem and leaves. Use the arrow to point to a leaf.

