

THE CLIENT

the drawing party-game
about pleasing an indecisive client

SET UP

Cut out the Briefs from the Brief sheet. Fold them in half and put them in the Brief Pile.

Cut out the Feedback from the Feedback Sheet. Fold them in half and put them in the Feedback pile.

ALTERNATIVELY, before you start, give everyone two small pieces of paper. Each person will write their own Brief on one and their own Feedback on the other. Fold them in half and put them in their respective piles.

HOW TO PLAY

One person is The Client. They take two Briefs from the Brief pile. They choose one and put the other back.

The Client then takes two Feedbacks from the Feedback pile. They choose one and put the other back.

The Client reads the Brief out loud. Everyone else has one minute to draw what had been read.

Halfway through, at the 30-second mark, The Client then reads out the Feedback. The drawers now have the remaining time to make sure that their picture includes the Feedback.

When the timer goes off, The Client will then choose the picture they think best fulfills the Brief and Feedback. That drawer gets a point. The next person is now The Client.

The game ends when everyone has been The Client once.

The winner is the person with the most points.

INTRODUCTION

The Client is a drawing party-game about pleasing an indecisive client. Each round The Client will tell you what to draw and then, halfway through, they'll throw a spanner in the works by adding Feedback before you've even finished.

YOU WILL NEED

Printed copies of the Brief Sheet and the Feedback Sheet, **OR** small pieces of paper for players to write their own Briefs and Feedback on.

Paper to draw on and pencils to draw with.

A timer. (That phone in your pocket is perfect.)

EXAMPLE ROUND

The Client reads out the Brief, "Draw a dinosaur." They start the 60-second timer. Everyone starts drawing.

At around the 30-second mark, the Client reads out the Feedback, "Make it appeal to an astronaut."

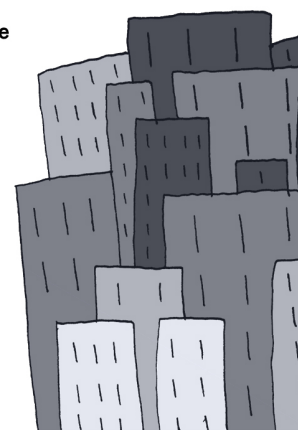
The drawers now have to make sure that their picture of a dinosaur would appeal to an astronaut.

When the timer stops The Client will tell everyone to stop drawing, "That's time."

Everyone reveals their picture and, if they want, can explain how they met the brief and made the amendment. The Client will then choose a winner and that person gains a point.

The next player is now The Client.

Have fun!



William Long's
THE
CLIENT

Brief Sheet

Cut out, fold in half, and place in the Brief pile

A **superhero**

A **couple in love**

A **monster**

Walking an **unusual pet**

A **sport**

Something **smelly**

A **party**

Too many **cats**

A **dinosaur**

A pile of **something**

Something **exploding**

A **family**

A **vehicle**

People on a **bench**

A **landscape**

Taking **medicine**

A **dancer**

Food

Something on **fire**

An **unwanted gift**

Something **underwater**

Something **leaking**

An **animal** playing an
instrument

Something from
a **circus**

Winning the **lottery**

A famous **landmark**

An **emergency service**

Something in a **museum**

Having a **bath**

Someone or something
in the wrong place

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Feedback Sheet

Cut out, fold in half, and place in the Feedback pile

Make it **sparkle**

Give it more **action**

Make it **pop**

Give it more **oomph**

Make it **creepy**

Make it **futuristic**

Make it **romantic**

Make it **Christmassy**

Make it **sporty**

Make it appeal to **dogs**

Make it **musical**

Make it **gender-neutral**

Make it **fly**

Make it **urban**

Make it **fast**

Make it **goth**

Make it **nerdy**

Make it appeal to **vegans**

Make it set **underwater**

Make it **adventurous**

Make it set in **the past**

Make it **cute**

Add more **cats**

Make it **academic**

Make it appeal to
children

Make it **environmentally
friendly**

Make it appeal to an
astronaut

Make it suitable for
a **birthday card**

Make it appeal to a
millennial

Make it suitable for
a **tattoo**