

3 OR MORE PLAYERS
AGES 7+

PiCtIONaRY

Junior®



 **CAUTION:**
The pencil contained in this game has a functional sharp point.

Object

Use sketches to guess as many words as possible, advancing along the gameboard path to the FINISH square. Then, correctly identify the final sketch to win the game!

Contents

Gameboard, 144 two-sided cards, pad of paper, one-minute timer, 2 playing pieces, 2 pencils, die

LET'S GET READY!

1. Place the timer in the center of the gameboard.
2. The green side of the deck has easier words, and the blue side has more challenging words. Place the side you want to play facedown in the center of the gameboard.
3. Divide into two teams. The number of players can be uneven. Each team takes a playing piece, a pencil and paper.
4. Both teams place their playing piece on the START square.
5. Both teams select a Picturist (the player who will sketch the first word for each team.) The role of the Picturist will alternate so that each player gets a chance to sketch. Note: In a 3-player game, one player gets to be the Picturist for both teams.
6. Each team rolls the die; the team with the highest roll plays first.



LET'S PLAY!



ALL PLAY squares: Like some other gameboard squares, the START square has the ALL PLAY symbol on it. This means that the word to be sketched is an ALL PLAY word: both teams sketch it at the same time. Here's how:

1. The Picturist for the team that landed on the ALL PLAY square selects 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 about 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 or 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 the number of gameboard squares shown on the die. (Playing pieces may share the same square.) The team then 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's the other team's turn. They select a new Picturist and a new card. Neither team rolls the die. A team may roll the die only after making a correct guess.

SKETCHING DO'S AND DON'T'S

YOU CAN: Sketch "rain" for "rein" or "sun" for "son," etc. You can also use more than one piece of paper to sketch the same word - but remember to use both sides of the paper!

YOU CAN'T: Talk, use sign language, or use letters or numbers.

Before you start the game, decide how strict or easygoing you'll be about guessing words. For example, is "tub" a correct guess for the word "bathtub"? You decide!



ONE TEAM PLAY squares: This symbol means that the word to be sketched is played only by the team that landed on the square. Here's how:

The new Picturist selects a card and reads out loud the theme at the top of the card. The Picturist then silently reads the word that matches the colored square that his or her team is on. The Picturist does not show the card to any other players.

The timer is turned over, and the Picturist has one minute to sketch clues to that word for his or her teammates only.

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 squares shown on the die. The team selects a new Picturist and a new card, and takes another turn.

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 or her team's turn. A team may only roll the die after they make a correct guess.

HOW TO WIN

The first team to land on the FINISH square and guess a word correctly wins the game. Since the FINISH square has an ALL PLAY symbol 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.

CHALLENGE GAME

If older players want more of a challenge, they may choose not to read the theme at the top of the card out loud before sketching a word.

We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free).

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