

Stringamajig™

Rules

Number of Players: 4–10

Ages: 13+

Playtime: 20 minutes

Scan this code to watch our How to Play video!



Trouble putting your thoughts into words? Try putting them into string!

Stringamajig is a party game that's part drawing game, part charades.

Try to get the other players to guess what you're drawing using only a string and your imagination. You have 60 seconds to draw and animate as many words as you can. Play can change up with Challenge Words that are harder to draw but worth more points.

First things first, how do I win?

To win, you score the most points by either drawing words that are guessed or guessing words that are drawn.

Every time someone guesses a word you draw, you score 1 or 2 points, depending on the word. Every time you guess a word correctly, you score 1 point.

Each player will draw twice in a 4- to 6-player game, and just once in a game with 7 or more players. The person with the highest score wins.

What's in this game?

- 1 loop of string
- 140 word cards
- 4 blank cards
- 1 rulesheet
- 1 scorepad
- 1 pencil
- 1 60-second sand timer

How do you set up the game?

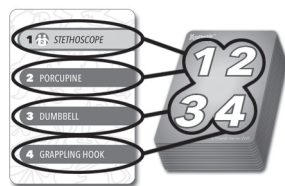
Determine the first player. One way to decide is to have the person who drew a picture most recently in real life go first.

1. Shuffle the word cards and hand the deck facedown, along with the string, to the first player.
2. Give someone the timer.
3. Give someone the score pad and pencil.

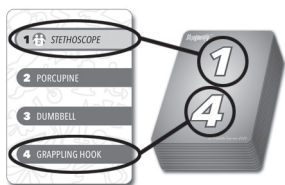
How do we play?

1. **Draw a card.** Pick up the top card from the deck of word cards and look at the front.
2. **Determine target word.** Look at the back of the card that is now **on top of the word deck**. The number(s) shown on the back of that top card will determine which words on **your** card you will draw.

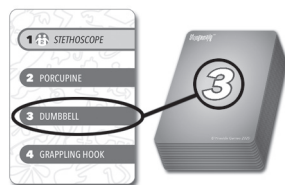
1 2 3 4
means
you may
choose any
word on
your card.



Two
numbers
means
you may
choose
either of
those words.



A single
number
means you
must draw
that word.



If your word is on an orange bar and has an icon after the number, it is a Challenge Word (see below).

3. Draw the word.

- **When you are ready**, tell the person with the timer to begin timing and then use the loop of string to draw a shape, image, or representation to get players to guess your word.
- Get creative! Try interacting with your drawing, using it like a prop, or animating the string to show the function or movement of your word.
- All the other players now try to guess out loud what you are drawing. They are all guessing at the same time, shouting out ideas as they think of them.
- **The string must be integral to a drawing**, you can't just pick up the string and act out the word.
- You can put the string on the floor and interact with it there.



You can pick up part of the string, but it can't leave the table or floor entirely. (Except for 2-player words!) Part of the string must be touching the surface.

- You can gesture to show where the bottom of your drawing is.

TIP: If the string is too long, double it up to make a smaller loop!



- **You cannot:**
 - use any other objects as part of your drawing.
 - make any noises or sound effects. All clues must be visual.
 - use the string to draw letters, numbers, or words.
 - use sign language. (Those are words, you cheater!)

Examples:

Guitar

You can act like you are strumming the strings on a drawing of a guitar. **You can't** pick up the whole string and play it like a guitar. (There is no drawing here.)

Well

You can draw a circle and act like you are pulling a bucket up from it. **You can't** grab the whole string like a rope and act like you are pulling on it. (There is no drawing here.)

Cockroach

You can draw a shape like a cockroach and wiggle your fingers where the legs are on the drawing. **You can't** throw the string on the ground and stomp on it. (There is no drawing here.)

There has to be a drawing involved!

Guesses that include the word still count. For example “corkscrew” would count for the word “screw.”

When a person guesses the word correctly, **give that person the card.**

- If multiple people call out the correct answer at the same time, give the card to the person you heard say it first.
- If you can't determine who spoke first, everyone who called out the correct answer gets 1 point.

Skipping a Card You can skip a card if you choose. But, hurry! You're losing time!

Keep drawing as many cards and words as fast as you can until time runs out!

4. **Score points.** The drawer and guessers can score on every turn.
 - The drawer scores 1 point for every regular word guessed and 2 points for every Challenge Word guessed.
 - Each guesser scores 1 point for every correct guess they made.
 - The helper in a 2-Player Challenge Word scores 1 point too.
5. **Discard** all cards guessed or attempted.

The turn then passes to the player on the left.


Challenge Words


The words in the orange bars with icons have special rules for how to draw them and are worth 2 points for the drawer.

When creating a Challenge Word, **announce which kind it is** before you start drawing. The 3 types are: 2-Player, Don't Look, and Forbidden Word.

- **2-Player** You and the player to your right or left must draw these words together.
 - **You have to draw them in the air!** The string can't touch the table.
 - You may show the word and whisper to each other.
 - Both players must be touching the string.
 - If these words are guessed correctly, **the player who helped you gets 1 point also.** These words can be identified by the icon of 2 people in a circle.



- **Don't Look** Take the string, identify your word, close your eyes, and then start drawing. These words are identified by the icon of the crossed-out eye in a circle. 
- **Forbidden Word** As you are trying to get players to guess the target word, you have to avoid having them say another word.
 - The forbidden word is the smaller word immediately after the icon.

- If players say that word while guessing, you have to discard the card and move on to the next one.
- There is no penalty for the forbidden word being spoken other than lost time. These words can be identified by the X in the circle. 
- If you accidentally score a Challenge Word as a regular word without following the special rule, it is only worth 1 point.

Ending the Game

After everyone has had 2 turns as drawer (in a 4- to 6-player game), the player with the most points wins and the game ends. In a 7- to 10-player game, the winner is the player with the most points after each player has been the drawer once.

Blank Cards

There are 4 blank cards included with the game. Use your imagination to come up with new words and make your own cards!



Alternate Rules

- For more scoring options, you may choose to draw the Challenge Word even if it isn't one of the numbers indicated by the top card of the word deck. (You still **must** draw the Challenge Word if it is the only number indicated.)
- For a simpler game, or when gaming with little players, try playing without the Challenge Word rules.
- If players want fewer restrictions, they may pick from any of the words on the card drawn, instead of following the choices shown on the back of the top card.
- If you want to try drawing with more time or playing with an alarm, try using your phone as a timer.

Credits

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Rules: Anne-Marie De Witt

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DO

- Start with a drawing
- Move the string
- Interact with the string
- Leave part of the string touching the surface

DON'T

- Use any other objects in your drawing
- Make sounds
- Pick the string completely off the surface

Challenge Words



2-Player

- Draw with the player to your left or right.
- Must be drawn in the air
- Helping player gets 1 point




Don't Look

- Must be drawn with your eyes closed



Forbidden Word

- Try not to have players guess the small word after the icon

1  BANANA MOON

- If the forbidden word is guessed, discard that card and move on to the next one.