

# Pictureka!

FOR 2 OR MORE PLAYERS AGES 6+

## Contents

9 Game tiles, Color die, Number die,  
103 Mission cards, 4 Reference cards,  
30-Second timer

## Object of the Game

Collect cards by finding objects on the  
gameboard. To win, be the first player to  
collect 6 cards.

## Getting Started

The first time you play, take the game  
parts out of their wrappings. Remove the  
4 reference cards from the deck. Discard  
all waste.

Arrange the game tiles in a 3x3 square.  
This is your gameboard.

Separate the cards by color into 3 decks.  
Shuffle each deck and place it facedown  
near the gameboard.

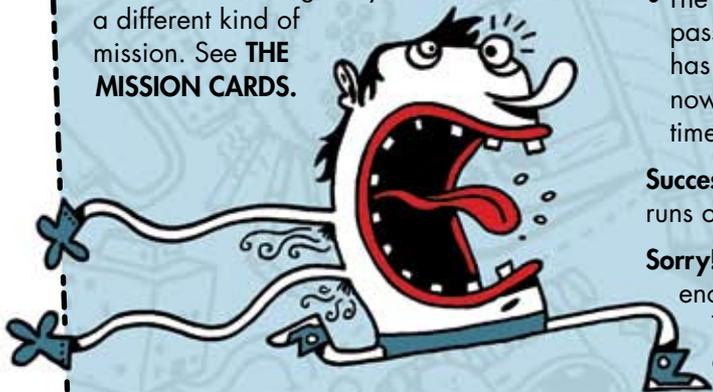
Keep the 2 reference cards handy during  
the game.

## Playing

Decide who will take the first turn. Play  
will then move to the left.

### ON YOUR TURN

First, roll the color die. Then draw a card  
from the deck that matches the color you  
rolled. Each deck gives you  
a different kind of  
mission. See **THE  
MISSION CARDS.**



## THE ACTION SYMBOLS

Some cards have symbols on the back that  
require you to switch, flip or rotate the game  
tiles. If you've drawn one of these, do this now.

 Switch the location of any two tiles.

 Flip over any tile.

 Rotate any tile.



## THE MISSION CARDS

**GREEN: Personal.** You're on your own!

- Read the mission aloud, then roll the number die. To win this card, you must find the number of objects rolled.
- Now flip over the timer and start looking! Point to each object you find, and keep track of how many you've found.

**Success!** If you find enough objects before time runs out, you keep the card. Your turn is over.

**Sorry!** If time runs out before you find enough objects, place the card out of play. Your turn is over.

**RED: Outbid.** The highest bidder gets to play. Be careful- If you bid too high and lose, you will have to sacrifice one of your cards (if you have any).

- Without looking at the mission, decide how many of the objects you *think* you can find before time runs out. Then either bid or pass.
- The player to your left either bids higher or passes. Bidding continues until each player has either bid or passed. The high bidder now reads the mission aloud, flips over the timer and starts looking.

**Success!** If you find enough objects before time runs out, you keep the card. The turn is over.

**Sorry!** If time runs out before you find enough objects, place the card out of play. The turn is over. You must also sacrifice one of your cards (if you have any).

**BLUE: Find it First.** Everyone gets to play.

- Turn the card faceup for everyone to see. It shows an object that appears only *once* on the gameboard.
- Now *all players* quickly look for the object. The player who finds it first yells "Pictureka!" That player keeps the card. The turn is over.

## Winning

Keep playing until one player has collected 6 cards. This player wins the game!

## Other Ways to Play

### GAME FOR YOUNGER PLAYERS

Kids who aren't reading yet may enjoy playing with only the blue (picture) cards.

### SHORTER OR LONGER GAME

Depending on the number of players and the available time, feel free to adjust the number of cards needed to win the game.

### TEAM PLAY

Players split up into two teams. Gameplay is the same, except that each team plays as an individual.



We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP1 94YD, or telephone our Helpline on 00 800 2242 7276.

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