one minute, the player will draw 3 separate cards and play the items corresponding to the categories they're playing.
The Challenge is complete when the number of items has been reached, or when a player reaches 2 points in a row or is scored. If the player is
being challenged, there will be no penalty or reward. The other team can just enjoy their turn!

CHALLENGE PENALTY
When the Picturist has completed the number of items they bid, they may turn over the Playing Piece on any of the tiles. They may also
turn over the next tiles without turning over those before them. However, they must turn over the first tile in the Winner's Circle.

WINNER'S CIRCLE
Once a team completes three of the five tiles, they may move their Playing Piece on any of the tiles. They may also turn over the next tiles without turning over those before them. Once a team completes three of the five tiles, they win! The team that completes the last Category Tile on their path, wins.

• An item may only be challenged once while it is face down. The item may not be challenged when it is face up. The item
• A team may not challenge itself. The item may not be challenged when it is face up. The item

WINNING
When the winner has completed three of the five tiles in the Winner's Circle, they win!

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FURTHER INFORMATION
Contacted Affiliates
If you have any questions about this game, please phone Consumer Affairs at 1-800-338-0333 or write to them at: Mattel, Inc., Interna- tional Business Center, 8833 Old Walkerton Road, El Segundo, CA 90245. © 2005 Mattel, Inc. MADE IN CHINA. Manufactured for Mattel. © 2005 Mattel, Inc. from Mattel Europa, B.V., a subsidiary of Mattel, Inc.

SET-UP
When you see your opponent on a Category Tile, you can see it, and attempt to draw, do or direct the item.

• Don't use numbers or symbols in any of the categories.

Rules
For example, if you're trying to get your team to guess a TRANS-SUIT, you can draw a train first, then a "table" to show that it's a suit. You may also use a "shapes" like option. If you think an MOOSE is harder to draw than NOOSE, feel free to draw an "oar" to show that the item is thing that sound like the communicated them.

WINNING
Once one team has completed three of the five tiles in the Winner's Circle, they win! The team that completes the last Category Tile on their path, wins.

• Everyone besides the Picturist should guess. So, even if your body is being manipulated during "People Puffy," at your partner's behest, you can help out by passing what the item is!

• It may help to communicate the item in shapes. For example, "I'm drawing a circle," or "I'm drawing a square." You may also use a "shapes" like option. If you think an MOOSE is harder to draw than NOOSE, feel free to draw an "oar" to show that the item is thing that sound like the communicated them.

• Don't use numbers or symbols in any of the categories.

The winning team gets to go again!

There is no challenging during an All-Play trying to get his teammates to guess first!

• Don't peek! Only the Picturist may see the card being played.

• Don't use numbers or symbols in any of the categories.

Challenging: You may use communication by using shapes only, i.e. you can say "draw a circle" but don't "draw a bowing ball!" It may also help to tell your teammate the location and size of the object (all I'll draw on the board such as "draw a small square" at the bottom of the screen)."