

RULES *for* Pictionary®

EQUIPMENT

Gameboard, one-minute plastic timer, 496 cards, 4 category cards, die, 4 playing pieces, 4 pads of paper and 4 pencils.

THE OBJECT

To identify through sketched clues as many words as necessary to advance to the Finish square, and correctly identify the final word.

PREPARATION

Place the timer and the card box so all players have access to them. Remove the 4 category cards from the front of the card box and use them as a reference throughout the game. Divide equally into teams of two to four (see instructions on number of players). Provide each team with pad, pencil, category card and playing piece. Place playing pieces in the Start square on the board. Each team selects a picturist, one who will sketch clues for the first word. Each team rolls the die; highest roll selects the first card. Since all playing pieces begin in the Start square, the first word sketched is an *All Play* word and all teams participate (see *All Play* Section). The die is NOT rolled to advance at the start.

CATEGORIES:

- AP All Play (this can be any type of word or expression)
- D Difficult (challenging words)
- A Action (verbs - things that can be performed)
- P Person/Place/Animal (proper names are included)
- O Object (nouns - things that can be touched or seen)

SPECIAL NOTE: Any word preceded by a triangle (►) is designated as an *All Play* word. (Read the *All Play* section thoroughly.)

THE PLAY

The starting picturist selects a word card from the front of the deck. The word corresponding to the colored square in which the playing piece lies is the word in play. The picturist has five seconds to examine the word. The timer is then turned and the picturist begins sketching clues for the team. The picturist may not use verbal or physical communication to teammates during the round. Sketches may NOT include letters or numbers. Sketching and guessing continues until the word is identified or until time is up.

If a guess is correct, the team continues to play by rolling the die, advancing the number of squares indicated, and selecting a new card and new picturist. Any number of playing pieces may occupy the same square. **THE PICTURIST POSITION ROTATES EVERY TIME A TEAM MUST SKETCH!**

The timer is turned for another 60 seconds for each new word. If a word is not identified within the time limit, play continues to the left. The next team begins its turn by pulling a new card from the deck, NOT by rolling of the die. The ONLY time the die is rolled to advance the playing piece is when a word is identified within the one-minute time limit, or when a team is first to identify the word in

any *All Play* situation. A TEAM MUST OCCUPY A SQUARE AS LONG AS IT DOES NOT IDENTIFY THE GIVEN WORD.

ALL PLAY

In the *All Play* category, the card is shown to the picturist of *each* team. The *All Play* word is sketched *simultaneously* by picturists to their respective teams at the start of the timer. The first team to identify the word earns control of the die and immediately rolls and advances his playing piece the number of squares indicated. This team now continues its turn with a new word. If no team identifies the word in sixty seconds, play continues to the left. The new team does NOT roll the die, but begins its turn by pulling a new card and sketching the word corresponding to the square currently occupied.

SPECIAL NOTE! The above rules apply when a triangle (▶) on the card designates a word as an *All Play*. Remember! Any team that first identifies an *All Play* word immediately receives the die and rolls, moving the indicated number of squares and then pulling another card.

TO WIN

The first team to land on the Finish square and guess the word correctly wins the game. The word guessed does not have to be on that team's turn. It can be another team's *All Play* word.

NUMBER OF PLAYERS

The number of players per team may be uneven if an odd number of players wish to play. In the case of three players, two teams are formed, and one person acts as the picturist for *both* teams. This person selects cards and sketches throughout the entire game. The picturist never varies. Normal game rules apply. Play is quicker and more exciting when there are less teams and more players per team. If more than 16 people wish to play, create a fifth team or add more players to each.

STUFF

How precise an answer must be is up to the teams playing, and should be decided before the start of the game. For example, is *combined* OK for *combine*? Or, if the word is *puzzle*, is *jigsaw puzzle* acceptable?

OTHER STUFF

- It's OK to use as many pieces of paper as you want, but try to conserve by using both sides of the paper.
- An X can only be used to cross something out, or to indicate an area (like on a map). Never use an X as a letter, like *brand-X*.
- Players cannot use secret or pre-arranged clues—like drawing an ear for "sounds like," or dashes for the number of letters in each word.
- You can draw *mail* for *male*, or *blew* for *blue*, etc.
- Remember! Sketches may not include letters or numbers.