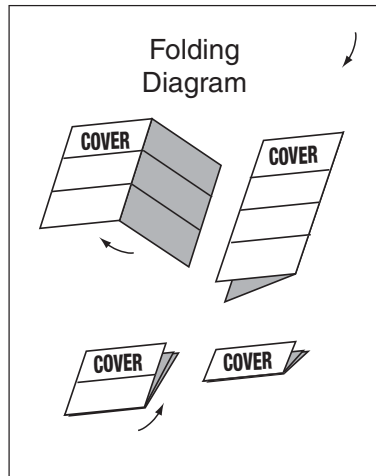


**INSTRUCTION SHEET SPECS:**  
 Toy: Pictionary Man To Go  
 Toy No.: R6637  
 Part No.: -0920  
 Trim Size: 7" W x 8" H  
 Folded Size: 3.5" W x 2" H  
 Type of Fold: accordian  
 # colors: Prints both sides  
 Colors: PMS 267C  
 Paper Stock: White Offset  
 Paper Weight: 70 lb.  
 EDM No.:



PMS 267C



## OUTSIDE FRONT

### FRONT COVER



# PICTIONARY MAN™

#### CONTENTS:

- 1 Figure
- 1 Rectangular Prop/Storage Box
- 2 Dry-Erase Markers
- 1 Timer
- 60 Clue Cards with Card Box
- 1 Instruction Sheet



Please remove all components from package and compare them to this list. If any items are missing, please call 1-800-524-8697.

**CAUTION: MAKE SURE THE MARKER YOU ARE USING IS ERASABLE. TEST BY MAKING A MARK ON THE PLASTIC SURFACE IN AN INCONSPICUOUS PLACE, SUCH AS INSIDE THE RECTANGULAR PROP.** To avoid staining, only use a dry-erase marker similar to the ones supplied. Clean after and during play with the erasers on the end of each marker, or with a clean tissue or soft cloth.

#### OBJECT

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

#### LET'S PLAY

Open the rectangular prop/storage box and remove the box of cards, dry-erase markers and the sand timer.

Spread the cards out and mix them thoroughly. When you place them back in the card box, you should see a variety of different colors on the tops of the cards.

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

Both teams select their first Picturist—this player will draw the clues during their team's first turn. **For each turn after that, the role of Picturist will rotate among the different players on the team.**

Team 1's Picturist selects a card from the box of clues.

The color of a clue identifies its category:

CLUE COLOR	CATEGORY
YELLOW TRIANGLE	<b>PEOPLE</b> (Character, Celebrity, History)
BLUE TRIANGLE	<b>ACTIONS</b>
ORANGE TRIANGLE	<b>TITLES</b> (Movie, Music, TV)
GREEN TRIANGLE	<b>ROLE PLAY</b> (Occupations and Pastimes)
RED TRIANGLE	<b>MISCELLANEOUS</b>

The Picturist reads the category out loud (see color codes above) then turns over the 60-second sand timer.

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? Your team scores **1 point** and play passes to Team 2.

## INSIDE BACK

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

Before the next team begins its turn, clean Pictionary Man™ by using the erasers on the end of each marker, or with a clean tissue or cloth.

Play continues with each team alternating turns.

When your turn is over be sure to rotate the clue card 1/4 turn so that a different clue appears at the top. Place the card at the back of the box.

You can keep score on the inside cover of the rectangular prop/storage box or with pencil and paper.

#### 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 "flu" for "flue," 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.

#### WINNING THE GAME

The first team to reach 15 points 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"? You decide!

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.

© 2009 Mattel, Inc. All Rights Reserved. Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. Consumer Relations 1(800) 524-8697. Retain this address for future reference. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB, Helpline 01628 500303. Mattel Canada, Inc., Mississauga, Ontario, L5R 3W2. You may call us free at/ Composez sans frais le 1-800-524-8697.  
 Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd. (993532-P) Lot 13.5, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867.

PICTIONARY and associated trademarks and trade dress are owned by Pictionary Incorporated and Mattel, Inc.

#### CONSUMER INFORMATION

Need Assistance? Visit [service.mattel.com](http://service.mattel.com) or call 1-800-524-8697 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

[SERVICE.MATTEL.COM](http://SERVICE.MATTEL.COM)

R6637-0920

