



# PICTIONARY RULES

## Junior®



Ages 7 to 12  
3 or More Players

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Gameboard, 144 (2-sided) cards, pad of paper, one-minute timer, 2 playing pieces, 2 pencils, die.

### OBJECT OF THE GAME

Use sketches to guess as many words as possible, advancing along the gameboard path to the FINISH square. Then, correctly identify the final sketch to win the game.

### SET UP

1. Place the timer in the center of the gameboard.
2. The blue side of the deck has easier words and the red side has more challenging words. Place the side you wish to play facedown in the center of the gameboard.
3. Divide into two teams. The number of players can be uneven.
4. Each team takes a playing piece, a pencil and paper.
5. Both teams put their playing piece on the START square.
6. Both teams select a *Picturist*. This is the player who will sketch the first word for each team.
7. Each team rolls the die; the team with the highest roll plays first.

**PLEASE READ ALL INSTRUCTIONS BEFORE YOU BEGIN TO PLAY!**

### HOW TO PLAY



**All Play Space:** The START square, like some other gameboard squares, has this symbol on it. This means the word to be sketched is an All Play word - it is sketched by both teams at the same time. Here's how:

1. The Picturist for the team that landed on the All Play space selects a card, and reads out loud to players on both teams the theme at the top of the card. The theme will give players a hint to the word to be sketched.
2. The Picturist then secretly shows the card to the Picturist on the other team. Both Picturists will be sketching the same word that matches the colored square that the team landed on.
3. The timer is turned over, and both Picturists have one minute to sketch clues to that word. Each Picturist is sketching for his/her own teammates.
4. The first team to guess the word correctly before the timer runs out rolls the die and moves their playing piece on the gameboard the number of spaces shown on the die. The team then selects a new Picturist, a new card and takes another turn.
5. If the timer runs out before either team guesses the word correctly, it is the other team's turn. They take a new card and select a new Picturist. Neither team rolls the die. A team may only roll the die after making a correct guess.






**One Team Play Space:** This symbol means that the word to be sketched is played only by the team that landed on the space.

1. The new Picturist selects a card and reads out loud the theme at the top of the card. The Picturist then silently reads the word that matches the colored square that his/her team is on. The Picturist does not show the card to any other players.
2. The timer is turned over, and the Picturist has one minute to sketch clues to that word for *his/her teammates only*.
3. If the team guesses the word before the timer runs out, they roll the die and move their playing piece on the gameboard the number of spaces shown on the die. The team selects a new Picturist and a new card and takes another turn.
4. If the team does not guess the word within the time limit, they do not roll the die. Play passes to the other team's Picturist who takes a new card from the top of the deck and begins his/her team's turn. A team may only roll the die after they make a correct guess.

**TO WIN**

The first team to land on the FINISH square and guess a word correctly wins the game. Since the FINISH square has a  symbol on it, the word sketched is an All Play word. You do not need an exact roll of the die to land on the FINISH square.

**OTHER STUFF**

- The Picturist may not talk or use hand signals. Letters and numbers may not be used when sketching clues.
- All players take turns being the Picturist for their team. There should be a new Picturist for each new word sketched.
- If older players want a challenge, do not read the theme at the top of the card out loud.
- If you only have three players, let one be the Picturist for both teams.
- It's OK to use more than one piece of paper for the same word, but remember to use both sides of the paper.
- If the word is "male", it's OK to sketch mail, or if the word is "son", it's OK to sketch sun, etc.
- Decide before you start the game if it's OK to bend the rules. For example, is it OK to say "tub" if the word is "bath-tub"? You decide.
- Two playing pieces can occupy the same square.

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