

PICTIONARY

AIR™

Game

Contents: 1 Light Pen, 112 Double-Sided Cards, Card Box and Rules



2
TEAMS

DOWNLOAD THE APP

Download the Pictionary Air™ app on your smart device. Watch the quick, easy-to-follow tutorial before starting to play. NOTE: Once you download the app, you won't need to use more data to run it.

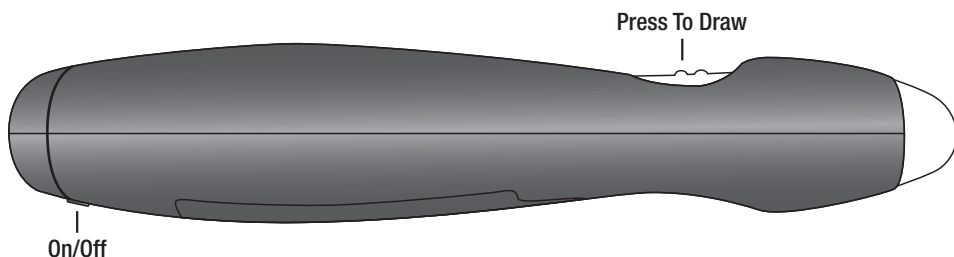
SET UP STREAMING

Stream to your TV using an Apple TV, Chromecast or similar streaming device, following the streaming device's instructions for connecting to your handheld device.

TURN ON THE PICTIONARY AIR™ PEN

Turn the switch on the Pictionary Air™ pen to the “on” position. A red light will appear at the tip, meaning it's ready to go. Press the button on the side of the pen and a green light should appear. This is how it will look when you are “drawing”. Note: you will need to switch the pen “off” when finished playing to avoid draining the battery.

* Smart device and app are required to play. App is free to download. Data rates may apply. Streaming device required to stream game to TV. Smart device and streaming device not included. For device requirements and support updates, visit [PICTIONARY.COM/SUPPORT](https://www.pictionary.com/support).



GET READY FOR A NEW WAY TO PLAY PICTIONARY!

OBJECT OF THE GAME

Take turns drawing clues in the air while your teammates guess the images that appear on the screen. The team with the most points after 10 rounds wins!

GAME SET UP

Divide into 2 teams. Randomly choose the team that will go first. The starting team selects a Picturist – a player who will sketch first. Set the card box in a spot near where the Picturist will stand. The cards are double-sided, but equal in difficulty. Pick one side of the cards to play. When you are done with that side, you can turn the box around and play from the opposite side.



NOTE: The Picturist should not see what they are drawing on screen, even if they are streaming to a TV. This is why Pictionary Air™ is so different and hilarious. In fact, looking at the image on the screen may only confuse you.

LET'S PLAY!

The Picturist takes a card from the deck and secretly looks at the words to be played. **The clues can be drawn in any order.** You only get one card per turn and cannot draw another card if all 5 clues have been guessed.

When the Picturist announces they are ready, the player using the app will start the **TIMER**.

To draw, make sure the lighted pen tip is facing the handheld device. Hold down the button on the Pictionary Air™ pen when you want to draw. Release the button when you do not want a line drawn. You can press and release the button as many times as you need to draw the image.

If the clue has been guessed by one of the Picturist's teammates, they will announce it and the device-holder/teammate will score it on the app. Each clue that is guessed correctly is worth 1 point.

If the Picturist wants to restart their sketch, they say "clear!". At this point, the device holder should **CLEAR** the screen.

When time is up, it's the next team's turn to sketch and guess. Play continues for 10 rounds, alternating teams and Picturists.

INTERACTING WITH YOUR IMAGE

You are encouraged to interact with your clues; however, this is not simply a game of charades. You must draw an image first that can be interacted with.

WINNING THE GAME

After 10 rounds of play, the team with the most points wins!

QUICK TIPS!

DRAW BIG!

Before playing for the first time, have the Picturist draw a large square so they understand how much space they have.

NOTE: Lighting conditions may affect your experience. Consult the Pictionary Air™ app for helpful guidelines.



INTERACT!

This is not charades, but you can interact with your drawings.



CLEAR THE IMAGE!

If you get lost and can't remember what you drew, have your teammate press the CLEAR button on the app to clear the image and start again.



DOS AND DON'TS

YOU CAN...

- Interact with the image as long as you draw something first (See info box for more detail.)
- Draw anything related to the word, no matter how weak the link is
- Break words down into a number of syllables
- Draw “dock” for “doc”, or “flu” for “flue”, etc.
- Use symbols

YOU CANNOT...

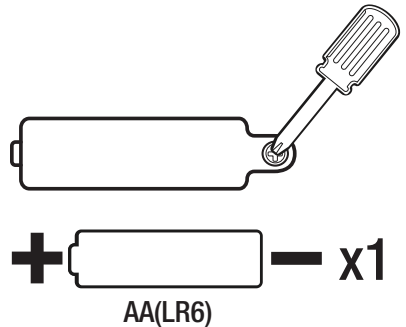
- Use letters or numbers
- Use “ears” for “sounds like” or dashes to show the number of letters in the word
- Speak to your teammates, unless you are telling them they guessed correctly
- Use sign language

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”?

BATTERY INSTALLATION

- Requires 1 AA(LR6) battery (included).
- Unscrew the battery cover with a Phillips head screwdriver (not included).
- Install 1 new AA(LR6) battery in the orientation (+/-) shown.
- Replace battery cover and tighten screw.
- Replace the batteries if sounds distort.
- For longer life, use alkaline batteries.
- When exposed to an electrostatic source, the product may malfunction. To resume normal operation, remove and re-install the batteries.



Protect the environment by not disposing of this product or any batteries with household waste. This symbol indicates that this product shall not be treated as household waste.

Check your local authority for recycling advice and facilities.

