

Quick Start Instructions

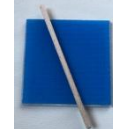
The Hearmees (2-4 players)

How to play (the simpler version using the yellow task cards and not the blue task cards)

1. Shuffle the 25 **yellow task cards** and put them face down in a stack. Shuffle the 25 grey **house tiles** and place them face down in a 6 x 5 grid. Each player takes a **screen** puts it up in front of them.



2. One player begins as the “**supervisor**” and takes the **drawing stick** and **blue Velcro board**. All other players are “**Hearmees**” and take a **yellow venture card** to help them guess what the supervisor is drawing and a **Hearmees round piece**.



3. When all the Hearmees are ready to listen, the **supervisor** takes one yellow task card and starts to **draw the picture on on the Velcro board with the drawing stick**. Try to draw slowly using the whole area, you don't want to make it so hard that no one is able to guess correctly as then no one will be able to turn over a house card, including the supervisor.

4. All **Hearmees listen** carefully and try to guess what picture the supervisor is drawing from the ones on the yellow venture card! Hint: Listen to the number of straight lines, curves, zig-zags, and dots! Players can ask the supervisor to draw it once more. Then all Hearmees put their **Hearmees circle piece** on the picture on the yellow venture card that they think the supervisor drew. The supervisor shows the task card to everyone.



5. If no one guessed right, no one can turn over a house tile! If any players guessed right, both them and the supervisor turn over a house tile. You want to get one house tile of all 5 colours. If you get a colour you already have, look at the point value (number of hearmees at the bottom) and keep the one with the highest points and put the other one back with the other house tiles face down. If you get a break tile, bad luck! Just put it back face down.



6. Once everyone is finished, a new round starts. The supervisor gives the next player the Velcro board and drawing stick, and that player gives them their venture card for the new round.
7. Who will be the first to get all 5 house colours? If it's a tie, or you have to stop playing sooner, who has the most points?

