



3-6 players | 10-20 min | Ages 6+



Let's create one picture together!
Each player draws a different part—such as the “head,” “eyes,” or “mouth.” Stack the drawings, and have the guesser figure out what the completed picture is!



Contents

- 1 Rulebook (this sheet)
- 5 Transparent Canvases (square)
- 5 Markers
- 10 Role Cards
- 6 Base Cards (postcard size)
- 42 Theme Cards (each card has 6 themes on each side)
- One side of one card is blank (Level 2 / Other).
- You can write up to 6 original themes and play with them.
- Theme Cards are in Japanese only, but you can create your own themes to play.*

Note: A timer is recommended (not included).

Basic Rules



Choose one player as the Guesser. All players take a Base Card. Non-guessers also take one marker and one transparent canvas. The Guesser turns around.

① Choose the Theme

The player to the Guesser's right is the Navigator. They choose a theme and share it with all non-guessers. As long as everyone knows the theme—even vaguely—you can continue.

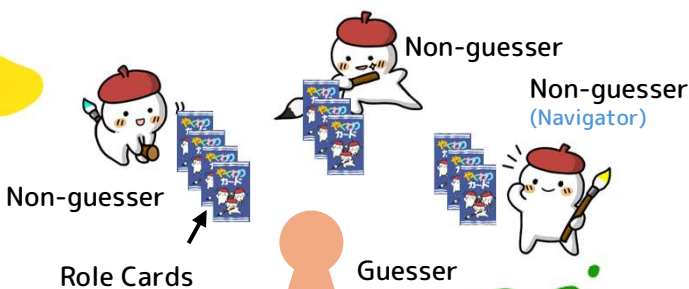
If a player knows the theme even vaguely, it still counts as “knowing it.” (In fact, half-remembered knowledge often makes the game more fun!)



If someone doesn't know it, you may: give a hint (without the Guesser hearing), or let them look it up for 3 seconds.

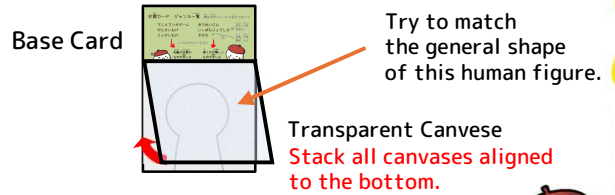
② Deal the Roles

Starting from the player to the Guesser's left, deal Role Cards randomly in clockwise order. Do not give any to the Guesser.



③ Draw

Place your transparent canvas on top of the Base Card. Draw only the part shown on your Role Card for the chosen theme. (Recommended: within 1 minute, regardless of the number of roles.) Do not use any text—drawings only.



If you finish early due to having little to draw, let others know. If time remains, you may add simple background elements (e.g., aura effects). Do not interfere with other players' drawing areas.



④ Stack and Guess

Place one Base Card face down, then stack all transparent canvases on top. The Guesser looks and answers. You can reveal all at once for a quiz-like feel, or stack them one by one with the Guesser watching for more excitement.



If the Guesser is unsure or incorrect, they may ask questions such as:

- “What's the first letter?”
- “Do an impression of the character (voices allowed)”
- Yes/No questions (e.g., “Is it an animal?”)



⑤ Next Round

Pass the roles of Guesser and Navigator to the player on the left, then return to Step 1. Play as many rounds as you like.

At the end, talk about your favorite theme, enjoy the results, and feel free to share your creations on social media.

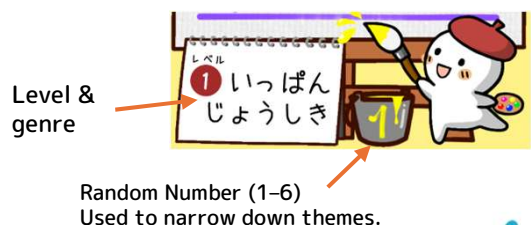
Notes

The Guesser can share preferences in advance (e.g., “I'm not good with this genre” or “Level 2 is my limit”) to avoid unknown themes.

With 5 or fewer players, you can play **without a Guesser**. Instead, evaluate the final image together, **have someone not in the game guess, or post it on social media as a quiz.**

When using Theme Cards (Japanese only), note that they are double-sided. We recommend placing them in the case with the top side facing inward, then drawing from the front. (The correct orientation shows the level and genre as in the illustration.)

If you want to narrow the themes, use the number on the top card for the first round, and for later rounds, refer to the number from the previously used Theme Card.



Optional Rules



If the basic rules feel too easy, try adding some challenges. For example, increase the level after two consecutive correct guesses, or add restrictions for skilled players.

Level 1 Draw with your **non-dominant hand**

Level 2 Draw as if you were a **small child**

Level 3 Draw with the Base Card and canvas **upside down**



Level 4 Draw the character with the **opposite personality**

Level 5 Draw in the style of a **famous manga artist**

Level 6 Remove the "left eye" Role Card and have everyone draw a **left-facing** character

Level 7 Draw the character **30 years later**

Level 8 Draw the character as the **opposite gender**

Level 9 Draw the character as a **baby**

Level 10 **Chimera Mode**

Adds changes to Steps 1, 3, and 4.

① Choose the Theme
The Navigator selects two themes. To save time, players can prepare themes during the previous round.

③ Draw
For the two themes (A and B), draw whichever part contributes best. You may mix elements from both, but do not discuss who draws what.

Examples:

"The ears are more distinctive in B, so draw B's ears."

"Draw A's nose and B's mouth."

"Combine A's hat with B's hairstyle."

"Others may draw B, so I'll focus on A."

④ Stack and Guess
Before revealing, tell the Guesser that it is a chimera. After 30 seconds or after an incorrect guess, the Guesser may ask questions for each character.

Care Instructions



To clean the transparent canvases thoroughly, rinse them with water, then gently wipe with a clean tissue or cloth.

Do not use alcohol.

It may cause damage such as melting or cracking (chemical cracking).

Variant Rules



The basic rules are designed for casual, party-style play. For first-time groups or players who prefer strategy, you can add scoring and play more competitively.

Cooperative with Scoring

In Step 4, stack the canvases one by one, starting from the player to the left. After each canvas is added, the Guesser makes a guess. No questions are allowed.

Correct answer: 1 point

If guessed early: gain additional points equal to the number of unrevealed players

If the Guesser does not know the theme, replay the round. Play one round per player and aim for the highest score.

If you have two copies of the game, each part can be drawn on a separate canvas and stacked one by one for more fun.

In this case, up to 11 players can play (1 Guesser + 10 others). This applies to the basic rules as well.

Competitive (Werewolf, 4–6 players)

Up to 10 players with two copies

After choosing the theme in Step 1, the non-guessers play rock-paper-scissors to select one Werewolf Artist. The Werewolf looks at the Role Cards, secretly chooses one, then shuffles the remaining cards face down and draws one at random. The remaining cards are shuffled and dealt randomly to the other players.

In this mode: No background drawing (Step 3). The Guesser may not ask questions (Step 4). Stack all canvases completely before calling the Guesser.

If the Guesser answers correctly, all non-werewolf players gain 1 point each. If the Guesser fails, the Werewolf gains: 2 points (Level 1 theme) 1 point (Level 2 or higher). Play one round per player. The player with the highest score wins.

Q&A



Q. Who draws wrinkles, scars, moles, tattoos, or patterns?

A. The player responsible for that part draws them.

For example, around the eyes → the "eyes" player.

If it affects the whole face, the upper half is drawn by the "head" player and the lower half by the "outline" player.

Q. I drew the same thing as someone else!

A. If it could be interpreted either way, leave it as is.

If you clearly drew another player's part by mistake, erase it.

Q. I don't remember well—can I skip drawing?

A. No—please draw it anyway using your imagination. That's part of the fun!

Q. This character doesn't have a mouth.

A. Leaving it blank intentionally is fine.

If you have extra time, you can add simple background details.

Q. Can I tilt the drawing slightly left or right?

A. Yes—you may suggest something like, "Let's all tilt slightly left."

Credits



Game Design / Artwork:
Chacha

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Special thanks to everyone who helped with playtesting and proofreading, and to all who have supported this game.

