

PiCtionaRy®

GAME GUIDE

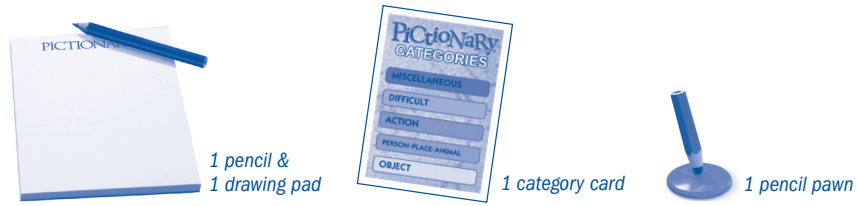
ADULT • 3+ Players

WHAT'S INCLUDED?

Gameboard, Cards (including 4 Category Cards), One-minute Timer, 4 Pencil Pawns, 4 Drawing Pads, 4 Pencils, 1 Die, 1 Challenge Die.

SETUP

1. Divide into at least two teams (with at least two players on each team). Give each team:



2. All teams place their pawns on Start.



3. Decide whether to use the orange or green side of the cards this time. (Use the other color next time you play.)
4. Choose which team goes first. Play then continues left.

HOW TO WIN

To win you must get your team's pawn to the Finish square and then guess one final sketch. If you don't guess correctly, it's the next team's turn. You must wait until it's your team's turn again for another chance to win.

HOW TO PLAY

On your team's turn:

1. Choose a player from your team to be the Picturist (the player who sketches the word).
2. Picturist, look at the color square your team's pawn is on. Take the first card from the box and secretly look at the word that matches that color.
3. Turn the timer – Picturist, you now have one minute to sketch the word for your team to guess.
4. THEN, either...



If your team **guessed correctly** within the time limit:

- Roll the white die
- Move forward
- Take another turn.

Your team gets to keep taking turns as long as you're guessing correctly! Choose a different player on your team to be Picturist each time.

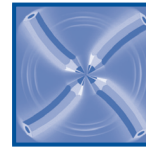
If your team **didn't guess correctly** within the time limit:

- Do not roll
- Do not move.

AND YOUR TURN IS OVER!
Now it's the next team's turn.

SPECIAL SQUARES

Look out for these cool squares. If you land on one, do the following:



ALL PLAY (the one with 4 pencils)

When any team lands on this square, each team chooses a Picturist. Picturists sketch the same word simultaneously. The first team to guess correctly rolls the white die, moves and takes the next turn. If no one guesses correctly, no one rolls and no one moves. Now it's automatically the next team's turn.



STOP (the one with red tabs)

Stop immediately on this square (even if your roll would've taken you past it). Then treat it as an ALL PLAY square.



WILD

On this square, the Picturist can choose to sketch any word on their card.

SHORT GAME

For a short or super-short game, begin on a different Start square. Look for the dots!

ONE DOT!

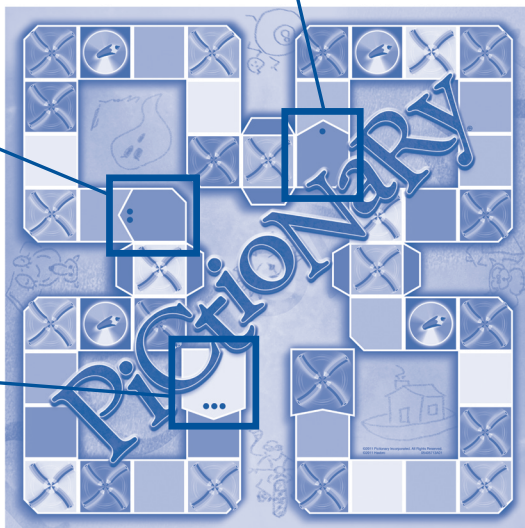
Start here for a super-short game.

TWO DOTS!

Start here for a short game.

THREE DOTS!

Start here for a full game.



DOS AND DON'TS

You can:

- Draw anything related to the word (no matter how weak the link).
- Draw “sun” for “son” etc..
- Draw each syllable in a word or phrase separately.
- Have different numbers of players on each team.

You can't:

- Draw “ears” for ‘sounds like’ or dashes to show the number of letters in a word.
- Draw letters or numbers.
- Speak or gesture while drawing.
- Choose one player on your team to be Picturist the whole time. You must all take even turns at sketching.

CHALLENGE GAME

For a more challenging game, use the Challenge Die. Roll it at the beginning of your turn to see what challenge you have.



No challenge. Play as normal.



Off hand. The Picturist must use their off-hand to sketch (if you're right-handed, use your left and vice-versa).



Eyes closed. The Picturist must close their eyes to sketch.



One line. The Picturist can only use one continuous line to sketch.



Two words. The Picturist must take two cards from the box and sketch two words in one minute. Both words must match the color of the square your team is on. On an ALL PLAY square, both Picturists look at the words together before the timer is turned.

3-PLAYER GAME

In a 3-player game, one player gets to be Picturist for both teams.

Consumer contact: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. Tel: 888-836-7025 (toll-free).

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