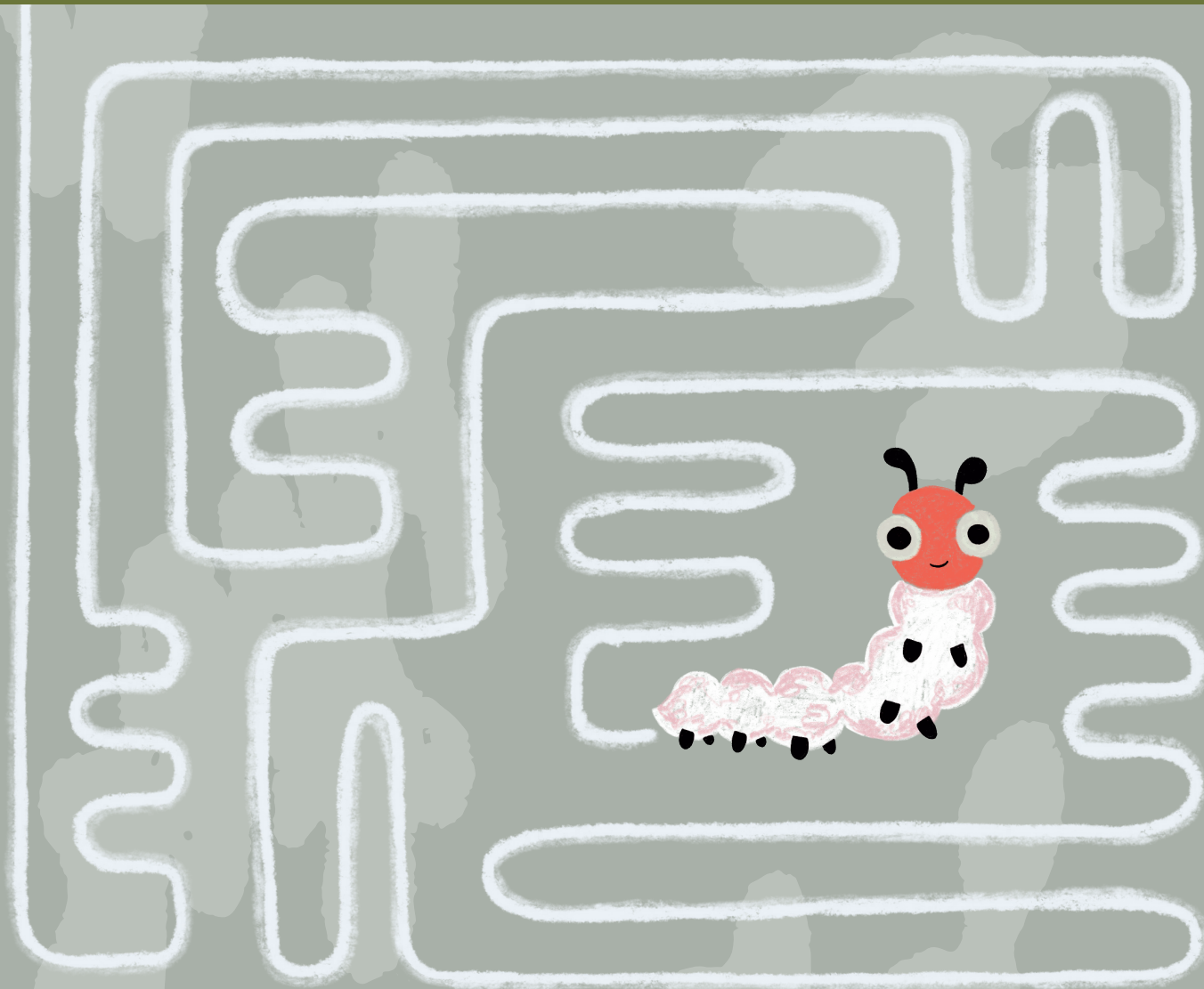
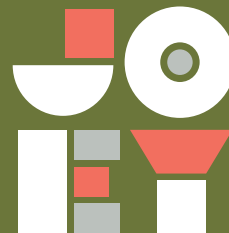


# Scribbly Gum

Rules of play



# About Scribbly Gum

1+ players | Ages 6+ | 20 minutes

Did you know Australia's Scribbly Gum trees get their beautiful scribbles from baby moths burrowing through the bark?

In this game, each player has their own tree diagram and every turn gets to draw a line that leads to food for your baby moth to eat. Collect sets of food to score points. Whoever scribbles their way to the most valuable food wins the game!

Scribbly Gum can be played with any number of players at once and includes directions for classroom play.

# Credits

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Game design by Phil Walker-Harding

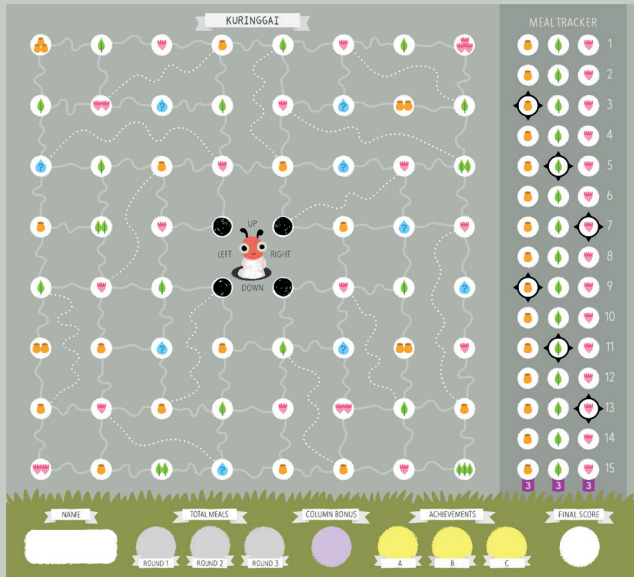
Illustrations by Meredith Walker-Harding

Special thanks to Chris Morphew, Sonia Graham, Warren Tegg, Zoe Tegg Graham and the Dunk, McCorquodale, Morse, Smith and Walker families.

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## 1 pad of tree diagrams



The main light grey area of the diagram is called the **tree**. This is where most of the game happens as you draw lines from circle to circle to collect food.

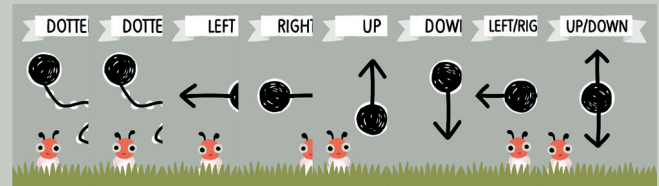
The dark grey area on the right is called the **meal tracker**. This is where you record all the food you have collected during the game.

The green area at the bottom is where you record and add up your score.

The front side of the diagram is called the 'Kuringgai' side and the back is called the 'Mooloolah' side.

If your pad runs out, you can print more diagrams for free from:  
[www.joeygames.com.au/scribblygum](http://www.joeygames.com.au/scribblygum)

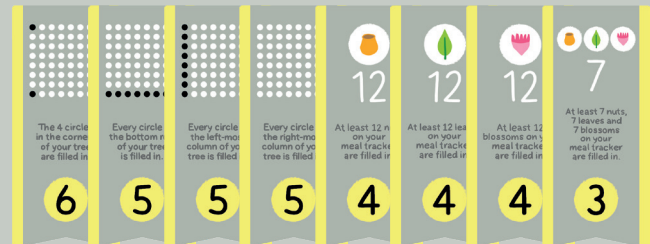
## 8 movement tiles



Each turn a movement tile is flipped over. It tells all the players which direction they can draw a line on their tree.

## 8 achievement tiles

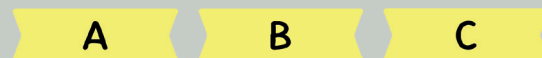
Only used in the advanced version.



Each achievement tile shows an extra way to score points. The front side of each tile is coloured gold and the back side is silver.

## 3 letter tiles

Only used in the advanced version.



The letter tiles are used to label each achievement tile.

Each player takes a **tree diagram** from the pad and puts it on the table in front of them with the 'Kuringgai' side showing.

Find a **marker or pen** for each player to use. Dark colours or black work best. We chose not to include markers in the game because everyone has some at home.

Write your **name** at the bottom of your diagram.

The oldest player is called the **mother moth**. They have the special job of turning over a movement tile each turn.

Leave the **achievement tiles** and **letter tiles** in the box, they are only used in the advanced version of the game which is explained on page 8.

After you have played a few times, try using the 'Mooloolah' side of the tree diagram. The rules are the same, but the layout of the tree will make the game feel different. All players must use the **same side** of the diagram.

The game is played over **3 rounds**. Each round is made up of **7 turns**. Instead of taking turns, all the players play each turn together at the same time.

## Starting a round

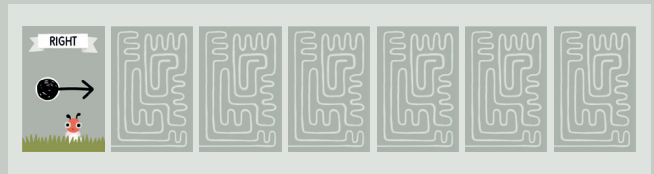
The mother moth gathers **all 8 movement tiles**. They shuffle them well and place them in a face-down pile in the middle of the table.

Each round, 1 movement tile will **not be used**. So now the mother moth takes the top movement tile from the pile and puts it back in the box, without anyone looking at it.

Next, the mother moth places the remaining 7 tiles in a face-down line on the table, called **the row**.

## Playing a turn

To start a turn, the mother moth flips over the **left-most face-down movement tile** in the row, so it is face-up. This means that on the first turn of the round, the first tile in the row will be flipped over. On the second turn of the round, the second tile will be flipped over, and so on.



*It is the first turn of the round, so the left-most movement tile in the row is flipped over.*

This tile that was just flipped tells every player what sort of line they can draw this turn.

Everyone now draws their line **at the same time**. You may not look at what the other players are drawing until you finish your line.

Here's how you draw a line. First, choose **any filled-in circle** on your diagram. The 4 circles around the baby moth picture count as filled-in circles. Next, trace a line coming out of this circle in the direction shown on the movement tile, following the printed line.

Here's what each movement tile means:

#### LEFT

Draw a line from any filled-in circle to the left.

#### RIGHT

Draw a line from any filled-in circle to the right.

#### UP

Draw a line from any filled-in circle upwards.

#### DOWN

Draw a line from any filled-in circle downwards.

#### LEFT/RIGHT

Draw a line from any filled-in circle to the left OR right - it's your choice.

#### UP/DOWN

Draw a line from any filled-in circle upwards OR downwards - it's your choice.

#### DOTTED LINE

Draw a line from any filled-in circle that has a dotted line coming out of it, along that dotted line.



*The 'right' movement tile is flipped. The player chooses a filled-in circle and draws a line to the right.*

Your line will connect to a **new circle**. You must fill this circle in with your marker to collect the food that is inside. To record what you have collected, fill in the corresponding circle(s) on your meal tracker.

Here is what each type of circle lets you fill in:



Fill in the next leaf.



Fill in the next 2 leaves.



Fill in the next 3 leaves.



Fill in the next nut.



Fill in the next 2 nuts.



Fill in the next 3 nuts.



Fill in the next blossom.



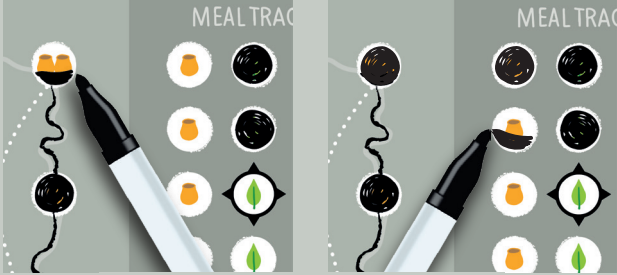
Fill in the next 2 blossoms.



Fill in the next 3 blossoms.



Fill in the next nut, leaf, OR blossom - it's your choice.



The player fills in a circle with 2 nuts and then fills in 2 nuts on their meal tracker.

## Important rules

You must always draw along the lines printed on the tree. If there is no line coming out of a circle in a particular direction then you can't go that way.

The only time you can draw along a dotted line is when the 'dotted line' movement tile has been turned over.

If a line or circle has already been filled in, you may not draw over it again.

On the rare turn that you have no legal line to draw, you simply do nothing that turn.

When filling in your meal tracker, you must always fill in each column from the top down.

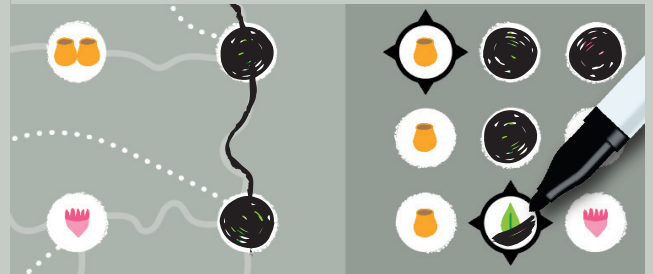
If you have a full column of 15 food, you may still fill in that food on your tree, but you don't fill in anything on your meal tracker.

The movement tiles from previous turns are left face-up in the row. Some players might like to keep track of which tiles have already been used.

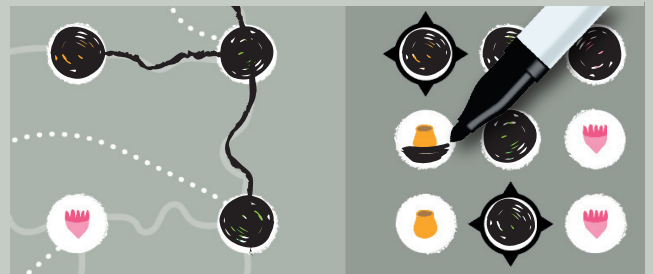
## Extra moves

If you fill in a circle on your meal tracker with 4 arrows around it, you get an **extra move**.

Immediately draw a line from any filled-in circle on your tree upwards, downwards, left, OR right - it's your choice. You may not draw along a dotted line. Collect what's inside the circle you come to as usual. It is possible to gain multiple extra moves in a single turn.



The player just collected a leaf. They fill in 1 leaf on their meal tracker. It has 4 arrows around it, so they get an extra move.



For their extra move, the player chooses the higher filled-in circle on their tree and draws to the left. They fill in this new circle and then 2 nuts on their meal tracker. The first nut had arrows around it so they get another extra move!

## End of the turn

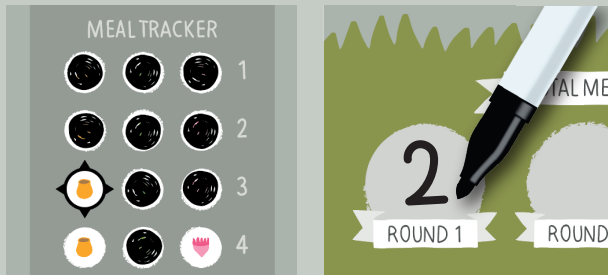
Once everyone has finished drawing on their diagram, the turn is over. If there are any face-down movement tiles left in the row, the next turn now begins. If all 7 tiles are face-up, the round is over.

## End of the round

After 7 turns, all the movement tiles in the row will be face-up and the round is over. Everyone scores points for the number of **meals** they have collected.

A meal is made up of **1 nut, 1 leaf and 1 blossom**. Look at your meal tracker and find the lowest row that has all 3 types of food filled in. The number next to this row is how many meals you have collected.

Write this number in the ‘total meals’ circle that corresponds to the current round at the bottom of your diagram. In each round you score **all the meals** you have collected in the whole game so far.



*The player completed 2 meals in round 1.*

It is now time to start the next round, so grab the unused movement tile back out of the box and head back to the ‘Starting a round’ section of the rules to start again.

If 3 rounds are complete then the game is over. You will know this because you have filled in all 3 ‘total meals’ circles. Now it’s time to see who has won!

## End of the game

After 3 rounds the game is over. First, everyone checks to see if they scored any **column bonus** points. You will see these listed below the 15th circle of each type of food on your meal tracker. 3 points are awarded if you collected 15 nuts, 15 leaves or 15 blossoms. You may collect multiple column bonuses. Write the total number of column bonus points you scored in the ‘column bonus’ circle at the bottom of your diagram.

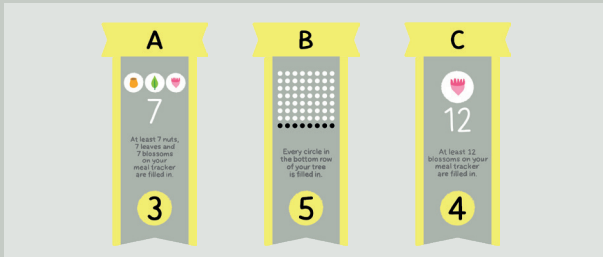
Now it’s time to add up your **final score**. Add all the numbers in the 3 ‘total meals’ circles and the ‘column bonus’ circle. Write the sum in your ‘final score’ circle. The yellow ‘achievements’ circles are only used in the advanced version.

Whoever has the highest score wins!

In the case of a tie, the tied player with the most column bonus points wins. If it is still tied, then the tied players win together.

Once you have played a few times, you might like to try the advanced version for an extra challenge. In the advanced version **achievement tiles** are used. These tiles give you new ways to score points. You can use 1, 2 or 3 achievements in your game. The more you use, the more complicated it will get.

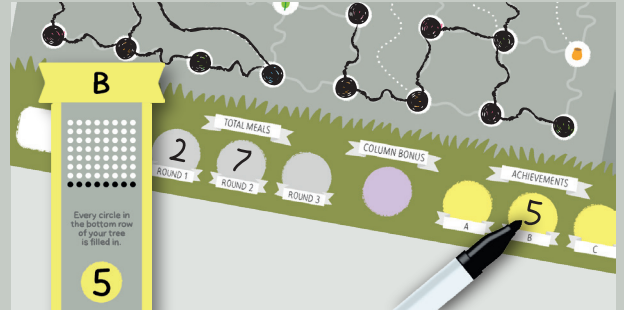
During setup, choose the 1-3 achievement tiles you want to use and place them in the middle of the table with the **gold side** face-up. Place a **letter tile** above each achievement. Use the A tile when using 1 achievement, the A and B tiles when using 2 achievements, and the A, B, and C tiles when using 3 achievements. The letter tiles simply label each achievement for when you score it on your diagram.



An example of 3 achievement tiles set up.

At the end of each turn, all players **check** to see if they have met the conditions listed on any achievement. If you did, you score the points indicated on the tile. These points are written in the ‘achievement’ circle with the corresponding letter at the bottom of your diagram.

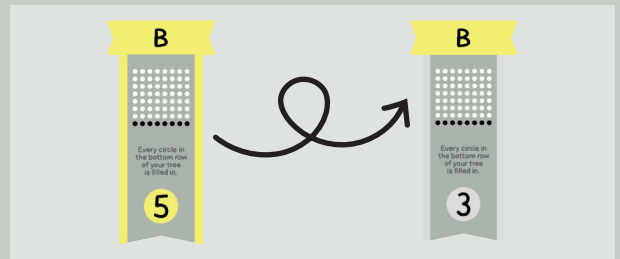
A player may score multiple achievements on a single turn.



The player has filled in every circle in the bottom row of their tree so they score achievement B.

The **first player** to score an achievement gets the points listed on the gold side of the tile and then flips that tile over to its **silver side**. All other players can still score this achievement on any future turn, but it is now worth fewer points.

If **multiple players** are the first to score an achievement on the same turn, then they all score the points listed on the gold side. Then the tile is flipped over as usual.



Achievement B has been scored for the first time, so it is flipped over to the silver side. It is now only worth 3 points instead of 5.

At the end of the game, add all the points in your ‘achievement’ circles to your final score.



You can also play Scribbly Gum by yourself. Gameplay works just like the rules of the advanced version, with these differences:

Set up the game with **3 randomly-chosen achievement tiles** on their gold sides.

Play as normal. If you complete an achievement, score the points currently indicated on its tile. At the end of round 2, you must flip all 3 achievement tiles over to their **silver side**. This means if you complete an achievement in round 1 or 2 you get the points listed on the gold side of its tile, and if you complete it in round 3 you get the points listed on its silver side.

At the end of the game see how good your score is by consulting this chart:

- 0-14:** You're still just a larva, but there is plenty of time to grow.
- 15-19:** Gum on, you can do better than that!
- 20-24:** Nice scribbling! Can you improve even more?
- 25-29:** Now you're really starting to blossom!
- 30-34:** You are a regular moth Matisse!
- 35+:** Scribbly Gum champion of the bush!

See if you can beat your top score!

You can play Scribbly Gum with any number of players, even a whole classroom. Play the game as usual, with the teacher acting as the mother moth.

The mother moth flips a movement tile as usual on each turn, but they will need to announce what it is out loud to all the players. If you have an interactive smartboard or screen, you can use our **digital tiles** instead. This will make it easier for everyone to see them. Visit our website for instructions on how to do this (address below).

To help the game run smoothly, each turn when a player finishes drawing they should **raise their hand**. When all players have their hands up, the mother moth will know it is time for the next turn.

You can also play this way **remotely** with any number of players in a video conference. Each player can use a physical tree diagram from the game if they have one, or you can print out a PDF version from our website (address below).

You can even save paper and draw digitally onto the PDF with your software's markup function. The mother moth player can hold up the movement tiles to their camera or share their screen and use the digital versions.

There are more ideas for using Scribbly Gum in the classroom at:

[www.joeygames.com.au/scribblygum](http://www.joeygames.com.au/scribblygum)

# About scribbly gum trees

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Scribbly gums are a type of eucalyptus tree native to Australia. They are named after the distinctive markings found along their smooth yellow-grey trunks. These zig-zag tracks or 'scribbles' are made by scribbly gum moth larvae tunnelling between the old and new bark. Every year when the tree sheds the old bark, new markings are revealed.

There are 14 different species of scribbly gum moths which all belong to the moth genus *Ogmograptis*.

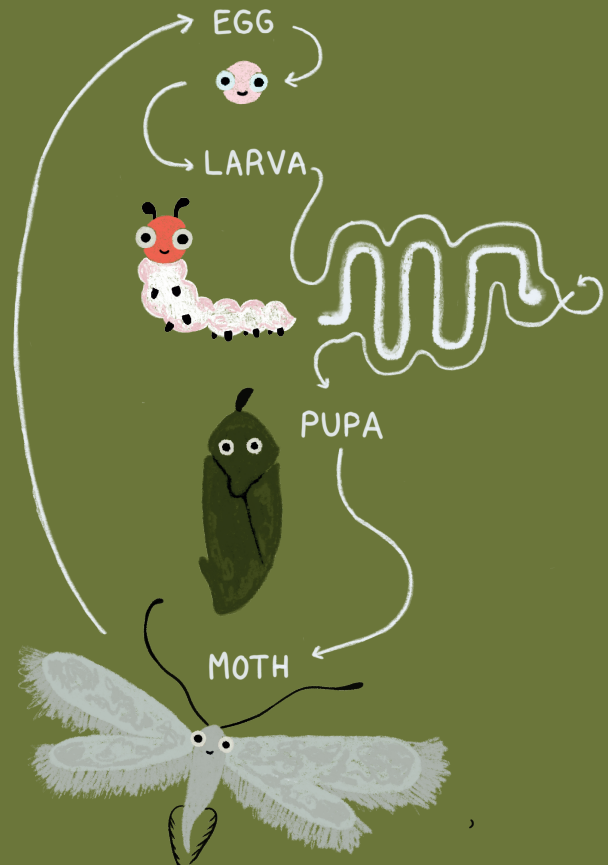
A scribbly gum moth lays an egg on the surface of the tree bark in autumn. When the larva hatches, it digs down beneath the bark layer of the tree trunk. It then begins making its zig-zag tunnel.

As the larva grows, it sheds its skin several times. After its last moult, the larva turns around and retraces the scribble it has drawn. As it goes, it eats the nutrient-rich tissue that the tree has grown to fill in the initial tunnel.

The larva then bores its way out of the tree trunk, drops to the ground and spins itself a cocoon. Here it transforms into a pupa and emerges as a fully grown scribbly gum moth in late summer.

Scribbly gum trees can grow up to 15 metres tall. They produce white flowers in summer which attract native Australian birds such as honeyeaters.

You can find scribbly gums on the east coast of Australia, especially throughout the coastal plains of New South Wales and hills in the Sydney region.



At Joey Games, we want to share our love for people and the planet through playing games.

We believe play is an essential part of living a healthy, balanced and restful life. Our games are designed to create meaningful connections between kids and adults as they play together.

We design our games to celebrate the peoples, plants and animals of Australia and foster an understanding and care for them.

Joey Games was founded by Meredith and Phil Walker-Harding.

Find out more about us or get in touch at [www.joeygames.com.au](http://www.joeygames.com.au)

## Also available



### Busy Beaks

A card game about Australia's birdlife.  
2-4 players  
Ages 8+  
30 minutes



### Pass the Party Food

A co-operative game about classic Australian party food.  
2-4 players  
Ages 7+  
30 minutes

## Greening Australia

1% of the profits from Scribbly Gum will be donated to **Greening Australia**. They have been restoring Australia's unique landscapes and protecting biodiversity at scale through collaborative, science-based programs for over 38 years.

Greening Australia is committed to tackling Australia's greatest environmental challenges in ways that work for communities, economies and nature; planting millions of native trees and plants, protecting hundreds of native species, and supporting Traditional Owners' aspirations for restoring country.

[www.greeningaustralia.org.au](http://www.greeningaustralia.org.au)

## 1% for the Planet

Joey Games is a member of **1% for the Planet**, a global network of businesses giving back to environmental non-profits to create a healthier planet. This means we give 1% of our profits to approved environmental non-profit partners.

[www.onepercentfortheplanet.org](http://www.onepercentfortheplanet.org)

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Joey Games operates on the lands of the Gadigal People of the Eora Nation. We acknowledge Aboriginal and Torres Strait Islander peoples as the first sovereign Nations of the Australian continent and islands. This sovereignty has never been ceded or extinguished. We work on stolen land so we **pay the rent**, sharing 1% of our profits with a local Indigenous-led organisation.



[www.joeygames.com.au](http://www.joeygames.com.au)