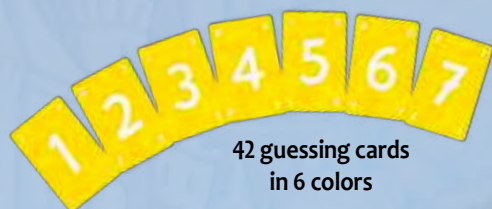


VLAADA CHVÁTIL PICTOMANIA

Everybody draws. Everybody guesses.
All at the same time!

COMPONENTS



6 black
scoring tokens



30 scoring tokens
in 6 colors



Apply the stickers
on the holder as indicated.



1 card holder



1 sticker
sheet

1 sharpener
for the pencils



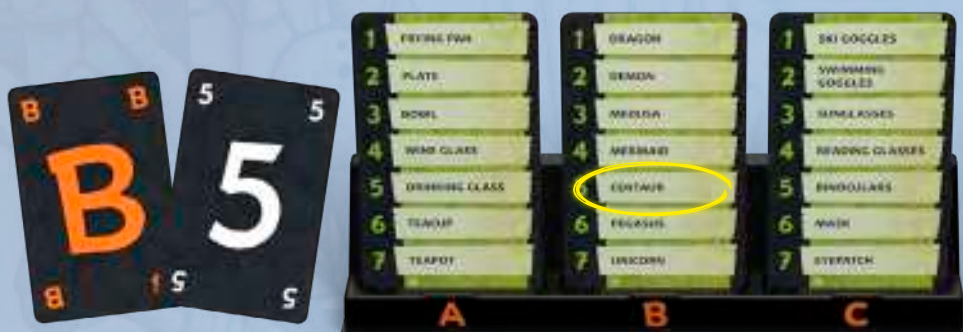
6 pencils in 6 colors

OVERVIEW

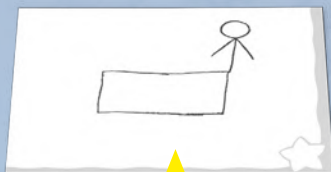
Pictomania is the drawing game where everyone gets to draw simultaneously and everyone gets to guess each others' words. It works like this:



Everyone can see the 21 words that could be drawn.



Each player is secretly assigned a word to draw.



All players draw their assigned word at the same time.

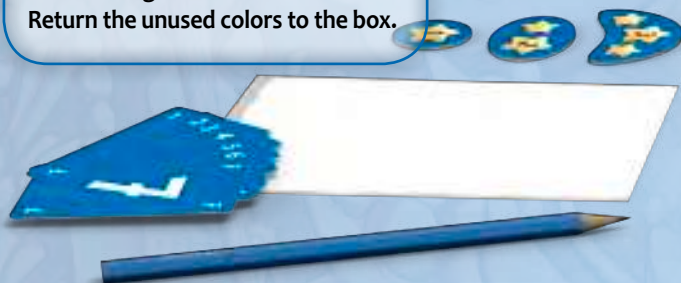


When you think you know which word an opponent is drawing, you make a guess.
(The number you guess should match the number they were secretly assigned.)

A clever scoring system awards points for correct guesses and deals penalties to players whose drawings were not guessed. Everything will be explained in detail on the following pages.

SETTING UP

Each player chooses a different color and takes the pencil, guessing cards, and scoring tokens in that color. Return the unused colors to the box.



Each player also takes a piece of **drawing paper**. Fold the paper in half to create a little booklet with four pages, one for each round of the game.

Place your **scoring tokens** on the table on the left side of your drawing paper. You may not use them all; it depends on the number of players:



Return any unused tokens to the box.



Use all 7 **guessing cards**, regardless of the number of players. It is advantageous to sort them by number, as you will need to find a specific number quickly during the game.



For the first round, you need only green **word cards**. Shuffle the green deck. Draw 3 cards at random and place them in the holder. Set the rest of the deck aside.



The **card holder** should be placed where everyone can comfortably see and read the cards.

There are 7 **black number cards** and 6 **black letter cards**. Use all of them, regardless of the number of players. Keep the number cards and letter cards in separate decks and shuffle them separately.

The **black scoring tokens** depend on the number of players:

3 4 5 6



Place the tokens in the center of the table and return any unused tokens to the box.



Some players make wide drawings; some make tall drawings. You can orient your paper either horizontally or vertically. Just be sure the gray line is at the bottom of your drawing so that the other players can tell down from up.



YOUR FIRST ROUND

The game is played in **four rounds**, each with a different deck of word cards. With the green cards on the card holder, you are all ready for round one.

Take a minute to give everyone a chance to read the 21 words. Note that words on the same card tend to be related to each other. That is what makes the game challenging.

Shuffle the two black decks separately and randomly deal each player one letter card and one number card. **These cards are secret.** Set the remaining black cards aside, without looking at them.

When everyone is ready to play, someone should start the round.

ROUND START

Everyone looks at their letter and number cards at the same time. Your letter card tells you which of the three word cards is yours. Your number card tells you which of those seven words you should try to draw.



Once you know which word you are drawing, **place your letter and number cards face down in a stack in front of your drawing paper.** (You will see why this stack is important in a minute.)



DRAWING

Now you are ready to draw. Be careful! Your card will have many words similar to your word. You need to draw a picture that looks like your word, but not like the other words. Don't be afraid to use the entire page – bigger pictures are easier to recognize from the other side of the table.

Be quick. There are no turns. Everyone is drawing at the same time.

GUESSING

When you are done drawing, put your pencil down. Turn your paper toward your fellow players, and start guessing what they are drawing. You do not wait until everyone finishes drawing. You may even guess the pictures that are still being drawn, if you dare. Speed matters.

If you think you know which word another player is drawing, look for that word on the three word cards. Then find your guessing card that has the **same number** as that word. **You make your guess by placing your guessing card face down on the stack of cards beside that drawing.** (You don't have a card for guessing their letter. When you guess, only the number is important.)

Each player has been assigned a different number. That means you should never guess the number you were drawing. Sometimes you discover that you need a number that you have already played on a different player's drawing. That means you have made a mistake. Well, that happens. But **once you have made a guess, you cannot take it back.** And you cannot make more than one guess on each player's word.

As players make guesses, they will add to the stack of cards beside your drawing. Players who guess earlier will have their guessing cards underneath the later guesses. The order is important.

You do not need to guess everyone's drawing (although it usually pays to try). **When you have finished guessing, take one of the black scoring tokens from the middle of the table.** Probably, you want the one with the most stars.

Players who have taken their black scoring token are done drawing and guessing. They can sit back and relax. If you are the only player still guessing, please make your final guesses promptly so the others do not have to wait too long.

Once the last player takes a black scoring token, the round is done and you are ready for scoring.



YOU CAN NOW PLAY YOUR FIRST ROUND OF PICTOMANIA.

We'll explain how to score after you have all drawn your words and made your guesses.

HOW WELL DID YOU DO?

Now it's time to see which guesses were correct. In turn, each player should flip over the stack of cards by their drawing.

When you flip over your stack of cards, your assigned letter and number will be on top. Now everyone knows which word you were drawing. The other players' guesses are in order, top to bottom.

Set the black cards aside. Now the card on top belongs to the first player who made a guess on your drawing. **If this guess was right, give the player your scoring token with the most stars** – place the token on the player's card and hand the card to the player.

If the guess was wrong, do not give out a scoring token and do not return the card. Instead, **place the guessing card in the center of the table.**

Keep going through the stack this way.



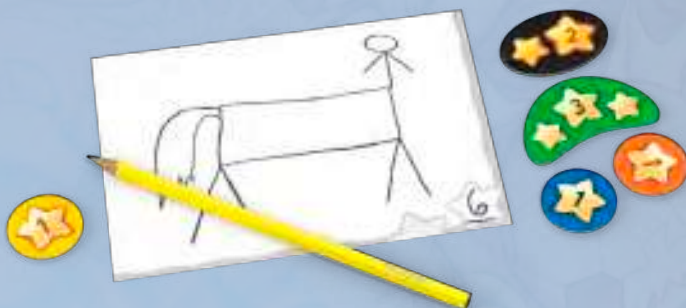
So, the correct guesses return to the players and bring points. The wrong ones end up in the center of the table.

Once you have scored all the stacks, the player who made the most wrong guesses will have the most cards in the center of the table. Does it matter? Not yet, because it is your first round of Pictomania. In the full scoring rules, though, there is a penalty for that.

YOUR SCORE

As the other players evaluate their stacks, you get tokens for your correct guesses. Keep them on the right side of your drawing, as well as the bonus token you took when you finished guessing. These are your points.

Your own tokens started on the left of your drawing. If all players guessed your word, you gave them all away. If some players failed to guess your drawing (by guessing wrong or by not even trying), you have one remaining token for each such player. These remaining tokens should be kept on the left of your drawing. They count negative.



Now, add up all the stars on tokens on the right side. Subtract all the stars on the left. This is your score. Write your score inside the star on your drawing paper.

For example, in the illustration above, Yellow gains 5 stars for correct guesses and 2 stars for the black scoring token. Yellow loses 1 star because someone failed to guess his word. Yellow's net score is 6.

It is possible for your score to be negative. Some rounds are tough.

When you have written down your score, move the other players' scoring tokens and the black scoring token to the center of the table.

Everyone takes back their cards and scoring tokens, leaving the black tokens in the center of the table, ready for round two.

ROUND TWO

Round two uses the yellow deck of word cards. Shuffle the new deck and choose 3 cards at random.

Before dealing out the letter and number cards, be sure that every player understands every word on the 3 word cards. If there is an unknown word, replace it with a different card chosen at random from the deck.

Once everyone has had a chance to consider the words, randomly assign each player a secret letter and number card and play the round as you did before.



All rounds follow the same rules. Here are some details that may have been overlooked the first time through:

- You must attempt to draw the word you were assigned. (More drawing rules can be found on the last page.)
- Once you have made your first guess, you cannot modify your drawing.
- Once you make a guess, you cannot change it.
- You do not make a guess on your own drawing.
- You cannot make more than one guess on another player's drawing.
- You do not have to guess every player's word. In fact, it is legal to make no guesses at all.
- Players usually take the highest remaining black scoring token, but it is legal to take a different one.
- Once you have taken a black scoring token, you are done drawing and guessing.
- You can choose to not take a black scoring token. In this case, you should let the others know when you are done.

Usually you will make guesses on everyone's drawings and take the highest remaining black scoring token. However, the full scoring rules include a punishment for players who hastily make too many wrong guesses.

COMPLETE SCORING RULES

In round one, you learned to count score by subtracting your tokens on the left from the tokens on the right. We told you to put your black scoring token on the right – in your learning round, it always counted positive. In later rounds (and in all rounds of your future games), **it may happen it will count negative or not at all:**

- The player with the most wrong guesses is the black sheep. (This is why incorrect guessing cards are placed in the center of the table for all to see.) **If you are the black sheep, move your black token to the left.** Its stars will count against you. However, there is not always a black sheep – **if some players are tied for most wrong guesses, then no one is the black sheep.**
- **If no one correctly guessed your word,** and if you are not the black sheep, **return your black scoring token to the center of the table. It will not count.**

THE WRONG WORD

Sometimes a drawing is so strange that you think it matches a word on a completely different card. If your misguided guess happens to have the correct number, it counts as a correct guess. You both got lucky!

However, **you are not allowed to draw a different word on purpose.** If you accidentally draw the wrong word, you should admit it and **return all guessing cards** to their players. No one gets your tokens, and those guesses are ignored when considering the black sheep. You keep and subtract all your tokens and you **return your black token to the center.** Your guesses can still bring you points, though.

DIFFICULTY OF EACH ROUND

The game has four decks, each with a different difficulty level, as shown on the first page of this rulebook. You can play each round with a progressively more difficult deck. Give it a try! Some words may seem really tough, but those can be really fun, too. Don't forget you can always replace a card that has a word that people don't know.

That said, the difficulty levels allow you to adjust the game to match your playgroup. When playing with an 8-year-old, for example, you might play four rounds of green words. Just be sure to keep cards from previous rounds in a discard pile so they will not appear again in later rounds.

FINISHING THE GAME

After you have scored your fourth and final round, fold your drawing paper as shown to see all four scores at once.

Tip: You should underline numerals 6 and 9 so you don't get them confused. (And we hope no one confuses 8 with ∞ . :)

You will also see a fifth star, in which you can write your total score from all four rounds. Whoever has the highest total wins.

There is no tiebreaker, but feel free to debate who would have won if the game awarded bonus points for coolest drawing.



MORE COMPETITIVE PLAY

If you really want to keep the game moving, you can try this variant to add more time pressure.

Instead of using one black scoring token for each player, use one less, as shown in the table on the back page.

In this variant, the round ends as soon as the last black scoring token is taken. This means one player will not get a black scoring token and will not be able to finish guessing.

(In the rare event that multiple players choose to not take a black scoring token, the round ends when everyone agrees they are done, as usual.)

This variant works best with five or six players. In a three- or four-player game, it may be too competitive.

DRAWING RULES

- **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 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 use letters or numerals.** You cannot use other means of writing (such as Morse code or the Greek alphabet) to get around this rule.
- 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 letter of your word.

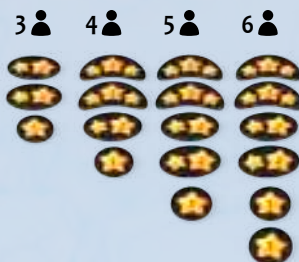
SCORING TOKEN SETUP

Which scoring tokens you use depends on the number of players:

PLAYER TOKENS



BLACK TOKENS



MORE COMPETITIVE GAME



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It was fun to develop the game with you and for you :)

If you run out of drawing paper,
you can download the graphics from
www.czechgames.com.



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