

BEARDED

(adj.) having a beard

CRAZY

(adj.) not sensible
or logical

DEAD

(adj.) not living

DORKY

(adj.) stupid, inept,
or unfashionable

EVIL

(adj.) morally
bad or wicked

GIGANTIC

(adj.) being beyond the
ordinary or expected,
very large or heavy

HAPPY

(adj.) fortunate, enjoying
well being and
contentment

LUMPY

(adj.) having
or full of lumps

OLD

(adj.) having lived
or existed for
a long time

SAD

(adj.) filled with or
expressing grief or
unhappiness

SICK

(adj.) affected with
disease or ill health

SMART

(adj.) intelligent

STRONG

(adj.) having or
marked by great
physical power

TIRED

(adj.) weary

WEALTHY

(adj.) having a large
sum of money or riches

UPSIDE

DOWN

(adverb) with the upper part where the lower part should be; in an inverted position

ANGRILY

(adverb) with anger, strong feeling of displeasure

AWAY

(adverb) to or at a distance from a particular person, place or thing

BRAVELY

(adverb) in a courageous manner; feeling or displaying no fear

BRIGHTLY

(adverb) with brightness; quality of having or giving off light

CALMLY

(adverb) with self-possession, especially in times of stress

INDOORS

(adverb) into or within a building

LAZILY

(adverb) in a slow and lazy manner

PROUDLY

(adverb) with pride, in a proud manner

FURIOUSLY

(adverb) in a wild and stormy manner

DRAMATICALLY

(adverb) in a very impressive manner

ENDLESSLY

(adverb) infinitely; continuing forever without end

SLOPPILY

(adverb) in a sloppy manner

RIGIDLY

(adverb) in a rigid or stiff manner

WISELY

(adverb) in a wise, knowledgeable manner

BANANA

(noun) high in potassium; slippery

BICYCLE

(noun) two wheeled mode of human powered transportation

CAT

(noun) kings and queens of the Internet

FOX

(noun) so sly

KANGAROO

(noun) what's hiding in the pouch?

LION

(noun) king of the jungle

MONKEY

(noun) a barrel full does not seem all that fun

NARWHAL

(noun) the unicorn of the sea

OWL

(noun) who?

DOUGHNUT

(noun) glazed, jelly, Boston cream, apple cider, bear claw

PANTS

(noun) Fancy dancing pants from Nancy, France

BUTTERFLY

(noun) a moth's pretty cousin

PEACOCK

(noun) so proud

PENCIL

(noun) don't worry, you can erase

PIZZA

(noun) special delivery

PUMPKIN

(noun) Jack-o-Lanterns were made out of potatoes before they were made out of pumpkins

RABBIT

(noun) quick like a bunny

RACCOON

(noun) nature's bandits

SEAGULL

(noun) seagulls fly over the sea, bagels fly over the bay

SHARK

(noun) you can find my teeth on the beach

SKUNK

(noun) so stinky

SPACESHIP

(noun) take me to your leader

SUN

(noun) SPF 1 Billion

TIGER

(noun) nice stripes

TOILET

(noun) remember to flush

UNICORN

(noun) the envy of all horses

VAMPIRE

(noun) I want to suck your blood!

WIZARD

(noun) lighting bolt!

T-REX

(noun) such little arms

ZOMBIE

(noun) braaaaaiiins

BREAK

DANCING

(verb) an energetic and acrobatic style of street dancing

BURNING

(verb) to be or set on fire

DUNKING

(verb) making a basketball shot by jumping into the air and forcing the ball through the basket with one or both hands

EATING

(verb) taking into the mouth, chewing and swallowing

EXPLODING

(verb) bursting with violence and much noise

POOPING

(verb) having a bowel movement, excreting feces

POLE

VAULTING

(verb) clearing a high bar with the aid of a long pole

SCREAMING

(verb) crying out, sounding, or uttering loudly and shrilly

SHOPPING

(verb) buying items in exchange for money

SKATEBOARDING

(verb) riding or performing tricks on a skateboard

SLEEPING

(verb) resting or being in a state of sleep

SNORKELING

(verb) swimming underwater using a snorkel

THROWING

(verb) sending through the air especially with a quick forward motion

SURFING

(verb) riding the surf (as on a surfboard)

PAINTING

(verb) making a picture or covering something using paints

Düdle

The game of drawing cards and drawing pictures.

What you need to play

- The 4 decks of cards you printed! (15 Adjectives, 30 Nouns, 15 Verbs, and 15 Adverbs)
- Paper to draw on
- Pencils or pens to draw with
- Coloring supplies (optional)

Objective

Be the artist with the most points at the end of the round.

Phase 1: Draw Cards then Draw Pictures

Each player draws 5 cards and keeps their hand secret from the other players.

Hand: 1 Adjective, 2 Nouns, 1 Verb, 1 Adverb

Players arrange their cards into a phrase and try to illustrate that phrase. Everyone works on their drawings simultaneously. The Adjective, Verb, and Adverb cards include definitions that may be helpful when drawing. The Noun cards only include fun flavor text.

Optional: Decide on a time limit for the drawing phase. When everyone is ready to draw their phrase start a timer.

Example Hand:

Adj: Happy, N: Toilet, N: Peacock, V: Throwing, Adv: Indoors

The artist could create and illustrate any of the following:

a Happy Toilet-Peacock Throwing Indoors

a Peacock Throwing a Happy Toilet Indoors

a Happy Peacock Throwing a Toilet Indoors

When everyone has finished drawing, or the optional timer runs out, the guessing phase begins.

Phase 2: Reveal Pictures and Guess Words

The artist who most recently ate a doughnut reveals their drawing first.

All other players work together to decipher the drawing and guess the words in the artist's hand. The artist may not assist or give hints to the other players, but the artist may lay their cards face down to show how they organized the words in their phrase. *(Optional: Set the timer again to limit the amount of time for discussion and guessing.)*

The guessing players must come to a consensus and submit a final answer. Write the final answer on a scrap piece of paper to make scoring easier. Only when the final 5-word answer is submitted does the artist reveal their cards.

Print & Play Official Rules

Düdle is a game about creativity so we encourage you to adjust and change the rules laid out here.

Have fun making your own house rules or use some of the ones we have come up with.

www.DudleGame.com

Phase 3: Scoring

When the artists reveal their hand they score points for each word the other players guess correctly.

The artist receives 2 points for each word guessed exactly.

The artist receives 1 point for each synonym or similar word guessed. Majority rules when deciding if a word is close enough to earn the artist a point or not.

Add up all the points and that is the artist's score. To keep track, write it on the back of the drawings. It can be fun to also record the artist's phrase and the group's final answer on the back.

Continue clockwise revealing drawings, guessing, and scoring until all artists have revealed their drawings and earned a

Optional House Rules

These are some alternate rules and variations that you may enjoy!

Alternate Hands

Just because the standard hand is Adj, N, N, V, Adv doesn't mean you have to use it! Why not try these alternate hands.

Adjective, Noun, Noun, Verb

Adjective, Noun, Verb, Adjective, Noun

Adjective, Noun, Verb

Tradsies

Drew a card you don't like or understand? Discard it and draw another, but this card will only be worth 1 point even if guessed exactly.

Peer Timer

Don't have a timer, but still want to keep the game moving? Finished and waiting artists have the ability to heckle, irritate, annoy or otherwise persuade other players to finish.

Scoreless

Play without keeping score. Decide the winner another way (who's picture is funniest, ugliest, etc.) or don't have a winner at all!

Hive Mind

Deal 5 cards face up. Everyone draws the same phrase. Reveal, laugh, and vote on a favorite.

What other ways can you think to play? Bonus points if you send it to DudleGame1@gmail.com