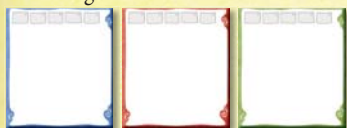


Pictomania

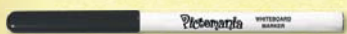
A GAME FOR 3-6 PLAYERS, AGES 9 TO 99, BY VLAADA CHVÁTIL.

COMPONENTS

- 6 drawing tablets.



- 6 black erasable markers.



- 6 erasing cloths.



- For each of the 6 player colors, 5 scoring tokens of values of 1 to 3.



- For each of the 6 player colors, 7 guessing cards with numerals from 1 to 7.



- 13 black cards (6 marked with various symbols and 7 with the numerals 1 to 7).



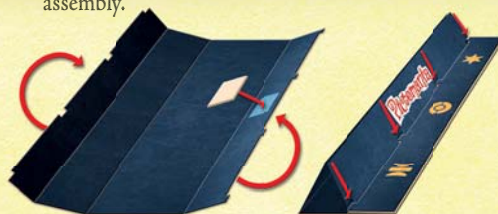
- 5 bonus point tokens of values of 1 to 3.



- 99 double-sided word cards (each with 7 words on either side) in 4 colors, according to difficulty level.



- 2 card holders, each with a double-sided sticker for assembly.



OVERVIEW

The game consists of 5 rounds. Each round has the following steps:

- **Setup** – 6 word cards with 7 words on each are placed in the card holders on the edge of the table. Each player is secretly assigned one of the words on one of the cards.
- **Drawing and Guessing** – Everyone begins drawing his or her assigned word, while simultaneously trying to figure out which words the other players are drawing. Players use cards to silently and secretly indicate their guesses.
- **Scoring** – Players get points for guessing others' words correctly and swiftly. They also get points for finishing their drawing and all their guesses quickly.

The points earned in each round are added up. At the end of round 5, whoever has the most points wins.

GAME SETUP

Place the two card stands on the edge of the table so that all players can see them easily. Place the black bonus point tokens in the center of the table, where everyone can reach

them. The number of players determines which tokens you use:

- For a 3-player game:
- For a 4-player game:
- For a 5-player game:
- For a 6-player game:

Return any unused black tokens to the box. You will not use them in this game.

- 1 Place the 13 black cards (with numerals and symbols) nearby.

The game has 4 decks of word cards, color-coded according to their difficulty. Green cards are easy, yellow are moderate, blue are difficult, and purple are the most difficult. Before each round, the players decide which deck to use. (We recommend using the green deck for the first round of your first game.)

Each player should choose a color and take:

- A drawing tablet in his or her color.
- An erasing cloth and erasable marker.
- The 7 guessing cards in his or her color, with numerals from 1 to 7.
- Scoring tokens in his or her color. The number of players determines which tokens you use:
 - For a 3-player game:
 - For a 4-player game:
 - For a 5-player game:
 - For a 6-player game:

When there are fewer than six players, there will be some tablets, markers, erasing cloths, tokens, and cards left over. Put these back in the box.

A GAME BY VLAADA CHVÁTIL

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Thank you all.

Warning: This is a special Essen edition containing few cards with extra geeky words. You may want to remove them when playing with normal people ☺

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THE ROUND

1. SETUP

Mix up the 13 black cards, face down, and give each player two – one with a numeral and one with a symbol. Players are not yet allowed to look at their black cards.

Set the remaining black cards aside, without looking at them.

Choose a difficulty level (green, orange, blue, or purple) and use the deck of word cards of the chosen color. Each card has 7 words numbered 1 to 7. (We'll refer to these 7 possibilities as "words" even though some of them might

be phrases or compound words.) To increase variety of play, the cards have words on both sides.



Place 6 cards from the deck in the card holders, one card for each symbol. Randomly determine which side of the card faces the players. The words on the back side will not be used this round.



2. DRAWING AND GUESSING

Once the word cards are dealt, the dealer gives the signal to begin drawing. (The dealer should wait a few seconds before saying "go" to give everyone a chance to glance over the words before they look at their black cards.) It is important at this stage that no discussion goes on amongst the players.

DRAWING

All players begin at the same time by looking at their two black cards. These tell you which word to draw. For example, if you get  and 5, your word is the fifth word on the word card that was dealt to the position marked .


Tip: Words on the same card are similar to each other. You should also look at the other words on that word card and try to make your drawing look different from them.

Once you know what word you should be drawing, place your black cards face down in front of your tablet (see the picture; this is important, these form the base of the stack on which other players will place their guesses). You can then begin drawing your word.

You are only allowed to draw. You cannot write or speak or communicate your word in any way other than with your drawing. (See the Drawing Rules section for more details.)




GUESSING

You also try to figure out the other players' words, even as you work on your own drawing. If you think you know what another player is drawing, you indicate your guess by placing one of your guessing cards face down on top of the stack in front of that player's tablet.

Example: If you thought your fellow player was drawing word  3, you would take the 3 card in your color and put it face down on the stack in front of that player's tablet.

The others will also be trying to figure out your word. The first player to guess will put his or her guessing card on top of your black cards. The next player will place his or her card on top of the first player's card, and so on.

You may make one guess at each player's word. You may not play more than one guessing card on any player's stack. Once you play a guessing card, you cannot take it back.

Example: You were sure that Red was drawing word  3 (which happened to be "bicyclist") so you played your 3 card on Red's stack. Now you realize that she is actually drawing word  6 ("motorcyclist"). It is too late to change your guess. You cannot play your 6 on Red's stack, and your 3 is no longer available to play on any other player's stack. (This is too bad, because you are sure that Green is drawing word )

FINISHING PLAY

When you don't want to draw or guess anymore, put down your marker and your remaining guessing cards. (There is no need to guess each player's word.) You may then take the black bonus point token with the most stars remaining in the center of the table. For example, in a 5-player game, the first two people to finish will take the black tokens with 3 stars. The next to finish will take a black token with 2 stars, etc.

You may finish play even if you have not made a guess on each player's drawing. Once you take a black token, you cannot play any more guessing cards, and you may not add to, change, or erase your drawing. However, others may continue to make guesses on your drawing.

Tip: Don't forget that you can make guesses even if your drawing is not yet finished. If you expect that your word will take a long time to draw, it's not a bad idea to stop drawing for a bit and focus on guessing the other players' words. You can return to your drawing later.

Play continues as long as at least one black token remains on the table. The number of black tokens is one less than the number of players. The player who takes the last black token should say "Stop!". This ends the round, and the last player (who gets no black token) must also immediately stop drawing and guessing.

Note: Sometimes, a player might not want to take a black token if he or she thinks it might become a penalty (as explained below). No one is required to take a black token. If all players are done guessing, the round ends, even if they choose to leave one or more black tokens on the table.

3. SCORING

One-by-one, each player gives out points for the guesses in front of his or her tablet. (You should take turns, but it doesn't matter who goes first.) You need your scoring tokens.

GIVING OUT POINTS

Take the stack of guesses for your drawing and turn it over. On top will be your symbol and numeral, face up. On the bottom of the stack should be a colored guessing card, the last given guess on your drawing.

Show the symbol and numeral card to all players and announce the word that you were trying to draw. This is also a good time to check that you were actually drawing the word you were supposed to. The next card on the stack

will be the first guess made on your drawing. There are two possibilities:

- If the numeral on the guessing card matches the numeral on your black card, the guess is correct. Place the highest-valued token in your color on that player's guessing card, and give the card and the token to that player.
- If the numeral on the guessing card does not match the numeral on your black card, the guess is incorrect. Place that player's guessing card in the center of the table, and do not put one of your tokens on it.

Either you give the guessing card with a scoring token to its owner, or you place it in the center of the table. In either case, you reveal a new guessing card which is scored in the same way. Your highest-valued scoring token will go to the first player who made a correct guess. Your second-highest will go to the second player who made a correct guess, and so on. When you are done with the stack, you will have one scoring token left for each player who failed to guess your drawing correctly, or didn't guess it at all. If nobody made any guesses on your word, you will still have all of your colored scoring tokens.

THE BLACK SHEEP

Once all players' stacks have been evaluated, there may be a pile of incorrect guesses in the center of the table. The player who made the most incorrect guesses this round is designated the black sheep. This will affect his or her score, as explained below. If there is a tie for most incorrect guesses, then no one is the black sheep this round.

Once the black sheep has been determined, all players take their incorrect guessing cards from the center of the table.

SCORING YOUR POINTS

Once all players have scored their stacks, you will have a colored token from each player whose drawing you correctly guessed and possibly one black token which you took when you finished drawing and guessing. You may also have leftover tokens in your own color if not everyone guessed your drawing correctly.

You score your points for this round this way:

- For your correct guesses, you get points equal to the values of the colored tokens you received from other players.
- You lose points equal to the values of the tokens in your color that you did not give out.
- Your black token might count for you or against you:
 - If you are the black sheep, you subtract the value of your black bonus points token.
 - If you are not the black sheep, but no one guessed your word correctly, you score no points for your black token.
 - You score positive points equal to the value of your black token only if at least one player guessed your word correctly and you are not the black sheep.

Tip: To make counting easier, we recommend keeping your own tokens on the left side of your tablet and putting tokens you receive from other players on the right. Put your black token on the right if you score points for it, but on the left if you have to subtract points for it. (If you score nothing for it, just return it to the center of the table.) Then you just count up the stars on the right and subtract the stars on the left to get your score for the round.

Note: When someone guesses your word, that's good for both of you. The other player gets points (represented by your colored token) and you don't have to subtract those points. If you guess more quickly, you will get higher-valued colored tokens – if you guess correctly. If you finish more quickly, you will get a higher-valued black token – but it won't count for you unless someone guesses your drawing, and it might count against you if your bad guesses make you the black sheep.

Record your score in one of the scoring boxes in the upper part of your tablet. If your score is less than zero, record it as a negative number. You won't add up the boxes until the end of round 5.

4. CLEANUP

Use your erasing cloth to erase your drawing (but not your scores!).

Unless this was the last round, you need to get set up for the next one:

- Put all the tokens you have in the center of the table, except for the ones in your color.
- Take all the tokens in your color from the center of the table. (This should leave all the black tokens in the center of the table. Each player should begin the next round with all of his or her colored tokens and guessing cards.)
- Remove the six word cards from the card holders and set them aside.
- Collect the black cards for a new round. Don't forget the ones that were not used in the old round. You should have 6 with symbols and 7 with numerals.
- Choose a difficulty level for the new round, and play according to the same rules.

At the end of round 5, the game is over.

GAME END

Add up your scores from all five rounds and record the total as a big number in the center of your tablet. Hold it up so the others can see. Highest score wins. In case of ties, there are multiple winners.

DRAWING RULES

LEGAL AND ILLEGAL CLUES

To prevent disputes, these rules specify which drawing tactics are legal and which are illegal.

Tip: When explaining the game to new players, just tell them that you can't use numerals or letters. The other drawing rules are either intuitively obvious or applicable only in special cases.

ILLEGAL ACTIONS DURING PLAY:

- You cannot comment on your word ("I'm bad at drawing animals") or on your drawing ("This is supposed to be rounder"). You cannot give hints ("You've got one at home").
- You cannot verbally or non-verbally indicate what you are drawing. (So you can't hum a tune relating to your word, you can't make sound effects, and you can't mime your word.)
- You cannot use letters or numerals. You cannot use other means of writing (such as Morse code or the Greek alphabet) to get around this rule. You may use scribbles to indicate that you are drawing text (e. g., if your word is "book" and the text on the pages is part of your illustration).
- Your drawing should represent the meaning of the word, not the form. You cannot use dashes to indicate the number of letters in your word. You cannot draw two blanks to indicate that your word is a two-word compound. You cannot draw a picture designed to indicate the first letter of your word. You cannot draw a word that sounds like the word you should be drawing. (So you can't draw a dog if your word is "dock".) In essence, your drawing should be independent of language, so that the same drawing would work whether the word was given in English or Swahili.
- Your drawing cannot indicate the position of your word on the word card, nor the position of the card in the card holder. Your drawing cannot indicate the numeral or symbol of your word.
- Your drawing should not refer to objects in the room. For example, you can't draw an arrow pointing at another player or at your drinking glass. It should be possible to guess the word from your drawing even if your tablet were somewhere else (e. g., hanging in the Louvre).
- Your drawing cannot refer to another word. Especially not a word with the same numeral on another card.

If you break one of these rules, then it counts as though no one played a guess on your word. Return the other players' guessing cards. (They will not count as incorrect guesses when determining who is the black sheep.) You will keep all your colored tokens and count them as negative points. You will get no points for your black bonus points token; however, you still get points for correctly guessing other players' words.

Tip: Of course, it is up to your gaming group to decide how strict you will be. Minor unintentional transgressions can be overlooked. The game is supposed to be fun.

LEGAL ACTIONS DURING PLAY:

- You may erase all or part of your drawing if you want to draw it differently. (However you are not allowed to use this as a form of animation; the others should be guessing from a static picture.)
- You may draw the context of your word. (When drawing "tennis ball", for example, you may also add the players, the racquets, and the net.)
- You may use arrows to indicate the aspect of your picture that represents your word. (When drawing "tennis ball" as above, you may draw an arrow pointing to the ball.)
- You may use arrows to indicate sequence of events. (An arrow from a baby to an old man can indicate "aging".) Numerals are not allowed, so you cannot number the sequence of events.
- You may cross things out. (If your word is "invertebrate" you can draw a skeleton and cross out the spine. If you are drawing a dead person, you can use X's for the eyes. If you are drawing an oak tree, you can indicate that it is not a maple by crossing out your drawing of a maple leaf.)
- You may use mathematical symbols, punctuation marks, and other graphics symbols (such as a cross to indicate a hospital or a comics bubble to indicate that someone is speaking) as long as the symbol is a clue to the meaning of the word and not a clue referring to one of the word cards. You may use symbols like \$ which are derived from letters, but you may not use symbols, abbreviations, or acronyms composed of letters (such as cm for "centimeter").
- You may draw the separate parts of a compound word. (For example, you may draw a dog and a piece of wood for "dogwood". But don't take this rule too far. Drawing men and an ace for "menace" is not allowed.)

DRAWING THE ASSIGNED WORD

You must draw the word assigned to you. If you get word ★5, you cannot draw ◻5 instead.

If it is obvious that a player drew the wrong word (either intentionally or because he or she looked at the wrong word card) treat it as though no one made a guess for that word. The player gives the other players their guessing cards back (so they don't count as incorrect guesses when deciding if someone is the black sheep) and keeps all the scoring tokens in his or her color (which will count as negative points).

This rule only applies when the player has obviously drawn the wrong word. It is possible to accidentally guess correctly. (For example, someone could be drawing a "bus" and you think it looks like a tin of sardines, which happens to have the same number on a different word card.) In this case, the guess is counted as correct.

REPLACING CARDS THAT HAVE UNKNOWN WORDS

"PictoMania" is not supposed to be a trivia game. The words should be understood by all players. However, every group of players is unique, and cards which work well for some groups might be too esoteric for others. You can use this rule for replacing cards that have unknown words:

Once the six word cards have been dealt, but before players know which words they will be drawing, take five or ten seconds to look over the words. Any player who sees a card with unknown words can ask to have it replaced. Unless you agree to play differently, each player may only replace one word card per game. (Note that it is possible for more than one card to be replaced at the start of a round if multiple players exercise this option.)

Do not use this rule to remove cards with words that look too hard to draw. (Besides, those words can be a lot of fun if someone else has to draw them.)

DRAWING NOTHING

Sometimes you might not be able to draw anything, either because you do not know the meaning of the word (although we have tried to use well-known words and you can use the replacing rule) or because you have no idea how to begin drawing it (which might happen with the more difficult word cards).

If you are unable to draw your word, you may leave your tablet blank. You do not take one of the black tiles in the center of the board. The other players do not make any guesses on your word. You will keep all your colored tokens, and their values will be subtracted from your score at the end of the round.

Even if you can't draw, you can still guess the other players' words. And because you aren't distracted by your drawing, you may still be able to get a positive score for the round.

VARIANT RULES

For a simpler game with children you can use word cards only from the green deck. Or you can make the game easier. You only use one word card and all players draw words from the same card.

- Use only one of the card holders (it doesn't matter which one).
- Leave the black cards with symbols in the box. (You still use the black cards with numerals.) Give one black card with numerals face down to each player.
- Place only one card in the card holder. When the dealer says "go", players look at their numeral and draw the corresponding word.
- All other rules are the same.

