

PICTIONARY JUNIOR®

R U L E S

CONTENTS:

Gameboard, 200 cards, pad of paper, one-minute timer, 2 playing pieces, 2 pencils, die.

OBJECT OF THE GAME:

To guess the correct word through clues sketched by teammates. The first team to reach the FINISH square and correctly guess a word wins the game.

SET UP:

1. Place the timer and the cards (face down) in the center of the gameboard.
2. Divide into two teams. The number of players can be uneven.
3. Each team takes a playing piece, a pencil and some paper.
4. Both teams put their playing piece on the START square.
5. Both teams select a PICTURIST. This is the player who will sketch the first word for each team.
6. Each team rolls the die; the team with the highest roll plays first.

PLEASE READ ALL INSTRUCTIONS BEFORE YOU BEGIN TO PLAY!

PLAY:

The START square, like some other squares on the gameboard, has a black diamond (◆) on it. This means the word to be sketched is an *All Play* word – it is sketched by both teams at the same time. Here's how:

1. Each team chooses a PICTURIST. The PICTURIST for the team that landed on the *All Play* space draws a card, and reads out loud to players on both teams the theme at the top of the card. The theme will give players a hint to the word to be sketched.
2. The PICTURIST then secretly shows the card to the PICTURIST on the other team. Both PICTURISTS will be sketching the same word that matches the colored square that the team landed on.
3. The timer is turned over, and both PICTURISTS have one minute to sketch clues to that word. Each PICTURIST is sketching for his/her own teammates.
4. The first team to guess the word correctly before the timer runs out rolls the die and moves their playing piece on the gameboard the number of spaces shown on the die. The team selects a new PICTURIST and a new card and takes another turn.
5. If the timer runs out before either team guesses the word correctly, it is the other team's turn. They take a new card and select a new PICTURIST. Neither team rolls the die. *A team may only roll the die after making a correct guess.*

NOW, HERE'S HOW TO PLAY WHEN YOUR TEAM LANDS ON A SQUARE *WITHOUT* A BLACK DIAMOND:

1. The new PICTURIST draws a card and reads out loud the theme at the top of the card. He then silently reads the word that matches the colored square his team's playing piece is on. He does not show it to any other players.
2. The timer is turned over, and the PICTURIST has one minute to sketch clues to that word for his teammates only.
3. If the team guesses the word before the timer runs out, they roll the die and move their playing piece on the gameboard the number of spaces shown on the die. The team selects a new PICTURIST and a new card and takes another turn.
4. If the team does not guess the word within the time limit, they do not roll the die. Play passes to the other team's PICTURIST who takes a new card from the top of the deck and begins his team's turn. A team may only roll the die after they make a correct guess.

TO WIN:

The first team to land on the FINISH square and guess a word correctly wins the game. Since the FINISH square has a black diamond on it, the word sketched is an *All Play* word. You do not need an exact roll of the die to land on the FINISH square.

OTHER STUFF:

- The PICTURIST may not talk or use hand signals, and letters or numbers may not be used when sketching clues.
- All players take turns being the PICTURIST for their team. There should be a new PICTURIST for each new word sketched.
- If older players want a challenge, do not read the theme at the top of the card out loud.
- If you only have three players, let one be the PICTURIST for both teams. It's OK to use more than one piece of paper for the same word, but remember to use both sides of the paper.
- If the word is *male*, it's OK to sketch *mail*, or if the word is *son*, it's OK to sketch *sun*, etc.
- Decide before you start the game if it's OK to bend the rules. Is it OK to say *tub* if the word is *bathtub*? You decide.
- Two playing pieces can occupy the same square.

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