

# FUNNY LINES

A game by  
**Carlo Emanuele Lanzavecchia**






## Rules of the game

*Funny Lines is a party game that can be played individually by up to eight players (minimum three), or in two teams of any size.*

*The goal of Funny Lines is to be the first player or team to identify the object or animal represented on a hidden card. Players will spend **Fricos** to buy shapes, which will gradually form an image.*

*The game can also be played in a cooperative mode, especially in classrooms (see note at the end of the rules). In a classroom environment, or if there are too many players to fit around a single table, try using a whiteboard or other large drawing surface instead of the enclosed boards.*

### Game content

- Money 
- 1 pack of cards
- 2 erasable drawing boards
- 2 dry-erase black markers
- 1 card holder
- 1 Carlo token 
- 1 active player token 
- This rulebook
- 1 crib sheet, listing all the objects and animals on the cards

## How to read the cards

On the **front** of each card is:

- A picture of an object or animal composed of geometric shapes. Don't worry, you don't need to be a geometry whiz to play this game!
- The number of each shape needed to complete the drawing.

E.g. the butterfly (*card number 1*) is made up of: 2 triangles; 2 circles; 3 ovals; 2 rectangles; 2 lines; 1 trapezium; and no squares.

On the **back** of each card is:

- A list of all the shapes and the price for each in Fricos specific to this card. Costs are 1, 2 or 3 Fricos. The more expensive the shape, the more useful it will be in identifying the item or animal.

*\*Note: Even shapes that do not appear in the drawing at all will be listed on the back. These will always have a cost of 1.*

In the example of the butterfly, ovals have a cost of 3 Fricos, circles and lines cost 2 Fricos apiece, and all other shapes cost 1.

### **\*Important**

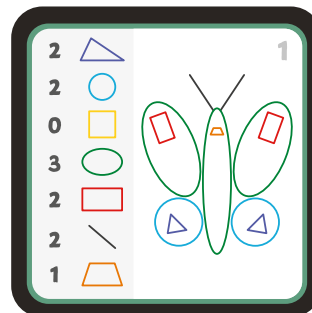
If any of this seems confusing, there is a short Q&A section at the end of the rules, and an example of play. Be sure to check them out before your first game.

## Rules for team play

Learn to play with a two-minute video at [www.mjgames.ca](http://www.mjgames.ca)

Divide the players into two teams however you like. Each team must have at least two members, but the two teams don't necessarily have to be the same size.

Front



Back



## Setup for team play

- Each team starts with 75 Fricos. Set aside the rest of the money to form the Bank, to make change as needed.
- Each team selects a player to do the drawing. This player is called that team's **Carlo**. We'll refer to the teams as Team **A** and Team **B**, and the drawers as **Carlo A** and **Carlo B**.
- The two **Carlos** should sit or stand next to each other, while the rest of the group should be opposite them.
- The **active** player and **Carlo** tokens aren't used for team play.

## Object of the game

The game plays out over the course of six rounds. A round ends when either team correctly guesses the drawing that is on the card.

After six rounds, the team with the most Fricos wins.

## How to play

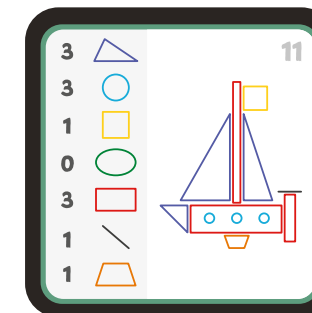
One of the **Carlos** takes the top card of the deck and places it in the holder such that both **Carlos** can see the face of the card – that is, the side with the drawing on it. All the other players on both teams should see only the back of the card – that is, the side with the costs of the shapes.

Take money from the Bank and create a Pot in the centre of the table. The amount of money to start with depends on the card's border colour:

- **Blue:** 1 Frico
- **Green:** 2 Fricos
- **Yellow:** 3 Fricos
- **Orange:** 4 Fricos
- **Red:** 5 Fricos

Decide randomly which team starts. We'll assume that it's team **A**.

Front



Back



## 1 Buying

The guessers on team **A** declare which shapes they'd like to buy. They must buy at least one, but can buy more if they like. For instance, they might choose to buy 1 trapezium, 1 rectangle and 2 circles. Using the example card above, that would cost 5 Fricos ( $1 \times 1 + 1 \times 2 + 2 \times 1 = 5$ ). The team pays the appropriate number of Fricos into the Pot in the middle of the table.

Team **B** then does the same. It can buy some or all of the same shapes as team **A** if they wish.

For our example, assume that team **B** buys 1 trapezium, 1 oval, 1 circle and 2 triangles and adds 9 Fricos to the pot ( $1 \times 1 + 1 \times 1 + 1 \times 1 + 2 \times 3 = 9$ ).

*\*Note that each team must buy at least one shape.*

## 2 Drawing

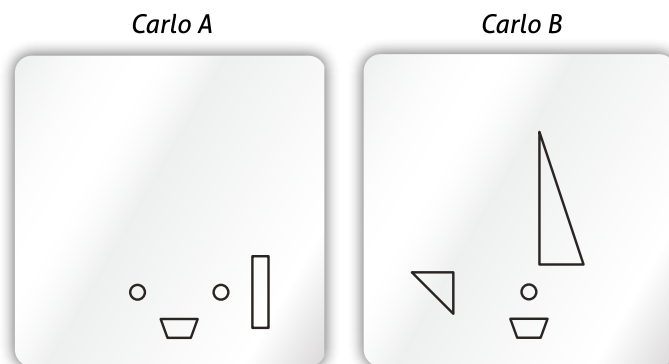
Both boards should be visible at all times to all players. Once both teams have selected the shapes they want, the two **Carlos** start drawing. They must draw only the type and number of shapes their team chose to buy, and in the positions shown on the card. However, if there are multiple instances of the same shape, they can choose which one to draw.

In our example:

- Team **A** bought 1 trapezium, 1 rectangle and 2 circles
- Team **B** bought 1 trapezium, 1 oval, 1 circle and 2 triangles.

**Carlo A** will therefore draw the trapezium, any one of the three rectangles, and any two of the three circles. Depending on which rectangle and circles he chooses, his board may look like this:

**Carlo B** will have to draw the same trapezium, as there is only one. He can then draw any one of the three circles and any two of the three triangles. He can't draw the oval since there is none, and he should inform the players of this. Depending on his choices, his board may look like this:



If both **Carlos** have finished drawing and neither team has guessed correctly, repeat the process. Don't erase the boards! The shapes from each round stay in place, and new ones get added. The more shapes you add, the clearer the picture will become.

## 3 Guessing

**At any time, any player** – except the **Carlos** of course – can make a guess. To do that, they call out the name of the object or animal they think is on the card.

**Guessing isn't free!** Every guess costs 2 Fricos, which the team must pay to the Pot.

If the guess is correct, the round ends and that player's team wins the entire Pot. The board is erased and a new card is drawn by two new **Carlos**. If the guess is incorrect, the round continues.

### End of the game

After a correct guess, the round ends. If you've played fewer than six rounds, start a new one. After six complete rounds, the game ends, unless the teams are tied for Fricos, in which case you can play a seventh tie-breaker round.

The game can also end prematurely if a team runs out of Fricos. In that case, the team in question loses immediately.

### Rules for individual play

*Learn to play with a two-minute video at [www.mjgames.ca](http://www.mjgames.ca)*

### Setup for individual play

- Each player takes a starting supply of Fricos which depends on the number of players:
  - 3 - 4 players: 34 Fricos
  - 5 - 6 players: 23 Fricos
  - 7 - 8 players: 17 Fricos
- The rest of the money is set aside to form the Bank.
- The first player to draw is chosen at random, and gets the **Carlo** token. We call him **Carlo**. He also takes the drawing board, marker, and card holder.
- The player to **Carlo's** left gets the active player token and will start the game.

*\*Note that you can never be Carlo and the active player at the same time.*

### Goal of the game

The game plays out over a number of rounds that depends on the number of players. With three or four players,



each will get two turns as **Carlo**. With more players, each player will be **Carlo** only once.

- 3 players: 6 rounds
- 4 players: 8 rounds
- 5 players: 5 rounds
- 6 players: 6 rounds
- 7 players: 7 rounds
- 8 players: 8 rounds

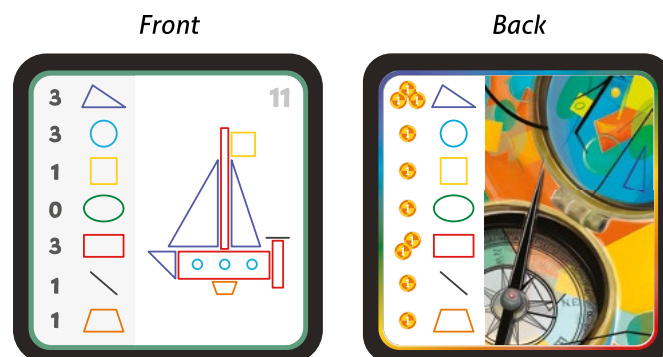
The player with the most money at the end of the last round is the winner.

### Game play

**Carlo** takes the top card of the deck and places it in the holder such that only he can see the face of the card – that is, the side with the drawing on it. All the other players should see only the back of the card – that is, the side with the price list for the shapes.

Take money from the Bank and create a Pot in the centre of the table. The amount of money to start with depends on the card's border colour:

- **Blue:** 1 Frico
- **Green:** 2 Fricos
- **Yellow:** 3 Fricos
- **Orange:** 4 Fricos
- **Red:** 5 Fricos



### 1 Buying

The active player buys one or more shapes. He can buy as many as he wants as long as he has enough Fricos to pay for them. For instance, let's say he buys 1 oval, 1 rectangle and 2 circles. Using the example card above, this would have a cost of 5 Fricos ( $1 \times 1 + 1 \times 2 + 2 \times 1 = 5$ ).

The active player pays the appropriate number of Fricos from his supply into the Pot in the centre of the table. Note that he must buy at least one shape.

If the active player has no Fricos, he can borrow 10 Fricos from the Bank, if available. He must repay these as

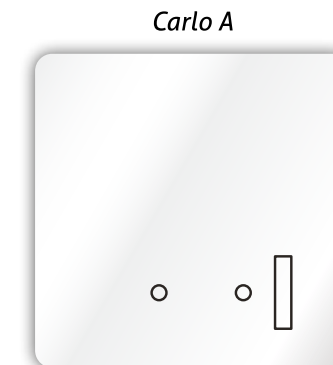
soon as he has more than 20 Fricos. If the player has already taken a loan or the Bank runs out of money, skip the player's Buying phase.

### 2 Drawing

**Carlo** must then draw the type and number of shapes bought by the active player, as indicated on the card. When there are more of the shape on the card than were bought by the player, **Carlo** gets to choose which ones to draw.

In our example, there are three circles on the card, and the active player bought two. **Carlo** will therefore choose any two of the circles to draw in their appropriate positions. He will also draw one of the three rectangles. He can't draw the oval since there is none in the drawing, and he should announce this to the players.

**Carlo** shouldn't play favourites, and should choose which shapes to draw so as to make guessing more difficult. His drawing may therefore look like this:



After **Carlo** finishes drawing the shapes, if there has been no correct guess, the active player token passes to the left. The next player must then buy one or more shapes and may buy those bought by previous active players. **Carlo** will once again draw them, and so on.

Don't erase the board! The shapes from each round stay in place, and new ones get added. The more shapes you add, the clearer the picture will become.

### 3 Guessing

**At any time, any player** – except Carlo of course – can make a guess. To do that, they call out the name of the object or animal they think is on the card.

**Guessing isn't free!** Every guess, whether successful or not, costs 2 Fricos, which the player must pay to the Pot.

If the guess is correct, the round ends and that player wins half the Pot, while the other half goes to **Carlo** (rounding in favour of **Carlo** if there are an odd number of Fricos). The board is erased and the new **Carlo** token goes to the left. The new **Carlo** draws a card and the first active player is the one on his left. If the guess is incorrect, the round continues.



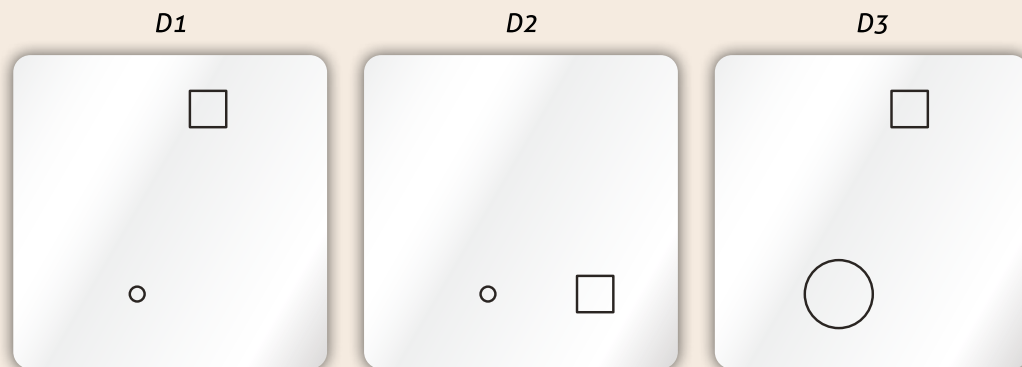
## End of the game

After a correct guess, the round ends. If you've played fewer than the specified number of rounds (*see Goal of the game above*), start a new one. After the designated number of rounds, the game ends and the player or players with the most Fricos are declared the winner(s).

### Questions and answers

- **Are there rules about how to draw the shapes?**

**Carlo** isn't penalized for a lack of artistic skills, but he must try his best to draw the shapes in roughly the same relative size and position that they are on the card. Thus, if **Carlo** is drawing the sailboat and has to place a circle and a square, drawing **D1** would work, but neither **D2** nor **D3** is legal as it would be impossible to position the other shapes correctly afterwards.



- **What must Carlo do if:**

- a. **His team or a player buys a shape that doesn't exist?**

He simply tells them that there is no such shape. They must still pay the requisite number of Fricos.

- b. **His team or a player buys 3 circles and there is only one on the card?**

He draws the circle and tells the players it is the only one. The team or player must pay for the 3 circles they bought.

- c. **His team or a player buys 1 triangle and all of them have already been drawn on Carlo's board?**

He tells the players "no more triangles". The team or player must pay for the triangle bought.

- **What if a player or team doesn't want to buy any shapes?**

Passing is not allowed. The active player or team must always buy at least one shape. (*Exception: In individual play, if a player has no Fricos and cannot get a loan from the bank, there is no choice but to skip their turn*).

- **What if two or more players guess at the same time?**

Try to agree on who shouted their guess first and resolve each guess in order. Once one guess is correct, guesses that came after don't count. If players can't agree on who was first, determine the order randomly (*for instance, by playing rock-paper-scissors*).

- **Why are only black markers included if the shapes are coloured?**

The colours on the cards are only to help **Carlo** spot the appropriate shapes easily. For instance, it can help differentiate between ovals and circles. However, the colours are irrelevant to the image itself, and **Carlo** should always be drawing in a single colour.

- **What happens if a player runs out of money?**

If playing in teams, the game ends immediately and the bankrupt team loses. In individual play, the bankrupt player can take a one-time loan of 10 Fricos from the Bank and keep playing. He must repay that money as soon as indicated above. If the player runs out of money again (*or can't take a loan because the Bank is depleted*), then the player can no longer guess or buy. However, they can still take a turn as **Carlo** and get some money that way, after which they can resume playing as usual.

- **Do shapes ever get erased?**

Not during a round. When players or teams buy additional shapes, **Carlo** adds them to the ones already on the board. After a correct guess, erase the drawing before starting a new round.

- **Should shapes cover up other shapes?**

To keep the game simple, we draw only the outlines and don't fill in the shapes. It doesn't matter whether a shape is "in front of" or "behind" another.

- **What happens if nobody can guess the drawing even after all the shapes are on the board?**

It should usually be pretty obvious what the object is if all the shapes are drawn. Keep in mind that there's a list of possible objects and animals that the players can consult for help. In the unlikely event that the drawing is complete and no one wants to keep guessing, the round ends. For team play, the Pot simply goes to the Bank. For individual play, **Carlo** gets his half of the Pot and the rest goes to the Bank.



## Example of play

The following example assumes team play, but individual play is very similar.

One of the **Carlos** shuffles the deck and draws a card. Let's say it's the same sailboat we've been using for previous examples. The card should be in the holder such that both **Carlos** can see the sailboat drawing. All other players should see only the list of shapes and prices on the back.

As the card's border is green, a pot is created with the amount of 2 Fricos.

Team **A** is starting. They announce they wish to buy 1 trapezium, 1 rectangle and 2 circles. This costs 5 Fricos, which the team pays to the Pot.

The **Carlos** do not draw anything quite yet.

Team **B** announces that they wish to buy 1 trapezium, 1 oval, 1 circle and 2 triangles. The total cost for this is 9 Fricos, which they must also pay to the Pot.

Now, **Carlo A** and **Carlo B** draw the appropriate shapes. After doing so their boards might look like this:

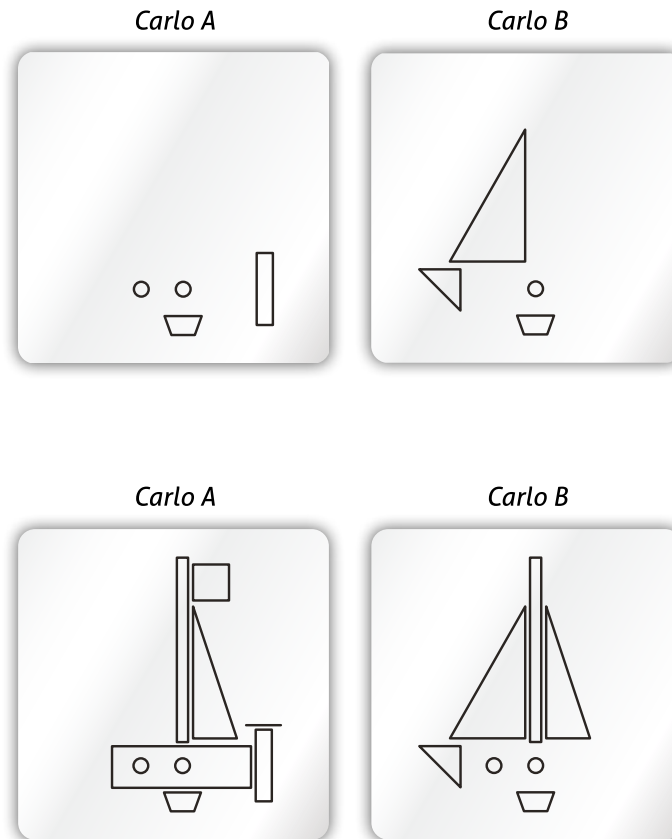
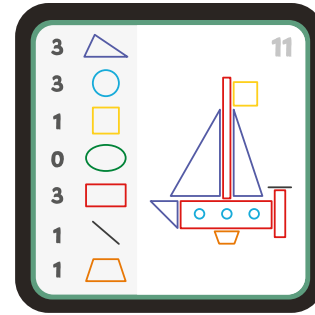
Two players from team **A** and one player from team **B** make guesses and are all wrong. Team **A** pays 4 Fricos to the pot and team **B** pays 2 Fricos.

The **Carlos** wait a few moments, but no additional guesses are forthcoming. That means that it's time to buy more shapes.

Team **A** chooses to buy 2 rectangles, 1 triangle, 2 lines, and 1 square. That costs 10 Fricos, which they pay to the Pot.

Team **B** buys 1 triangle, 1 circle and 1 rectangle for a cost of 6 Fricos, also paid to the Pot.

**Carlo A** and **Carlo B** draw those shapes, resulting in boards that look like this:



A player from Team **B** tries a guess and is wrong. They must pay 2 Fricos to the Pot. Team **A** tries a guess. They must pay 2 Fricos to the Pot, but their guess is correct! They immediately claim all the Fricos in the Pot.

Because there was a successful guess, the round is over and a new one begins.

## Cooperative play

Funny Lines can also be a fun way to teach basic shapes to young children or second-language learners. This may require adapting the rules a little bit, as follows:

1. Remove any cards representing images for which the players don't have the necessary vocabulary.
2. Don't bother with money or the active player token. The teacher will be **Carlo**, and use the classroom's blackboard or whiteboard instead of the small boards that come with the game.
3. Students take turns. Each student requests a single shape of their choice, which the teacher draws on the board. That student then gets one try to guess the image. If their guess is incorrect, the next student gets to ask for one more shape and makes one more guess, and so on, until someone guesses correctly.

Use this code to see a video explanation of the rules.



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Published by MJ Games  
Cards design: Elisabeth Duchaine-Baillargeon  
Box illustrations: Léa Wojcik



## Listing of all the objects and animals on the cards

1. Butterfly
2. Cat
3. Mill
4. Pumpkin
5. Pen
6. Cocktail
7. Key
8. Ice cream cone
9. Candle
10. Scissors
11. Sailing boat *(or boat)*
12. Hourglass
13. Traffic lights
14. Duck
15. Pinocchio
16. Snow plow *(or bulldozer)*
17. Totem
18. Lighthouse
19. Fish
20. Pig
21. Light bulb
22. Dart game
23. Lighter
24. Gift package
25. Church
26. Clown
27. Screwdriver
28. Christmas tree
29. Ladybug
30. Locomotive
31. Wristwatch *(or watch)*
32. Helicopter
33. Rocket
34. Coffee machine *(or Coffee maker)*
35. Door
36. Snowman
37. Padlock
38. Flower
39. Plane
40. Dog
41. Eiffel tower
42. Scale
43. Bicycle *(or bike)*
44. Sword
45. Painting brush
46. Tap
47. Rabbit *(or hare)*
48. Giraffe
49. Snail
50. Ant
51. Compass
52. Alarm clock *(or clock)*
53. Crown
54. Spinning top
55. Crab
56. Belt
57. Ring
58. Shovel
59. Caterpillar
60. Crane
61. Compass
62. Trumpet
63. Bridge
64. Toothbrush
65. Broom
66. Cactus
67. Carrot
68. Shaver
69. Calculator
70. Watering can
71. Eyeglasses
72. Bus *(or coach)*
73. Swing
74. Tractor
75. Fishing rod
76. Camera