

AND MAKE AN EVEN DUMBER TABLETOP GAME

“Has anyone just ever homebrewed a Drawfee campaign where you have to be Drawfee?”– Karina Farek, Drawing Suggestions Grab Bag

BASIC CONCEPTS

- POV You Are Drawfee
- This game is for 4-5 players.
- This game’s time span will entirely depend on your drawing speed, but will hopefully last less than an hour.
- This game is GM-less and diceless (except for one optional dice roll).
- You will need drawing implements and a canvas to draw on, either digitally or physically. (This can just be a piece of paper and a pencil!)
- Depending on your role, you may also need a way to look up information. Probably a phone. An encyclopedia would be funny, though.
- This game is unofficial and can be modified however you like! However, any modifications must first be discussed with and approved by every other player before play begins.

HOW TO PLAY

Decide what order you will play in or assign everyone a number and roll a d4 as many times as it takes to determine a turn order. Start with the phrase “Artists draw...” Each player takes a turn adding one word at a time to the phrase. After everyone at the table adds two words, write down the full phrase. This is your **title**!

Each player gets one **turn**, in which they create a complete drawing based on a **prompt** – an extension of the title created by the other players. Players use the same order as the title to determine the order of turns.

When one player begins a turn, the other players contribute the following to come up with the prompt, either as a group or one by one:

- A location.
- At least one character.
- An action that a character could feasibly be drawn doing.
- Something annoying (a bicycle, a horse, etc.).
- Something that will improve SEO (Among Us, Elsa, etc.).

The current artist must choose four of the five pieces of information to create the prompt. (Depending on the title, either the non-artists should make sure their information falls within the purview of the title, or the artist must interpret the prompt in a way that makes sense for the title. The title reigns supreme.) Then they must draw it.

Players have a set of actions they can take, either during the creation of the prompt, during others' turns, or during their own turn drawing. You can only take each action once per game. Every player has access to the following actions:

- **Nathan Week.** We love Nathan! Say something nice about the person in the Nathan role.
- **Yogi Boy.** We love razzing Jacob! Say something silly about the person in the Jacob role. (Then something nice. Don't be mean to Jacob!)
- **Inside Joke.** Choose one meme or inside joke that everyone at the table understands. The current artist must somehow incorporate this into their drawing.

Each player also chooses a **role**, which gives them three additional actions.

Each player continues their turn until their drawing is finished OR twenty minutes have passed. After everyone has drawn, each player looks back on their piece and says something that they are truly sorry for. Play ends when each player leaves a comment on any Drawfee video saying "I'm sorry for ____" with no further context. (Alternatively, play ends when the players collectively apologize to each other.)

ROLES

NATHAN

- **Nathan's Book of Dinosaur Lies.** You can force any player to include one animal that you think is cool in their drawing. If you make them draw an ape, you get one point. Points don't do anything in this game. But you've got one.
- **Ignoring Merobiba.** You can cancel one attempt at an Inside Joke, regardless of who at the table is the artist at the time.
- **Fine and Neat.** No such thing as a bad Pokémon. When you use Nathan Week, you can instead use it to compliment anyone or thing at the table, and that thing or person must be incorporated into the drawing.

JACOB

- **Push Through the Intro.** You can ignore any one action directed at you when you are the artist. Or, rather, you can't *ignore* it, but you don't have to draw it.
- **Nothing Should Live Underground.** Say one really, really weird take (the more ridiculous the better). The current artist must somehow incorporate this opinion into their piece.
- **Jacob Horse.** When someone offers you Something Annoying, you can reject it and demand a different Something Annoying to be offered. You can choose either of these annoying things when choosing your four prompt parts.

JULIA

- **Erase and Draw Over It.** You can force another artist to erase a single section of something they've drawn (no larger than a single character's limb) and redraw something else in its place.
- **Every Single Cars Character.** You can force an artist to incorporate a single piece of information that you look up related to either the prompt or the current conversation. It doesn't matter if it's true if you can find proof that someone, somewhere, has said it other than you.
- **Kiosk Type Pokémon.** When someone is drawing a notably non-human character, you can force them to add a single distinctly human feature, potentially including a piece of clothing or hairstyle.

KARINA

- **You Gonna Poopy Your Pants?** You do not have to say something nice when you use the Yogi Boy action, and when you take it, the current artist must incorporate what you say into their piece.
- **Seto Kaiba.** When you are drawing, you can replace one part of the prompt with a similar location/person/action from a piece of media you really, really like. If anyone at the table doesn't know what you're talking about, you must explain it in detail.
- **The Sonic's Butthole Saga.** On any artist's turn except the first artist, you can decide that a piece is actually a sequel to a previous piece from this game. The artist must explore this reality with you.

DAVID

- **The Fifth Beatle.** You can force one artist to accept all five pieces of the prompt instead of getting to choose four. This is a threat. Use it wisely.
- **Editing Style.** You can take another artist's piece from them and draw one item or feature before handing it back. The artist cannot erase or change this feature in any way.
- **Not Actually an Artist.** You can choose to perform any one piece of your prompt through a non-visual format, such as singing a few lines about it or composing a short poem on the spot. The prompt part no longer needs to be incorporated into your drawing, but everyone must be completely silent while you do this.