



PICTIONARY®

DVD Game

QUICK START GUIDE

GAME RULES

Disney Pictionary® DVD Game can be played with 2 to 4 teams.

OBJECT

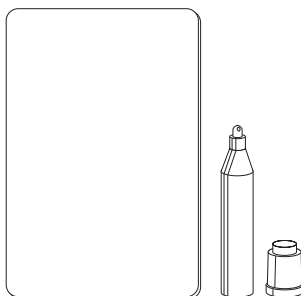
Be the first to successfully answer 10 Pictionary® challenges.

GETTING STARTED

Place the Disney Pictionary® DVD Game disc into your DVD player. If you are familiar with Pictionary® rules, these instructions should get you going. If not, **watch the on-screen demonstration under “How To Play” for the complete instructions.**

SET UP

Each team gets one Drawing Card and one dry-erase pen (use a damp cloth to erase the board, and make sure to put the cap back on the pens when not in use).



Use the Score Card to keep score. There is a column for each team, and a space for each point.

PICTIONARY® DVD GAME				
	TEAM 1	TEAM 2	TEAM 3	TEAM 4
1				
2				
3				
4				
5				
6				
7				
8				
9				
ALL PLAY				

Decide who will go first, and then play proceeds clockwise.

PLAYING THE GAME

- SELECT THE GAME PLAY LEVEL**

Level 1 is great for younger players, while Level 2 offers more of a challenge.

- **ROLL THE DIE**

- **DRAW A CARD**

The categories correspond to the color on the die.
If you roll a star, this is a "Player's Choice."



When "Player's Choice" is rolled, you may choose your favorite category to draw, or let the DVD draw it for you.

- **START THE 60 SECOND DVD TIMER**



- **SCORING**

If your team guesses the clue before time is up, mark a point in your team's column on the score card. Then, the next player to draw on your team rolls the die, and the game continues until you fail to guess a clue correctly. After that, the die goes to the next team and their turn begins.

- **ALL PLAY SYMBOL** ►

If this symbol appears next to your clue, it means the clue is an ALL PLAY, and each team draws. Whichever team guesses the clue first, wins the point.

- **DVD SYMBOL** ► **DVD**

If you see this symbol, it means the DVD will do the drawing. Use your DVD remote to select the corresponding category from the onscreen menu. All DVD clues are ALL PLAY clues, so as it begins to draw, each team tries to shout out the answer. Whoever says the correct answer first gets the point.

WINNING THE GAME

Once any team gets 9 points in their column, they only need one more to win. All tenth point questions are ALL PLAY questions, no matter what the category card says. Once a team scores their tenth point, they win the game.

© 2007 Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245
U.S.A. All Rights Reserved.

© Disney
© Disney/Pixar

Marker may stain fabrics and other surfaces. Avoid contact with carpet, clothing, walls and furniture.

CONSUMER INFORMATION

Need Assistance? In the US and Canada, service.mattel.com* or
1-800-524-8697, M-F 8AM – 6PM, ET.

*Website in English language only

SERVICE.MATTEL.COM

K8841

