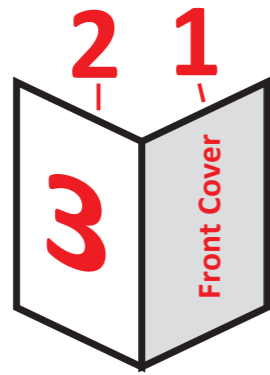




Black Plate Prints Black

INSTRUCTION SHEET SPECS:	
Toy:	
Toy No.:	W5672
Part No.:	0920
Trim Size:	11" W x 9" H
Folded Size:	5.5" W x 9" H
Type of Fold:	
# colors:	1 (one) both sides Black
Colors:	White Offset
Paper Stock:	80 lb.
Paper Weight:	
EDM No.:	

## Folding Diagram



## Front Cover

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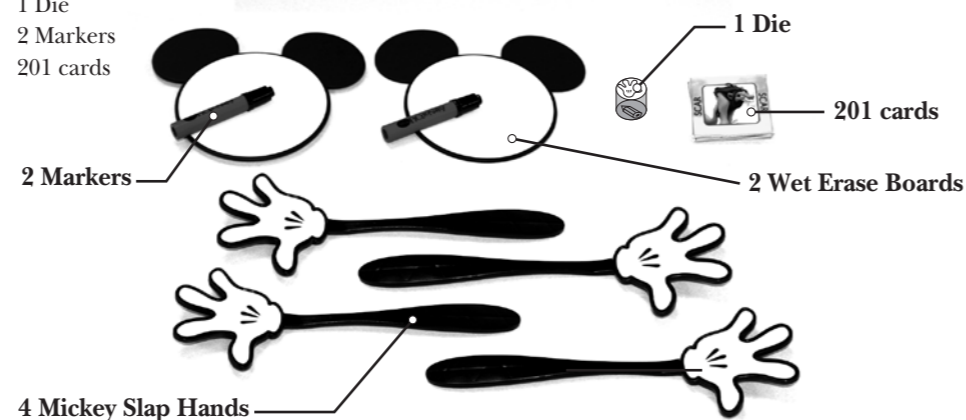
PICTIONARY and associated trademarks and trade dress are owned by Pictionary Incorporated.

This product may stain or stick to some surfaces. Protect play area before use.



## CONTENTS:

4 Mickey Slap Hands  
2 Wet Erase Boards  
1 Die  
2 Markers  
201 cards



4 Mickey Slap Hands

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.

## OBJECT

Draw or Act Out clues to get your team to guess the correct card and earn one point. First team to earn 7 points wins!

## SET UP

Take the Disney Pictionary® Cards (divided into three stacks in the box) and create one Card Stack, then place it in the playing area within reach of both teams. Place the Disney Pictionary® Die there as well. Then, each team gets two of the Mickey Slap Hands, a Mickey-shaped Drawing Board and Marker.

## LET'S PLAY

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

Both teams select their first Picturist – the player who will draw or act out the clues – during the team's first turn.

Team 1's Picturist selects 9 cards from the top of the Card Stack. The Picturist then examines

## Inside Left

all nine cards, front and back, in order to choose the image he or she wants their team to try to guess.

NOTE: In each round, both team's designated Picturist will get a chance to choose the image.

After selecting an image, Team 1's Picturist secretly shows the image to the Picturist for Team 2. The cards are then randomly spread out in a 3 X 3 grid within the playing area so all players can easily see them.



Next, Team 1's Picturist rolls the Disney Pictionary® Die. If the die lands on "pencil," both Picturists will draw clues on their Mickey-shaped Drawing Boards. If the die lands on "hands," both Picturists will act out their clues, as in Charades.



Now, each Picturist will either draw or act out clues to get their team members to guess which of the 9 cards is the correct one. Each team gets one guess per Slap Hand, or two guesses per turn (unless there is only one guesser on the team, in which case they only get one slap/guess).

**PLEASE NOTE: THE WORDS ON THE CARDS ARE ONLY THERE TO HELP THE PICTURIST IN CASE THEY NEED IDEAS AS THEY DRAW OR ACT OUT THEIR CLUES. THE TEAMS DO NOT NEED TO GUESS THE WORD. THEY ONLY NEED TO SELECT THE CORRECT CARD.**

The guessing begins when Team 1's Picturist says, "Go!" Once either team thinks they have the answer, they use one of their Mickey Slap Hands to "slap" the card and pick it up. If they have guessed correctly, the turn is over and they keep the card.



If they have guessed incorrectly, play continues until one team guesses correctly or all guesses have been used up.

## Inside Right

Once Team 1's turn is over, all remaining cards are placed in a discard pile.

Now, it is Team 2's designated Picturist's turn to choose the image. He or She chooses 9 new cards, selects one image to be guessed, shares it with the designated Picturist for Team 1, and play continues as before. This concludes Round 1.

Once Round 1 is over, two new Picturists are chosen for each team. They both take turns choosing an image, and then drawing or acting out the clues. After that, two new Picturists are chosen and so on according to how many players are on each team.

## Disney Pictionary® Dos and Don'ts when DRAWING

You can...

- Draw anything related to the word, 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" or dashes to show the number of letters in the word
- Use letters or numbers
- Speak to your teammates
- Use sign language

## Disney Pictionary® Dos and Don'ts when ACTING OUT

You can...

- Be creative!
- Use sounds, gestures or noises
- Hum or sing

You cannot...

- Use "ears" for "sounds like."
- Speak to your teammates.
- Use sign language.

## WINNING THE GAME

The first team to earn 7 cards 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.

## OTHER WAYS TO PLAY

Depending on the level of difficulty you are looking for, you may draw only 6 cards and spread them out in a 2 X 3 grid for easier play, or draw 12 cards and spread them out in a 4 X 3 grid for more of a challenge.



W5672-0920

