

PICTIONARY[®]

ADULTS ONLY

Game

CONTENTS: Gameboard, 2 Movers, 2 Drawing Boards, 2 Wet Erase Pens, 200 Clue Cards (with 600 Clues), 2 Card Boxes, 1 Sand Timer



17+

2

TEAMS

OBJECT OF THE GAME

Just like the OG, but spicier!

Be the first team to sketch and guess their way to the finish line!

SET THE SCENE

Place the gameboard in the center of the table.

Choose a mover to represent each team and place it on the matching start spaces for each track. Also, give each team a marker and drawing board.

Place the cards in the card boxes and then put them where everyone can reach.

Split into 2 teams and have each team choose their first Picturist, the player who will draw the first clue.

The team on the yellow track goes first. Just because.

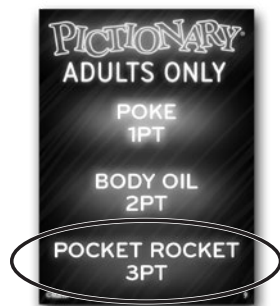
LET'S PLAY SOME SKETCHY Pictionary

TL;DR

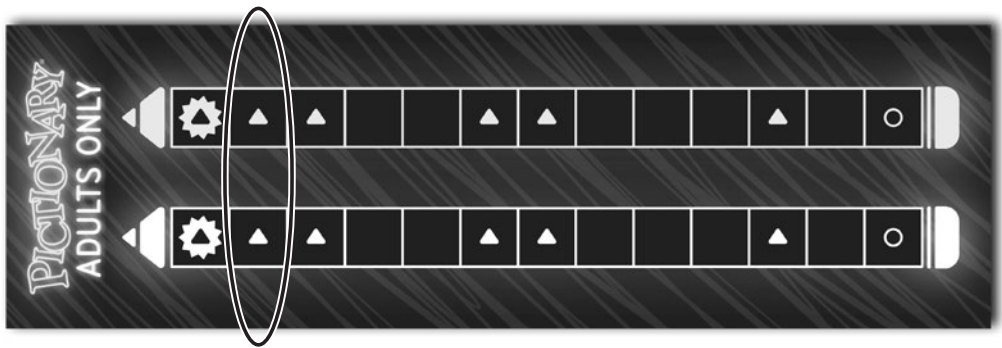
- Secretly Read a Clue Card
- Start the Timer
- Pick a Clue
- Draw that Clue While the Team Guesses
- Score Points

If you like reading all the rules...

1. The Picturist pulls a card from the box and looks at it in secret, choosing one of the three clues. The clues have different point values.
2. Flip the sand timer over and start drawing. You can not draw letters, numbers or symbols, but arrows are okay.
3. Your team may start guessing as soon as you start drawing. The Picturist may not speak at all, but may motion or indicate they are close, without doing any kind of charades.
4. If your team guesses the clue correctly before time is up, move the team mover 1-3 spaces, equal to the clue's point value.
5. Clean the board with a damp cloth and pick a new Picturist for the next round. Give them the marker and board.
6. Now it's the opposing team's turn.



ALL PLAY



If the active team’s mover is on a triangle space **at the start of their turn**, it’s an All Play event.

- 1. The active Picturist gets to choose which clue to draw.
- 2. Then, they secretly share the clue with the Picturist on the opposing team.
- 3. Both teams draw **at the same time** and the first team to guess correctly moves ahead a number of spaces equal to what the clue was worth.

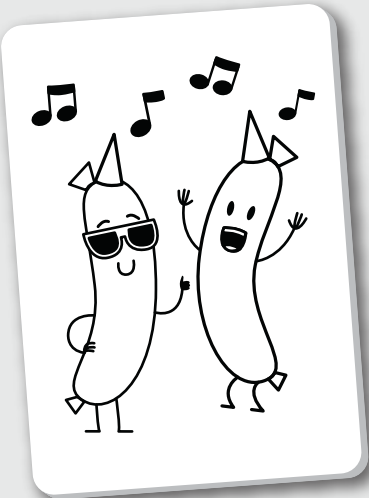
HAPPY ENDING?

The first team to move into the final space on the game board AND win an All Play round on their turn, wins!

HOT TIP (JUST THE TIP)

You don’t need to draw what the clue means. Many are phrases that are easier to guess when they are drawn as the words themselves and not what the euphemism means.

For example, SAUSAGE PARTY! Sooooo much easier (and funnier!) when you draw sausages with party hats!



For best results, use a damp cloth to clean board.

The pen may stain or stick to some surfaces. Protect play area before use.

