

**INSTRUCTION SHEET SPECS:**

Toy: Pictionary Air  
 Toy #: GGC71  
 Part #: GGC71-0970  
 Trim Size: A4  
 Folded Size:  
 Type of Fold:  
 # of Color:  
 Colors: 1 Black  
 Paper Stock: White Offset  
 Paper Weight: 70 lb.



**1 separated flyer sheets required:**

**\*Battery Safety Information Sheet -- 32L-00001-2908\_06-26-2018 (or later)**

## DOS AND DON'TS

### YOU CAN...

- Interact with the image as long as you draw something first (See info box for more detail.)
- Draw anything related to the word, no matter how tenuous the link
- Break words down into a number of syllables
- Draw "dock" for "doc", or "flu" for "flue", etc.
- Use symbols

### YOU CANNOT...

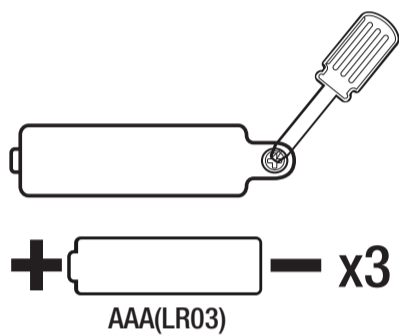
- Use letters or numbers
- Use "ears" for "sounds like" or dashes to show the number of letters in the word
- Speak to your teammates, unless you are telling them they guessed correctly
- Use sign language

### STRICTNESS

How precise an answer must be is up to the teams playing and should be agreed at the start of the game. For example, is "bunk" acceptable for "bunk bed"? "Enlarged" for "enlarge"?

### BATTERY INSTALLATION

- Requires 2 AAA(LR03) batteries (included).
- Unscrew the battery cover with a Phillips head screwdriver (not included).
- Install 2 new AAA(LR03) batteries in the orientation (+/-) shown.
- Replace battery cover and tighten screw.
- Replace the batteries if sounds distort.
- For longer life, use alkaline batteries.
- When exposed to an electrostatic source, the product may malfunction. To resume normal operation, remove and re-install the batteries.



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# PICTIONARY AIR™

Game

8+ 2 TEAMS

**Contents: 1 Light Pen, 112 Double-Sided Cards, and Rules**

### DOWNLOAD THE APP

Download the Pictionary Air™ app on your smart device. Watch the quick, easy-to-follow tutorial before starting to play. NOTE: Once you download the app, you won't need to use more data to run it.

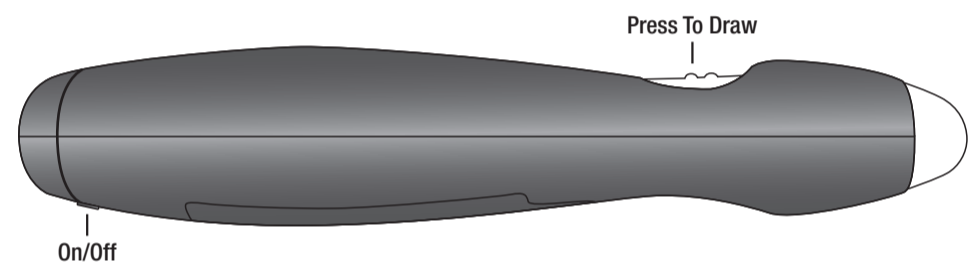
### SET UP STREAMING

Stream to your TV using an Apple TV, Chromecast or similar streaming device, following the device's instructions for connecting to your handheld device.

### TURN ON THE PICTIONARY AIR™ PEN

Turn the switch on the Pictionary Air™ pen to the "on" position. A red light will appear at the tip. Press the button and a green light should appear. Note: you will need to turn off the pen when finished playing to avoid draining the battery.

\* Smart device and app are required to play. App is free to download. Data rates may apply. Streaming device required to stream game to TV. Smart device and streaming device not included. For device requirements and support updates, visit [Pictionary.com/support](http://Pictionary.com/support).

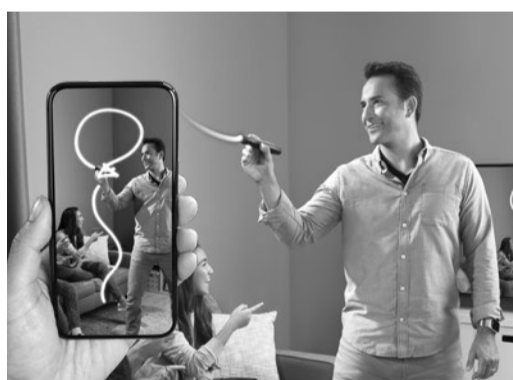


## GET READY FOR A NEW WAY TO PLAY PICTIONARY! OBJECT OF THE GAME

Take turns drawing clues in the air while your teammates guess the images that appear on the screen. The team with the most points after 10 rounds wins!

### GAME SET UP

Divide into 2 teams. Randomly choose the team that will go first. The starting team selects a Picturist – a player who will sketch the first clue. Set the card box in a spot near where the Picturist will stand. The cards are double-sided, but equal in difficulty. Pick which side of the cards you are playing, so you know which side of the box to pull from. When you are done with that side, you can turn the box around and play from the opposite side.



**NOTE:** The Picturist cannot see what they are drawing, even if they are streaming to a TV. This is why Pictionary Air™ is so different and hilarious. In fact, looking at your image on the screen may only confuse you.

### LET'S PLAY!

The Picturist takes a card from the deck and secretly looks at the words to be played.

**NOTE:** the clues can be drawn in any order.

When the Picturist announces they are ready, the player using the app will start the **TIMER**.

To draw, make sure the lighted pen tip is facing the handheld device. Hold down the button on the Pictionary Air™ pen when you want to draw. Release the button when you do not want a line drawn. You can press and release the button as many times as you need to draw the image.

If the clue has been guessed by one of the Picturist's teammates, they will announce it and the device-holder/teammate will score it on the app. Each clue that is guessed correctly is worth 1 point.

If the Picturist wants to restart their sketch, say "clear!". At this point, the device holder should **CLEAR** the screen.

When the time is up, it's the next team's turn to sketch and guess. Play continues for 10 rounds.

### INTERACTING WITH YOUR IMAGE

You are encouraged to interact with your clues; however, this is not simply a game of charades. You must draw an image first that can be interacted with.

### WINNING THE GAME

After 10 rounds of play, the team with the most points wins!

## QUICK TIPS!

### DRAW BIG!

Before playing for the first time, have the Picturist draw a large square so they understand how much space they have.



### INTERACT!

This is not charades, but you can interact with your drawings.



### CLEAR THE IMAGE!

If you get lost and can't remember what you drew, have your teammate clear the image and start again.

