

PICTIONARY AIR™

Harry Potter™

GAME

CARDS IN ENGLISH ONLY.

Please keep these instructions for future reference as they contain important information.

CONTENTS: 1 wand, 1 trunk card holder, 112 double-sided clue cards



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. Once you download the app, you won't need to use more data to run it. Choose "Harry Potter™" from the main menu and follow instructions from there.



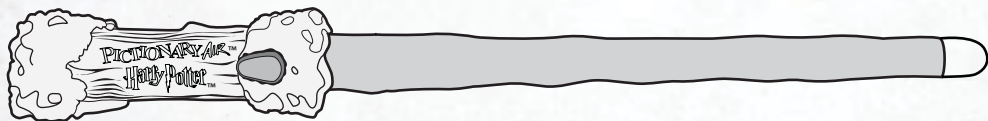
TURN ON THE PICTIONARY AIR™ HARRY POTTER™ WAND

Turn the switch to the "on" position. The light on the tip will be red. Press the button and the tip will turn green. This is how it will look when you are "drawing".

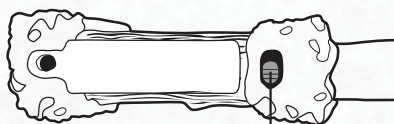
NOTE: You will need to switch the wand "off" when finished playing to avoid draining the battery.

Compatible iOS or Android smart device and app are required to play. App is free to download. Data rates may apply.

For more details on compatible devices and other information visit PICTIONARY.COM/SUPPORT.



Press To Draw



On/Off switch

OBJECT OF THE GAME

It's a spellbinding game of Pictionary Air™ with Harry Potter™ magical flair. Two teams, representing different Hogwarts houses, battle it out to see who will reign supreme. Players take turns drawing clues in the air while their teammates guess the images that appear on screen. The team with the most points wins the house cup!

GAME SET UP

Divide into 2 teams and choose the player who will wield the wand first. Choose which house each team will play for: Ravenclaw, Gryffindor, Hufflepuff or Slytherin and assign those houses within the Pictionary Air™ app. Set the trunk card holder in a spot where players can reach it.

LET'S PLAY!

The current wand-wielder takes a card from the deck and secretly looks at their house clue and the bonus clue. The wand-wielder may take a new card as long as an attempt was made to draw either the house clue or bonus clue on the current card. There is no limit to the number of cards that can be drawn as long as a clue is attempted before drawing again.

When the wand-wielder announces they are ready, the player holding the device starts the timer.

To draw, make sure the **lighted wand tip is facing the handheld device**. Hold down the button when you want to draw. Release the button when you do not. You can press and release the button as many times as needed.

You can draw **symbols** (including \$) and **arrows**, but cannot draw numbers or letters. You cannot use sounds either.

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

NOTE: The players using the wand should not see what they are drawing on screen, even if they are casting to a TV. Playing Pictionary Air™ Harry Potter™ without seeing your drawing makes the game challenging, but also fun, different and hilarious. Keep in mind, looking at the image mirrored on the TV screen may only confuse you.

If the clue has been guessed correctly, the wand-wielder will announce it and the device-holder will score it on the app.

CLUE CARDS & SCORING

HOUSE CLUE: 1 POINT

Draw the clue associated with your Hogwarts house.



BONUS CLUE: 2 POINTS

Can be attempted by a wand-wielder from any house.

BONUS CLUES feature people, places and things from the Wizarding World™ and are accompanied by an image. The image is provided to remind the wand-wielder what they are, but replicating the image itself is not always the best play. Some clues can be accomplished through breaking down words into several drawings OR drawing an object and an action. For example, "OLIVER WOOD" could be accomplished by drawing a wood log and acting out a game of quidditch!

+ ADD POINT

When your team guesses the clue correctly, add points to the active team's score.



If the wand-wielder wants to restart their drawing, they say "clear!". The device-holder presses this icon to clear the screen.

When time is up, it's the opposing house's turn to draw and guess. Play continues, alternating teams and wand-wielders.

NOTE: There are more features to gameplay that will be explained in the app. Lighting conditions may affect your experience. Consult the Pictionary Air™ app for helpful guidelines.

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 "Snape" acceptable for "Severus Snape"?

WINNING THE GAME

After the final round of play, the team with the most points wins the house cup!

QUICK TIPS!

"MINERVA
MCGONAGAL"



INTERACT WITH THE IMAGE

Especially if it's a person you can impersonate or an object you can pantomime using.

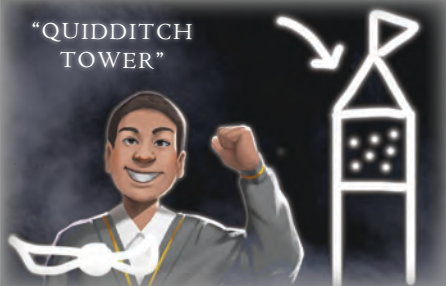
"GRIPHOOK"



BREAK UP THE WORD

Drawing individual parts of the word can help teammates guess the whole clue, one part at a time.

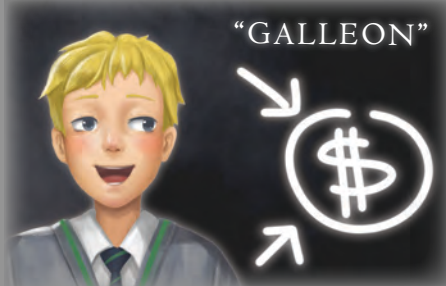
"QUIDDITCH
TOWER"



ACT OUT THE CLUE

Although this isn't a game of charades, you can definitely interact with your drawings. Just draw something first, then act out a scene with it!

"GALLEON"



DRAW SYMBOLS AND ARROWS.

You can't draw letters or numbers, but you'll find that symbols and arrows really help.

DON'T DRAW TOO FAST OR TOO LARGE

Holding a wand is different from holding a pen. You may draw larger and faster than expected and the image might not appear on the device's screen.



DOS AND DON'TS

YOU CAN...

- Use symbols and arrows
- Interact with the image as long as you draw something first
- Draw anything related to the word, no matter how weak the link is
- Break words down into a number of syllables

YOU CANNOT...

- Use letters or numbers
- Use dashes to show the number of letters in the word
- Use sounds
- Use sign language

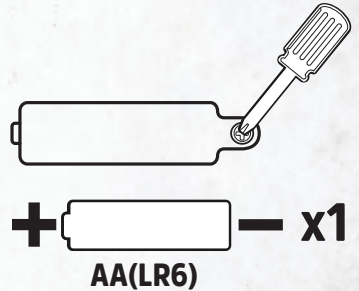
SET UP CASTING*

Cast the Pictionary Air™ app from your smart device onto your TV using an Apple TV, Chromecast or similar streaming device, following the compatible streaming device's instructions for connecting to your handheld device. If you are unable to cast, you may use compatible adaptors and accessories (not included) to connect your device directly to your TV via HDMI. Don't forget to have the wand-wielder face the smart device and NOT the TV.

*Compatible Streaming device required to stream game to TV. Smart device and streaming device not included. For more details on compatible devices and other information visit PICTIONARY.COM/SUPPORT.

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.



Colors and decorations may vary.



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