

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.

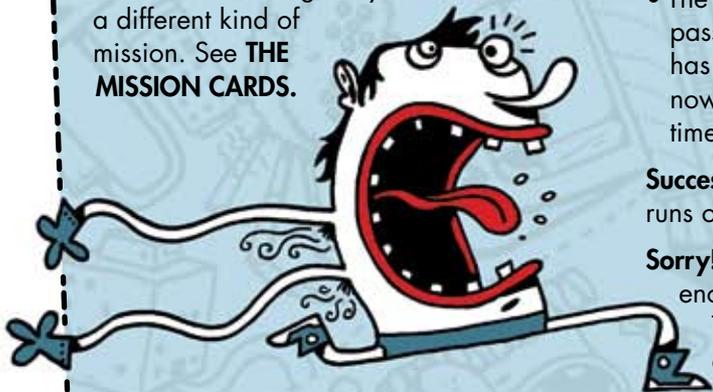
Keep the 2 reference cards handy during
the game.

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.



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