

# Picture + This™

THE HILARIOUS HABIT-FORMING PICTURE-WORD GUESSING GAME!

**OBJECTIVE:** To get the most points advancing your pawns around the board by guessing Picture Words.

**WINNER:** The first team to advance their pawn to the End of the game board.

**NO. OF PLAYERS:** 2 teams of 2 or more players

**AGE RANGE:** 12 years old to adult

**CONTENTS:** 4 sets of 72 pictures: 36 – 2 sided cards each: Person, Place, Cliché, & Entertainment Categories, 1 Cover Card, 1- 45 second timer, 1 Card Holder Sleeve with red cellophane window decoder, 1 Game Board, and 2 Pawns

## GAME PLAY RULES:

**1. Teams:** Divide into 2 teams of 2 or more players each. Flip a coin to determine who goes first. For every round, each player must take a turn acting as a Clue Giver before next round starts.

**2. Shuffle all cards together thoroughly** and place in a pile in the center of all players. There are 4 types of cards:

**People = Blue    Places (City, State or Country) = Orange**

**Clichés = Green    Entertainment (Movies or TV Shows) = Purple**

IMPORTANT: Once cards are shuffled, after each round, place used cards on the bottom of the deck.

**3. Cover Cards:** Make sure that the pile of cards has the one Cover Card placed on top at all times.

**4. Card Holder Sleeve and Card set up:** Have the first player to give clues take the Card Holder Sleeve and select the top Picture card off of the top of the pile and insert it in the side of the Card Holder Sleeve so that the picture word is facing the front open section and the answer is on the upper center red cellophane section of the back.

**a.** Before proceeding read the Category out loud Person Place Cliché or Entertainment(TV or Movie)

**b. IMPORTANT:** After first team goes, pass the Card holder sleeve to the next team. Take the card out and flip it over. When finished, put used card on bottom of deck and repeat process

**5. Time limits:** Players only have 45 seconds to guess any answer.

**6. Points to Clue Ratio:** Each card starts out with a value of 5 Points and loses one point for each clue given:

**5 Points = 0 Clues, 4 Points = 1 Clue, 3 Points = 2 Clues,**

**2 Points = 3 Clues, 1 Point = 4 or more Clues, If Time runs out = 0 points**

**7. Board Set up:** At start of game, each teams selects a pawn and a track to move their pawn ahead on the board. You do not have to land exactly on the End to win.

**a.** Taking turns as a team: Each team takes a turn guessing a Picture word until one team wins. Players take turns acting as clue giver.

**b.** Advancing Pawns: Each time a player guesses a card his/her team receives a certain number of points and may advance their pawn one space for each point earned.

**c.** End of Game Special Rule: If one team goes across the finish line before another, and the other team is within 5 spaces of the finish line, that team gets one more turn to see if they can tie the game up.

**8. Card Guessing Hints:** When reading and deciphering the games cards, the Picture Words are usually read from left to right and top to bottom just like regular written pages. The following rules also apply to all cards:

• A, An, The, And, Of – are usually omitted from each Picture Word.

• Spaces between pictures always indicate separate words or names.

• A plus sign (+) between two symbols means they are part of one word

**CLUE GIVING RULES:** Picture Word guesser should always talk the solutions out loud to increase score.

**1.** When giving clues, the goal is to focus on the actual picture without saying any of the words or portions of words in the answer. If any portion of the answer is given in a clue, the score for the picture word is ZERO. Clue Giver may not spell out the word or give the first letter of the word.

**2. What, where, when, when, why, how:** Clue giver is encouraged to ask clarifying questions about any portion of the picture at a cost of 1 point per question

**3. Yes or No Questions:** Clue Giver may say Yes or No to confirm the answer to a guess without using up points.

**4. Strategic Clue Giving:** Clues may be given at any time by either clue giver or upon request by the Picture-Word Guesser. Important: Discuss team strategy to maximize points. Decide whether Clue Giver will give clues spontaneously or wait to be asked by Picture-Word guesser.

**5. When Giving Clues, consider:** Sounds like, Reverse order, Expand or Shrink word or phrase, Show that a small word is missing.

**BEGINNER VERSIONS:** For younger children or just more fun, play without a time limit.

**PARTY PLAY:** Each player takes a turns holding up a card for all to see. The first player on either team who solves the Picture Word gets the points for their team.