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GROUP
THE
TRAVEL LEADER

Fake Artist Group Game

Try this fun drawing game to see how well your travelers know each other.

What You'll Need:

Pencils

Small slips of paper

Blank Paper

Instructions:

1. Choose an easy to draw subject as the code word for the game and write in on all of the slips of paper except for one that will be for the spy then pass out all of the papers to each person in the group.
2. Give the group a clue before they begin, for example if the code word is balloon then the clue might be party supplies.
3. Choose a player at random to start then go clockwise around for turns. For their turn each player should draw a single line to add to the drawing of the code word. The spy must try to draw their line to add to the picture without knowing the code word and without showing they don't know in order to be found out as the spy.
4. After everyone in the group has had two turns the drawing phase is over. On the count of three from the group leader each of the players must point to who they think is the spy.
5. If more than half of the players have guessed the spy then the spy has a chance to guess the code word and redeem himself or herself, but if this isn't the case then the spy should reveal themselves at this time.

