

PiCtionARy

CARD GAME

OBJECT: Be the first team to reach 5 points by correctly guessing clues built with the Picture Cards!

CONTENTS:

88 Picture Cards (2 Sets in Blue and Red)
66 Clue Cards
2 Category Cards
Instruction Sheet

SET-UP:

- Divide players into 2 teams.
- **PICTURE CARDS** feature a variety of simple drawings. Spread out the blue Picture Cards in front of one team and the red Picture Cards in front of the other team – make sure all the cards are visible.
- **CLUE CARDS** feature **ADULT** clues on the blue side and **KID** clues on the yellow side.

ADULT CLUES



KID CLUES



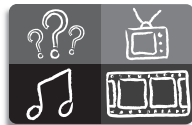
The icons beside **ADULT CLUES** identify their category:

	Movies	Movie Titles and Characters
	TV	Show Titles and Characters
	Music	Song Titles, Groups, Instruments
	Miscellaneous	Get ready for anything!

KID CLUES aren't broken into 4 categories – instead, they're grouped according to a theme. Themes are printed down the side of the card and will help younger players zero in on the correct answer.

Place the Clue Cards face down to the side of the playing area. If you're using **ADULT** clues, make sure the blue side is face down. If you're using **KID** clues, place the yellow side face down. When adults and kids play together, the **KID** clues should be used.

- **CATEGORY REFERENCE CARDS** feature the four **ADULT** clue category icons. If you are playing **ADULT** clues, give one card to each team.



- Both teams select their first "Picturist" – the person who will use the Picture Cards to act out a clue for their team. Both teams always have their own Picturist, and every round the role of Picturist rotates among the different players on a team.

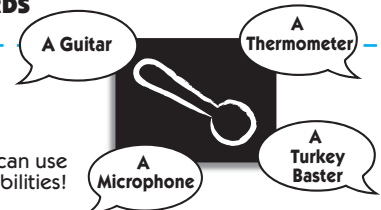
LET'S PLAY!

1. Every round is an All Play, so both teams will compete head-to-head on every clue.
2. To begin the first round, the youngest Picturist chooses a number between 1 and 4 then draws a clue card. Without saying anything to the other players, both Picturists look at the matching clue together (if "3" was the chosen number, they would read the third clue from the top of the card). On subsequent rounds, the Picturist of the team that won the previous round gets to choose a number for the next clue. **NOTE:** With **ADULT** clues, the order of categories is random, so you never know what category you'll get!
3. When playing **KID** clues, the Picturists read the card's theme aloud to all the players, but read the clue only to themselves.
4. When the Picturists are ready, they say "Go!"
5. Both Picturists immediately start using their Picture Cards to act out the same clue at the same time while their teammates shout out possible answers. If playing **ADULT** clues, the Picturists should point to an icon on the Category Reference Card to let their team know what category they are guessing.

6. There is no limit on the number of Picture Cards that can be used to act out a clue.
7. The only timer Picturists need to worry about is the other team – it's a race! Both teams keep giving clues until someone guesses the correct answer. If your team is first to guess the correct answer, you score 1 point and keep the clue card to keep track your score (1 card equals 1 point).
8. If neither team is able to guess the clue, the Picturists can agree to pass and the clue card is placed on the bottom of the deck.
9. Play continues with two new Picturists giving the next clue. **Remember, both teams always compete on every clue.**

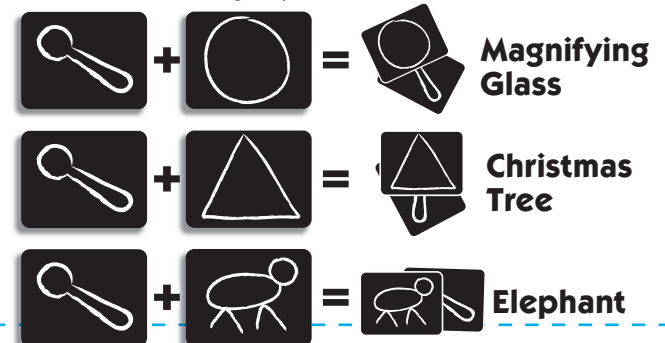
TIPS FOR USING PICTURE CARDS

Don't feel restricted by the simple images on the cards – they can represent anything you want! For instance, this might look like a spoon, but it could also be...



Try to imagine different ways you can use each shape. Just picture the possibilities!

But don't stop there – you can also build new images by *combining* Picture Cards!



You can even use Picture Cards to interact with *yourself* or with objects in the room! For instance, you could take the "clock" picture card and hold it against your wrist to communicate **wristwatch!**



Don't be afraid to try all kinds of crazy combinations. Pick up the Picture Cards, use them as props, create scenes from movies, do whatever you can imagine! You'll see that these pictures are worth *thousands* of words!

PICTIONARY® CARD GAME DOS AND DON'TS YOU CAN...

- Be creative!
- Act out the answer using Picture Cards – think of this as **charades with picture props!**
- Use the Picture Cards to build anything related to the answer, no matter how tenuous the link.
- Don't feel confined to the playing area – pick up the Picture Cards, stack them, combine them, interact with them (for instance, you can pretend to drink from the picture of the glass) or place them on your body (a picture of "fire" placed over your heart could be "heart burn").
- Get players to guess "dock" for "doc," or "flew" for "flu," etc.
- Let players know when they correctly guess part of the clue – point at them, nod, touch your nose – whatever signal works for you.
- Use basic charades hand gestures such as "bigger" or "smaller" or "shorter," etc.
- Pinch your fingers together to communicate small words such as "an," "the," "of," etc.

YOU CANNOT...

- Speak to your teammates or make any sounds.
- Act out anything **without** using a Picture Card to do so.
- Point at your ear for "sounds like."
- Use dashes to show the number of letters in the word.
- Use sign language.

WINNING THE GAME

The first team to reach 5 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!

FOR YOUNGER PLAYERS

To make the game easier, let younger players act out the clues however they want – as long as they use at least one picture card to do so.

© 2009 Mattel, Inc. All Rights Reserved. Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052 U.S.A. Consumer Relations 1(800) 524-8697. Mattel Canada, Inc. Mississauga, Ontario, L5R 3W2. You may call us free at/Composez sans frais le 1-800-524-8697. Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303. Mattel Europa, B.V., Gondel 1, 1186 MJ Amstelveen, Nederland. 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. Dimport & Diederik Olieh: Mattel SEA Ptd Ltd. (993532-P) Lot 13.5, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 P.J. Tel:03-78803817, Fax:03-78803867.

PICTIONARY and associated trademarks and trade dress are owned by Pictionary Incorporated

CONSUMER INFORMATION

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

SERVICE.MATTEL.COM



T5132-0920