

Updated Rules Outline

1. Game Overview

Pencilvania is a team-based historical trivia drawing game that turns American history into a race across famous American trails and routes.

Each turn, one player becomes the **Artist**. The Artist secretly sees a historical answer and must help their teammates identify it by drawing clues.

The challenge is that every card includes **Restricted Clues**—the most obvious things the Artist would normally want to draw.

Solve the answer early and your team earns more **Exploration Markers** to advance along that card's color-coded Trail.

Over six rounds, teams explore America, complete trails, collect badges, reach landmarks, and compete to build the longest connected trail.

At the end of the sixth round, the team with the most points wins.

2. Object of the Game

Earn the most points by:

- Correctly identifying historical answers
- Earning Exploration Markers
- Completing Historical Trails
- Completing trails before other teams
- Building the Longest Trail
- Completing the most trails
- Collecting the most landmarks
- Making progress on unfinished trails

The drawing challenge earns you movement.

The map turns that movement into victory.

3. Players

Pencilvania is played in teams.

Recommended:

- **4+ players**
- 2 or more teams
- At least 2 players per team

Each team chooses a color of Exploration Markers.

Players rotate the role of Artist throughout the game.

4. Game Length

A standard game lasts:

6 Rounds

During each round, every team takes one turn.

After all teams have completed six turns, final scoring takes place.

This means every team receives exactly six opportunities to earn Exploration Markers.

5. Components

Pencilvania may include:

- U.S. Historical Trails Map
- Historical Trivia Cards
- Exploration Markers in team colors
- Drawing Boards or Pads
- Dry-Erase Markers or Pencils
- Timer
- Trail Completion Badges

- Longest Trail Card
 - Trailblazer Bonus Card
 - Landmark Collector Bonus Card
 - Landmark Tokens or Icons
 - Score Pad
 - Rulebook
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6. The Historical Trails Map

The centerpiece of Pencilvania is a map of the United States showing **11 official Trails and Routes**.

Each Trail is clearly **color coded**.

The matching color also appears prominently on every trivia card assigned to that Trail.

The 11 official Trails are:

1. **Appalachian Trail**
2. **Oregon Trail**
3. **Santa Fe Trail**
4. **California Trail**
5. **Lewis & Clark Trail**
6. **Trail of Tears**
7. **Underground Railroad**
8. **Route 66**
9. **Transcontinental Railroad**
10. **Sea Trail**
11. **Air Trail**

More than one team may occupy and advance along the same Trail.

Teams never block one another.

7. Trail Lengths

Trails vary in length.

This is intentional.

The working range is:

- **Short Trails:** 4 spaces
- **Medium Trails:** 5 spaces
- **Long Trails:** 6 spaces

No Trail is longer than 6 spaces.

Shorter Trails are easier to complete, while longer Trails create greater opportunities to compete for **Longest Trail**.

Trail length should ultimately be balanced against the number of cards assigned to that Trail.

8. Card Categories

The first edition of Pencilvania focuses entirely on **American history**.

The current categories are:

- Early America
- Revolution & Founding
- Civil War & Reconstruction
- Westward Expansion
- Presidents & Leaders
- Civil Rights
- Inventions & Innovation
- Sea & Air
- Landmarks & Places
- Culture & Entertainment
- Sports History
- Modern History

Every card belongs to:

- One historical category
 - One official Trail
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9. Card Front

The front of the card should reveal only information needed for strategic card selection.

It includes:

Category

Example:

EARLY AMERICA

Trail

Example:

SEA TRAIL

The Trail name and border/iconography should use the **same color as that Trail on the map**.

This allows teams to make strategic card choices without seeing the historical answer.

10. Card Artist Side

Once a card has been chosen, only the Artist sees the full information.

The Artist side includes:

Answer

The historical person, place, event, invention, achievement, or concept being guessed.

Artist Brief / History Snapshot

A short one- or two-sentence explanation of the subject.

This helps an Artist who may not already know the history.

Restricted Clues

Usually **3 visual clues** associated with the answer.

These are initially unavailable to the Artist.

Example:

Answer: Wright Brothers' First Flight

Restricted Clues:

- Airplane
- Wings
- Brothers

Historical Location

The real-world location associated with the answer.

This is primarily educational context and may also support the visual design of the map and card.

Trail

The Trail along which Exploration Markers are earned.

11. Choosing a Card

At the beginning of its turn, the active team:

1. Draws **3 cards**.
2. Looks only at the front of each card.
3. Sees the **Category and color-coded Trail** of each.
4. Chooses **1 card** to play.
5. Discards the other 2.
6. The Artist privately looks at the chosen card.

This creates a strategic decision before the drawing challenge begins.

A team may choose a card because it:

- Helps finish a Trail
 - Extends its Longest Trail
 - Moves toward a Landmark
 - Helps complete more different Trails
 - Prevents another team from gaining an advantage
 - Simply offers a category the team feels confident about
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12. Completed-Trail Redraw

If **all 3 drawn cards** belong to Trails that the active team has already completed:

1. Discard all 3 cards.
2. Draw 3 replacement cards.

Continue doing so until at least one card belongs to an unfinished Trail.

A team does **not** redraw simply because it dislikes its options.

Example:

- Oregon — completed
- Sea — completed
- Appalachian — unfinished

The team must choose from those three cards.

13. Preparing the Artist

After a card is selected, the Artist privately reads:

- Answer
- Artist Brief
- Restricted Clues
- Historical Location
- Trail

The Artist may take a brief moment to understand the subject before the first timer begins.

The Guessers may not see the Artist side of the card.

14. Drawing Rules

The Artist may:

- Draw pictures

- Combine multiple images
- Use visual associations
- Create rebus-like visual ideas as long as they do not use written language

The Artist may not:

- Speak
 - Mouth words
 - Gesture
 - Act out the answer
 - Write words
 - Write letters
 - Write numbers
 - Spell using symbols
 - Point to objects in the room
 - Use a Restricted Clue until it becomes unlocked
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15. Attempt 1 — 3 Exploration Markers

The team begins knowing:

- The Category
- The Trail

None of the card's Restricted Clues may be drawn.

The Artist begins with a blank drawing surface.

The team has:

60 Seconds

The Guessers may make unlimited guesses.

If they correctly identify the answer:

Earn 3 Exploration Markers

All 3 markers are placed on the card's Trail.

The turn ends.

If the team fails, proceed to Attempt 2.

16. Attempt 2 — 2 Exploration Markers

The Artist chooses **1 Restricted Clue to unlock**.

That clue may now be used in the new drawing.

The other Restricted Clues remain unavailable.

The previous drawing is erased.

The Artist creates a completely new drawing.

The team has:

45 Seconds

If the answer is guessed correctly:

Earn 2 Exploration Markers

Place both markers on the card's Trail.

The turn ends.

If the team fails, proceed to Attempt 3.

17. Attempt 3 — 1 Exploration Marker

The Artist chooses **one additional Restricted Clue to unlock**.

The Artist may now use:

- The Restricted Clue unlocked during Attempt 2
- One additional Restricted Clue

At least one Restricted Clue remains unavailable if the card contains three.

The board is cleared again.

The Artist creates one final drawing.

The team has:

30 Seconds

If the answer is guessed correctly:

Earn 1 Exploration Marker

Place it on the card's Trail.

If the team still fails:

Earn 0 Exploration Markers

The turn ends.

18. Fresh Drawing Every Attempt

Each attempt begins with a clean drawing surface.

Previous drawings do not remain visible.

The Artist may completely change approaches between attempts.

This means each turn follows the rhythm:

Draw → Miss → Unlock → Redraw → Miss → Unlock → Redraw

19. Placing Exploration Markers

When a team earns Exploration Markers, they are placed on the card's corresponding Trail.

A team always begins at the designated starting end of that Trail.

Each additional marker extends that team's connected path one space farther.

Example:

A team currently has 2 markers on the Oregon Trail.

It earns 3 Exploration Markers.

Its path extends to 5 connected spaces.

20. Markers Beyond the End of a Trail

Markers cannot carry beyond a completed Trail.

Example:

A team has filled 3 spaces of a 4-space Trail and earns 3 markers.

It places the 1 marker required to complete the Trail.

The remaining 2 markers are lost.

They may not be transferred to another Trail.

This creates additional timing and strategic tension.

21. Completing a Trail

A Trail is completed when a team fills every space on that Trail from start to finish.

When a team completes a Trail, it immediately claims the highest remaining **Trail Completion Badge** for that Trail.

Each Trail has finishing-position badges:

1st Team to Finish

10 Points

2nd Team

7 Points

3rd Team

5 Points

4th Team

3 Points

These badges are permanent once earned.

They cannot be taken away.

22. Longest Trail

The **Longest Trail** is a separate strategic competition.

The first team to build a connected path of at least:

3 Exploration Markers

claims the Longest Trail card.

The card remains with that team until another team creates a **strictly longer connected Trail**.

Matching the current length does not take the card.

Example:

Blue has a connected Trail of 4 and holds Longest Trail.

Red reaches 4.

Blue keeps the card.

Red later reaches 5.

Red takes the card.

At the end of the game, the team holding Longest Trail earns:

+10 Points

A team's connected markers must all belong to the **same Trail**.

Markers on different Trails may not be combined.

23. Trailblazer Bonus

At the end of the game, determine which team completed the **most different Trails**.

That team earns:

Trailblazer Bonus — +5 Points

If teams tie, the team that reached that number of completed Trails first wins the bonus.

24. Landmark Trails

Some—but not all—Trails end at an iconic American landmark.

These may include locations appropriate to the route, such as famous monuments, ports, bridges, historic destinations, or other recognizable landmarks.

Completing one of these Trails earns the team that Trail's Landmark.

A Landmark does not necessarily award immediate points.

Instead, Landmarks contribute to the end-game Landmark competition.

25. Landmark Collector Bonus

At the end of the game, the team that collected the most Landmarks earns:

Landmark Collector — +5 Points

If teams tie, the team that reached that number of Landmarks first wins the bonus.

Not every Trail needs to contain a Landmark.

This keeps Landmark Trails special and prevents the Landmark Bonus from simply duplicating the Trailblazer Bonus.

26. Unfinished Trails

Progress on unfinished Trails is still worth something.

At the end of the game:

Every 2 Exploration Markers on an unfinished Trail = 1 Point

Round down.

Markers	Points
0	0
1	0
2	1
3	1
4	2
5	2

Completed Trails do **not** score individual marker points.

Their Trail Completion Badge replaces those points.

This ensures that completing a Trail is always more valuable than stopping just short.

27. Final Scoring

After all teams complete Round 6, add:

Trail Completion Badges

- 1st — 10
- 2nd — 7
- 3rd — 5
- 4th — 3

Unfinished Trail Progress

- 1 point per 2 Exploration Markers

Longest Trail

- +10

Trailblazer

Most Trails Completed:

- +5

Landmark Collector

Most Landmarks:

- +5

The team with the highest total score wins Pencilvania.

28. Example Turn

The active team draws:

- Early America — Sea Trail
- Modern History — Air Trail
- Westward Expansion — Oregon Trail

The team is close to completing the Air Trail, so it chooses:

Modern History — Air Trail

The Artist privately sees:

Answer: Wright Brothers' First Flight

Artist Brief:

In 1903, Orville and Wilbur Wright achieved the first successful powered, controlled airplane flight near Kitty Hawk, North Carolina.

Restricted Clues:

- Airplane
- Wings
- Brothers

Attempt 1

The Artist cannot use any of those Restricted Clues.

They draw something like:

Kitten + Hawk + Propeller

The team guesses incorrectly.

Attempt 2

The Artist unlocks:

Wings

The board is erased.

A new drawing begins.

The team guesses:

Wright Brothers' First Flight

They earn:

2 Exploration Markers

Both are placed on their Air Trail.

If those markers complete the Trail, the team immediately takes the highest remaining Air Trail Completion Badge.

29. Strategy

Teams must continually decide what matters most.

Do you choose a card that:

- Finishes a short Trail for a valuable Badge?
- Extends a 6-space Trail to protect Longest Trail?
- Moves toward a Landmark?
- Gives you another completed Trail for Trailblazer?
- Prevents unfinished markers from being wasted?
- Uses a historical category your Artist knows well?

The card-selection system ensures that players have meaningful choices without allowing them to freely choose any Trail they want.

30. Current Trail Structure

The current working Trails are designed around lengths of approximately:

4 spaces

Short, focused routes

5 spaces

Standard routes

6 spaces

Long routes with greater Longest Trail potential

The exact final length of each of the 11 Trails will be determined alongside the master card-allocation matrix.

31. End of Game

Once every team has taken its sixth turn:

1. Score all Trail Completion Badges.
2. Score unfinished Trail markers.
3. Award Longest Trail.
4. Award Trailblazer.
5. Award Landmark Collector.
6. Total all points.

Highest score wins.

32. Pencilvania in One Minute

Draw 3 cards. Choose 1.

The Artist sees the answer.

Attempt 1

No Restricted Clues

60 seconds → 3 markers

Attempt 2

Unlock 1 Restricted Clue

45 seconds → 2 markers

Attempt 3

Unlock a second Restricted Clue

30 seconds → 1 marker

Then:

Explore the Trail.
Complete routes.
Collect Badges.
Reach Landmarks.
Build the Longest Trail.

After six rounds:

Most points wins Pencilvania.

This version feels much more cohesive than the earlier point-based trivia model because the card challenge now directly drives the board game. The next thing I'd do is revisit the **11 Trail lengths and master card matrix together**, because the 3/2/1 marker system now gives us enough information to balance how easy each Trail should be to complete.