

糊塗 動畫室

CHAOTIC STUDIO

To amuse and be amused
by a series of chaotic drawings

RULEBOOK

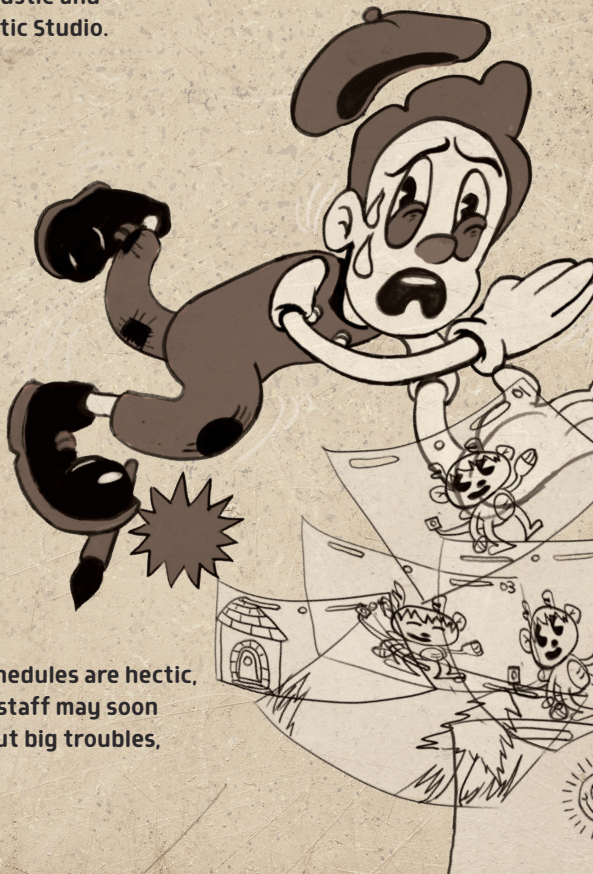
INTRODUCTION

"DIRECTOR, IS THE STORYBOARD READY NOW?"

"ASSISTANT! GO TO HURRY THE ANIMATORS!"

"WE'RE RUNNING OUT OF TIME FOR THE DUBBING!"

Here is the daily hustle and bustle in the Chaotic Studio.



Although work schedules are hectic, it seems that the staff may soon call it a day without big troubles, however...

OBJECTIVE

Chaotic Studio is a drawing game that challenges players' ability of image segmentation and deduction. According to chosen subject, each player must prepare a specific drawing in three parts on three separate transparent cards respectively. Then, other players try to guess what the Subject is when one of the three parts is revealed and the other two are displayed in a mix with other drawings scattered on the table!

Longer before anyone gets the Subject correctly, more victory points (VP) the Active Player (the drawer) will score.

However, the Active Player will gain no VP at all if no one guesses correctly.



COMPONENTS

18 **A** Cel (transparent cards)

-Scene: A1/A2/A3 x 6 each

6 **B** scene paperboards

50 **C** Subject Cards

1 **D** Help Card

30 **E** Films (VP markers)

-5 VPs x 6, 3 VPs x 6, 1 VP x 18

6 **F** whiteboard markers

1 **G** 30-second sand timer



SETUP

1. Every player takes 3 **A**Cels (Scene: A1, A2 and A3 each), 1 **B**scene paperboard and 1 **C**whiteboard marker.

Players may use the scene boards to prevent background disturbance when they are drawing on the Cels.

Before your first game, fold all **A**Cels as shown by the figure to the right.



2. Make the **C**Subject Cards, **D**Help Card and **E**Films easily accessible. Clear off the center of the table for gameplay.
3. Randomly choose the first Active Player and place the **C**sand timer in front of them.



HOW TO PLAY

The game consists of two rounds,
and each round is divided into two phases:

- 1 THE DRAWING PHASE
- 2 THE DISPLAY & GUESSING PHASE.

THE DRAWING PHASE

Players stack up the 3 **Cels** with the game title facing other players and the transparent part pointing themselves, then placing the **Cels** on a **scene paper-board**. Each player draws a **Subject Card** from the deck. A **Subject Card** has 5 subjects on each side. Then, all players pick a number between 1 and 5 together but select either side individually. Those Subjects are what players are going to draw. When drawing, every player needs to make it in three parts, so that the whole picture can be clearly shown when all the 3 **Cels** are stacked.



TIPS: Players should consider how to divide the drawing into three parts and present each of them on a separate Cel. In the next phase, you will only keep one of the 3 Cels randomly and let other players guess what the drawn Subject is based on that Cel kept in your hand and a mix of drawings displayed on the table.

When all players finish drawing, fold and clip each **Cel**. The Active Player then draws 1 new **Subject Card** and announces to other players the Scene code on that Card's top-right corner. After that, put that **Subject Card** to the bottom of the deck. In accordance with the announced Scene code (A1/A2/A3), all players retain that specific **Cel** face down.



頁碼 / PAGE	01	標題 / SCENE	A1
0	題目 / SUBJECT		
1	風多芬 Lendula von Baustetten		
2	牛頓 Isaac Newton		
3	魯斯德 Gulliver Gulliver		
4	孔子 Confucius		
5	史提斯班 Albert Einstein		
6	極度緊迫 (Extreme Panic)	動作 (Action)	
人物 / HISTORICAL FIGURES			

Now, except those **Cels** kept by each player, collect and shuffle all other **Cels** face down. When this is done, flip over and place them in the centre of the table so that all players can see the transparent sides with drawings.

THE DISPLAY & GUESSING PHASE

The Active Player turns over the **Cel** in hand and flips the **sand timer**. Other players may start to guess what the complete image is and speak out their answers whenever they want. There is no limit on the number of guesses, but the Active Player must tell whether an answer is right or wrong.

Important! The guessing players only need to speak out their answers and are prohibited to point out which two **Cels** form a complete set with the one held by the Active Player. To be fair, no player should touch any **Cel** until the current round comes to an end.

HOW TO PLAY

If no player can make the right guess when the **sand timer** finishes running, the Active Player may decide to give the hint (shown in the bottom left corner under the «  Camera Focus») provided by the **Subject Card**. Meanwhile, flip the **sand timer** again.

Other players may continue to make guesses. If still nobody guesses correctly, the Active Player's **Display & Guessing Phase** comes to an end.

頁碼 / PAGE 01	場景 / SCENE 41
#	題目 / SUBJECT
1	貝多芬 Ludwig van Beethoven
2	牛頓 Isaac Newton
3	伽利略 Galileo Galilei
4	孔子 Confucius
5	愛因斯坦 Albert Einstein
 鏡頭聚焦 CAMERA FOCUS	製作 PRODUCTION 
人物 HISTORICAL FIGURES	

Scoring is as follows:

	RIGHT GUESS BEFORE 1ST STOP OF SAND TIMER	RIGHT GUESS BEFORE 2ND STOP OF SAND TIMER	NO ONE MAKES A RIGHT GUESS AFTER SAND TIMER RUNS OUT TWICE
OTHER PLAYERS	Player who makes right guess: +3 VP	Player who makes right guess: +2 VP	+1 VP each
ACTIVE PLAYER	0 VP	+3 VP or +2 VP *	0 VP

* +3 VP if guessing correctly without a hint, otherwise +2 VP



You may refer to Help Card on scoring.

Take **Films** from supply when you score.

Leave the **Cels** at the centre of the table untouched. The **sand timer** is then passed to the player to the left of the current Active Player, making that player the new Active Player, whose **Cel** in hand will be displayed accordingly for others to make their guesses. This continues until all players have revealed their **Cels**. After every player finishes their **Display & Guessing Phase**, the current round ends. All players then retrieve their respective **Cels**, and a new **Subject Card** should be drawn. Rerun the **Drawing and Display & Guessing Phases**. In this new round, the player opposite the first Active Player of the previous round becomes the first Active Player, who is the player on the right in a 3-player game, or a fourth player in clockwise order in a 5-player game.

3-PLAYER GAME EXAMPLE

OPPOSITE PLAYER



ACTIVE
PLAYER



5-PLAYER GAME EXAMPLE

ACTIVE PLAYER



OPPOSITE PLAYER

GAME END

When two rounds are completed, the player who earned the most VP wins. If there is a tie, victory is shared between the players with the highest score.

Thanks to your help, the storyboards are now back to order!

VARIATION

In a 3-player game, each player may get two sets of **Cels**, i.e. 6 sheets in total. During the **Drawing Phase**, 2 **Subject Cards** should be drawn, and one set of 3 **Cels** is dedicated to each of the **Subject Cards** respectively. Players have to keep 1 **Cel** with regard to each of the **Subject Cards**.

For **Display & Guessing**, every player will have to display twice, 1 **Cel** from each set, where there is no restriction on the sequence. Other game rules remain. After all players finish their first turns, it comes back to the first Active Player to kick off another phase of display, which lasts till its end.

Designer: Au/Au Chen

Game Development: Kitty Wan

Illustration & Graphic Design: Ryan Chow

Translator: Neptune Ling

Editor: Marcus Chen

Proofreader: Sarah Lui

Special Thanks:

Gratitude to BGD中部桌遊設計交流測試、DRM桌遊群、烏嚶嚶桌遊、瓦屋桌遊休閒館、桌上有戲玩空間以上的各位快樂小夥伴。

Copyright © 2022 Broadway Toys Limited. All Rights Reserved.



台灣BGD中部桌遊設計交流測試



栢龍玩具有限公司
Broadway Toys Limited
http://www.broadwaygames.com.hk
domestic@longshore.com.hk
Tel: +852 23631998