

# Junior PICTIONARY™

This edition of Junior Pictionary™ has been specially designed for children aged 7 to 12 and contains 1200 carefully chosen words. Just as in the popular adult version, players sketch clues and teammates have one minute to guess the mystery word.

## CONTENTS:

120 Cards (1200 Words), 2 Pencils, 2 Drawing Pads, Game Board, 2 Playing Pieces, 1 Timer, 1 Die.

## OBJECT OF THE GAME

The object of the game is to sketch your way from Start to Finish. The first team to reach the Finish square and guess a final sketch correctly is the winner.

## GETTING STARTED

Divide players into two teams of roughly the same number and age.

**Note:** Junior Pictionary™ contains two decks of cards, for two levels of play. The yellow cards are easier and will suit younger players, while the orange cards are harder and are best for older players. We suggest that you start with the yellow cards and progress to the orange. Teams of different ages can play together by using the two different decks.

Give each team a pencil, a drawing pad and a Playing Piece (which they place on the Start square).

Each team chooses a Picturist - a player who will sketch the first word. The Picturists roll the die: the player with the highest roll will pick up the first card.

## HOW TO PLAY


 **ALL PLAY:** the Start square, like some others on the board, is an ALL PLAY square - both teams sketch the word at the same time. Here's how...

The Picturist who starts the game takes a card, and reads out the theme at the top of the card. The theme will give all players a hint about the word being sketched. The Picturist then secretly shows the card to the Picturist on the other team. Both Picturists will be sketching the word that matches the color of the starting ALL PLAY square.

The timer is turned over, and the Picturists have one minute to sketch clues for their teammates to guess that word.

- If the timer runs out before either team guesses the word correctly, it is the other team's turn (i.e. the team that didn't roll the last card). They take a new card and select a new Picturist - They do NOT roll the Die. A team may only roll the die after making a correct guess.
- If a team correctly guesses the ALL PLAY word before the timer runs out, they roll the die and move their playing piece the number shown. That team selects a new Picturist and immediately plays the next card.

**Note:** when you land on an ALL PLAY square later in the game, follow the same rules as above. The Picturist for the team that landed on the ALL PLAY square is the one that takes a card and shows the other Picturist the word that matches the color of that ALL PLAY square.

 **ONE TEAM PLAY:** this symbol means that the word to be sketched is played only by the team that landed on the space.

The new Picturist picks up a card, reads out the theme at the top of the card, then secretly looks at the word matching the colored square that the team's playing piece is on.

The timer is turned over and the Picturist then starts to sketch clues to that word for their teammates only.

If this team guesses the word before the timer runs out, they roll the die and move their playing piece along the track the number shown. The team selects a new Picturist and a new card and immediately plays the next card.

If the team does not guess the word within the time limit, they do not roll the die. Play passes to the other team. Remember: a team may only roll the die after making a correct guess.

## WINNING THE GAME

The first team to land on the Finish square (an exact roll is not required) and guess a word correctly wins the game. Since the Finish square has an ALL PLAY symbol on it, the word to be sketched is an ALL PLAY!

**Note:** you must win the ALL PLAY and be on the Finish square to win the game.

## DOS & DON'TS

If the word is "tow", it's OK to sketch "toe", or if the word is "son", it is OK to sketch "sun", etc.

The Picturist may not talk or use hand signals. Letters and numbers may not be used when sketching clues.

## OTHER STUFF

All players take turns at being the Picturist for their team. There should be a new Picturist for each new word sketched.

If you have only three players, let one be the Picturist for both teams.

Two "Sketch" playing pieces can occupy the same square at the same time.

If older players want a challenge, do not read out the theme at the top of the card.

To help younger players guess, turn over the timer as soon as it runs out: that way they have double the time to guess the word.

It's OK to use more than one piece of paper for the same word, but remember to use both sides of the paper.

You can use different colored pencils to add more color, but remember you only have one minute to get your teammates to guess correctly.

## STRICTNESS

Decide before you start if it is OK to bend the rules. For example, is it OK to say "bunk" if the word is "bunk bed"? You decide.

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