

5.5 x 8.5

BACK

- Requires 3 "AAA" batteries.
- For longer life use only alkaline batteries.
- 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 instillation.
- BATTERIES SHOULD BE CHANGED WHEN SOUND DISTORTS OR LIGHTS DIM.

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.

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

The marker may stain fabrics and other surfaces. Avoid contact with carpet, clothing, walls and furniture. Recap marker after use.
DRY ERASE MARKERS CONFORM TO ASTM D4236.
Note to adults: If ink contacts eye, rinse with clear water.

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.

NOTE: 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 expressively approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

FRONT

ELECTRONIC
PICTIONARY MAN™ GAME



- Contents:
- 1 Figure
 - 1 Rectangular Prop
 - 1 Dry Erase Marker



- 1 Wiping Cloth
- 1 Rules

Please remove all components from the container and compare them to the contents list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

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

CAUTION: MAKE SURE THE MARKER YOU ARE USING IS ERASABLE. TEST BY MAKING A MARK ON THE PLASTIC SURFACE IN AN INCONSPICUOUS PLACE. To avoid staining, only use a dry-erase marker similar to the ones supplied. Clean after and during play with a soft rag.

OBJECT

Be the first team to reach 15 points by correctly answering clues drawn on the PICTONARY MAN™ and his prop!

BEFORE PLAYING

Open the battery compartment door located on the bottom of the right foot and insert 3 "AAA" batteries. Turn power switch from "0" to "I."

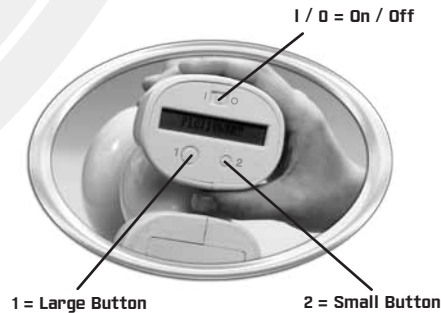


LET'S PLAY

Divide players into 2 teams. The team that goes first will be Team 1.

Each team selects who will be the Picturist—the player who will draw the clues on their first turn. The role of Picturist will rotate amongst the team players on each turn throughout the game.

Team 1's Picturist turns over Pictionary Man™ so that he or she can read the electronic display. Push the large button(1).



Pictionary Man™ will randomly select a category. If the category is People or Titles, you will also see a secondary hint to help further identify the category. The Picturist reads the category and hint (if given) out loud.

PICTIONARY MAN™ CATEGORIES

- PEOPLE (Character, Celebrity, History)
- ACTIONS
- TITLES (Movie, Music, TV)
- ROLE PLAY (Occupations and Pastimes)
- MISCELLANEOUS

The Picturist then pushes the large button(1) again to see the clue. After a brief delay for you to think about what you want to draw, the timer will start and the action begins!

Using Pictionary Man™ and his prop, the Picturist starts to draw while his or her teammates shout out possible answers. Did your team get it right? Push the large button(1) to stop the timer and confirm the correct answer. Your team scores 1 point and play passes to Team 2.

If your team doesn't guess correctly, you score no points and play passes to Team 2.

Play continues with each team alternating turns.

PICTIONARY MAN™ DOS AND DON'TS

YOU CAN...

- Be creative!
- Draw on the prop.
- Act out the answer using Pictionary Man™ and his prop.
- Use symbols (a question mark, exclamation point, etc.).
- Draw anything related to the answer, no matter how tenuous the link.
- Break words down into a number of syllables.
- Draw "dock" for "doc," or "bear" for "bare," etc.

YOU CANNOT...

- Use "ears" for "sounds like."
- Use dashes to show the number of letters in the word.
- Use letters or numbers.
- Speak to your teammates.
- Use sign language.

NOTE: Around 10 seconds before time is up, the timer will begin ticking faster to warn players that they are running out of time.

CHALLENGE ROUND

After 7 turns, Pictionary Man™ will announce a Challenge Round. In a Challenge Round, each team sees the category to be played and bids how many answers they can guess correctly in the time allowed. If your team is falling behind, here's your chance to catch up.

Look at the electronic display to see which team Pictionary Man™ has selected to make the first bid. Press the large button(1) once to see the category and the time allotted. The first team discusses and announces their bid. It is now up to the second team to announce a higher bid. Bidding continues between both teams with the highest bidder winning the right to play the Challenge Round. The highest bidding team then takes possession of the Pictionary Man™ and enters their bid.

Press the small button(2) once for each answer your team has bid. For example, if the category is ROLE PLAY and your team has bid 3 correct answers in 90 seconds, push the small button(2) 3 times.

Now you get to prove how good you are! Have the Picturist press the large button once to see the first answer and begin to play. When your team gets the first answer correct, press the large button again to see the next answer and continue. It is against the rules to "skip" or "pass" any Challenge Round answers. If you do, your team earns no points!

The role of Picturist is performed by the same player throughout a Challenge Round turn.

Did your team get all the answers correct? Great. You score 2 points! Correct answers in the Challenge Round can be confirmed by pressing the small button(2) and scrolling back.

STEALING POINTS

IF YOUR TEAM DOESN'T GET ALL THE CHALLENGE ROUND ANSWERS CORRECT, THE OTHER TEAM CAN NOW STEAL THE POINTS! Pictionary Man™ will announce "Chance To Steal" and give ONE more answer in the same category played in the Challenge Round. The other team will have 20 seconds to sketch and correctly guess the answer. If they do, they win the 2 points! If they don't, neither team wins any points.

Following the Challenge Round, regular play resumes with Pictionary Man™ announcing which team is to play the next turn. After the first Challenge Round is played, subsequent Challenge Rounds will occur every 5 turns.

WINNING THE GAME

The first team to reach 15 points or more wins the game!

STRICTNESS

How precise an answer must be is up to the teams playing and should be agreed upon at the start of the game. For example, is "sneezing" acceptable for "sneeze"? "Switch hitter" for "switch hit"?

PAUSING YOUR GAME

Pictionary Man™ will go into "sleep" mode if not in use for 5 minutes or longer. To resume your game, simply push the large button once and continue. Your game cannot be resumed if you have turned the power switch off.

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X1443-0920



Requires 3 AAA batteries (not included).
Dispose of batteries safely.

CONSUMER INFORMATION

Need Assistance? Visit service.mattel.com or call 1-800-524-8697 (US and Canada only).

SERVICE.MATTEL.COM

INSIDE