

PiCtionaRy Junior®



CAUTION:

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

GAME GUIDE

2 teams

WHAT'S INCLUDED?

Gameboard, Cards, One-minute Timer, 2 Pencil Pawns, 1 Drawing Pad, 2 Pencils, 1 Die.

SETUP

1. Divide into two teams of at least two players. Give each team 1 pencil, some paper and 1 pencil pawn.
2. Choose which side of the cards to use (green has easier words than blue). Place the side you want to play facedown in the center of the gameboard.
3. Both teams place their pawns on Start.



4. Choose which team goes first. Play then continues left.

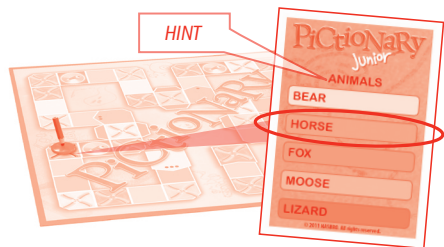
HOW TO WIN

To win, you must get your team's pawn to the Finish square and then guess one final sketch correctly. If you don't guess correctly, it's the other 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 deck, flip it over and secretly look at the word that matches that color.
3. Read the hint at the top of your card out loud to your team.
4. Turn the timer – Picturist, you now have one minute to sketch the word for your team to guess.
5. THEN, either...



Sketch the word for the space you're on!

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

- Roll the 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 other 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 die, moves and takes the next turn. If no one guesses correctly, no one rolls and no one moves. Now it's automatically the other 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 any word on their card to sketch.

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.

CHALLENGE GAME

For a more challenging game do not read the hints at the top of the cards.

DOS AND DON'TS

You can:

- Sketch "sun" for "son" etc..
- Have different numbers of players on each team.

You can't:

- Speak or gesture while drawing.
- Draw letters or numbers.
- Choose one player to be Picturist for the whole time. You must take even turns at sketching.

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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