

Ages | Teams
8+ | **2**

PICTIONARY SHOWDOWN™ game

**Guess The Clue...
Hit The Button...
Win The Game!**

Contents: 1 Electronic Unit, 72 Cards, 1 Card Box

Pictionary Showdown™ is a game where you get teammates to guess a clue not by using words, but by drawing on it out on a pad of paper!

Keep these instructions for future reference as they contain important information.

PICTIONARY SHOWDOWN™ IN A NUTSHELL:

Each team has the same amount of time on their time clock to begin.

On your turn, the time counts down as you sketch and your teammates guess the clue. The quicker you get it, the more time you leave on your clock.

Once a team correctly guesses a clue, they hit their Buzzer and the next team's turn starts IMMEDIATELY, so be ready to go.

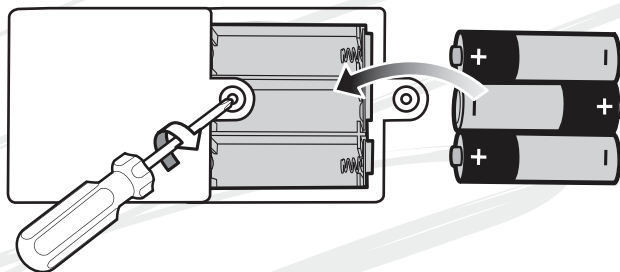
On an "All Play," both clocks STOP as each team tries to guess the clue at the same time. When the winning team presses their Buzzer, the other team's clock starts IMMEDIATELY.

The team that runs out of time first loses the game.

HOW TO REPLACE BATTERIES

Pictionary Showdown™ requires 3 AA batteries (not included). Use only Alkaline Batteries. Toy may not function with other types of batteries.

1. Unscrew battery compartment cover with Phillips screwdriver (not included) and lift open.
2. Install 3 AA size Alkaline Batteries in compartment.
3. Replace cover by slipping tabs into place, pressing cover down and screwing shut.
4. If game malfunctions, check the battery installation.
5. Batteries should be changed when sound distorts.



BEFORE YOU BEGIN...

Place the Pictionary Showdown™ cards in the card box, and then place it along with the game unit in the middle of the play area.

Decide which colored side of the cards you will use to play the game, Yellow or Orange. Once it's decided, always read the clue from this side of the card.

Divide into two equal teams. Provide each team with a pencil and drawing paper.

Decide which player will be drawing first for your team. Also, choose the order in which the rest of the players on your team will be drawing, because once the game gets going things move pretty quick!

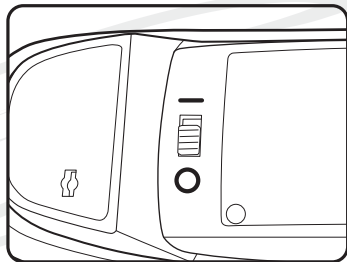
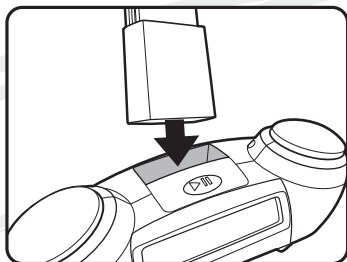
The player who is drawing is called the "Picturist."

Flip the ON/OFF switch on the bottom of the unit to ON. Once the unit is on, the lights will flash, you will hear a greeting and then "select your play time."

Choose the amount of time you want on each team's countdown clock. You may play a game as short as 3 minutes, or as long as 9 minutes.

The default setting is for a 5 minute game. If you want to play a 5 minute game, simply press "select."

To adjust the time on the clock, press the RED Buzzer to DECREASE TIME, or the BLUE Buzzer to INCREASE time. Once the desired time is on the clocks, press "Select".



LET'S PLAY!

Once you select your desired playtime, you will hear "All Play," and the game has begun!

Draw a card from the card box. Next, look at the number in the Number Window on the unit. Find the corresponding number on the card. This is the clue both Picturists will have to draw.

Each Picturist then sketches clues to their team. Sketching and guessing continues until one team correctly guesses the clue. That team then presses their Buzzer, and the timer for the other team begins to count down IMMEDIATELY!

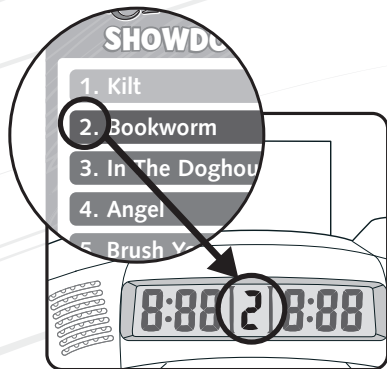
If neither team guesses the clue in the time provided, a BUZZER will sound and you will hear "Try again, all play!" A new number will appear in the Number Window, and the next Picturists for each team will draw a new card, find the corresponding clue and sketch clues to their team.

In the unlikely event that no team successfully guesses the All Play clue 5 times in a row, the unit will go to "sleep." Simply press any button to bring it back to life.

Once a team has won the initial All Play round, the other team's next Picturist quickly draws a card, observes the number in the Number Window, finds the corresponding number on the card and reads the clue. Then, they begin sketching clues to their team.

If the team correctly guesses the clue in under a minute, they press their Buzzer and the timer for the other team begins to count down IMMEDIATELY!

If the team DOES NOT correctly guess the clue in under a minute, they will hear the timer count down the last ten seconds, then a buzzer will signal the end of their turn. When this happens, the other team's timer begins to count down IMMEDIATELY!



ALL PLAY

The unit will randomly call out "All Play!" when a Buzzer is pressed. When this happens, both clock timers STOP. The next Picturists up on both teams then locate the number in the Number Window, draw a card, find the corresponding number, and read it.

As in the first All Play, they both sketch until one team gets the clue. The team that correctly guesses the clue presses their Buzzer, and the timer for the other team begins to count down IMMEDIATELY.

If neither team guesses the clue in the time provided, a BUZZER will sound and you will hear "All Play, Try again!" A new number will appear in the Number Window, and the next Picturists for each team will draw a NEW card, find the corresponding number and sketch clues to their team.

This can occur up to 2 times. After that, the timer of the next team in order begins to countdown, starting their turn. For example, if it was RED team's turn before the All Play, it will be BLUE team's turn if no team guesses the clue after two rounds.

WINNING

Play continues until one team runs out of time, and the team with time still on their clock WINS!

DOs and DON'Ts

YOU CAN...

Draw anything related to the word, no matter how tenuous the link

Break words down into a number of syllables

Draw "dock" for "doc", or "flu" for "flue", etc.

YOU CANNOT...

Use "ears" for "sounds like" or dashes to show the number of letters in the word

Use letters or numbers

Speak to your teammates

Use sign language

STRICTNESS

How precise an answer must be is up to the teams playing and should be agreed at the start of the game. For example, is "bunk" acceptable for "bunk bed"? "Enlarged" for "enlarge"?

PAUSING THE GAME

Press the Select to pause the game. Press it again to resume.

VOLUME

To change the volume, first press the Select Button to pause the game. Next, press the Blue or Red Buzzers to toggle between high and low volume. Then press the Select button again to resume to game.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities. If game malfunctions, check the battery installation.

BATTERIES SHOULD BE CHANGED WHEN SOUND DISTORTS.

BGG23-0920



©2013 Mattel. All Rights Reserved. Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Services 1-800-524-8697. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303. Mattel Australia Pty, Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Malaysia. Tel:03-78803817, Fax:03-78803867.

PCTIONARY and associated trademarks and trade dress are owned by Pictionary Incorporated.

