



Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO PICTUREKA. You'll find the answers to all your questions on the HASBRO PICTUREKA in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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Pictureka!

AGES 6+ 2-8

Family

CONTENTS
79 picture cards (including 2 penguin wild cards) and 32 double mission cards.

AIM OF THE GAME
Each of the 4 fun card games has a different objective and a different pace. Choose a game to suit your mood.

Fast-paced, frantic, fast and furious:

- 8-Away** - As soon as you spot a mission pic on one of your cards, you can get rid of it! First to dump all their cards wins.
- Alphabetics** - A frantic find-it-first frenzy. Race to find pics starting with a series of letters (e.g. A, K).

Calm but tricky, creative but calm:

- Matchmaker** - Find 2 pics that match the mission in this memory game. Focused fun for calm minds.
- Clue's Creative Condo** - Combine cards to complete your missions - great for giving your creative thinking muscles a workout.

PLAYING

Rules for All Games

- Show them that when you find an image.
- If you shout **Pictureka!** before you have found an image, you're a sneaky cheat! The other players can pick up a penguin for you.
- Penguin Wild Card** - If you see a card that looks like this, you're in luck! You can use it to represent ANY picture card in the deck.

Game 1: 8-AWAY
2-5 players
A nipped race of a game that gets everyone flustered!

Aim
Get rid of all 8 of your cards by spotting mission pics on them. First to run out of cards wins.

Set-up

- Shuffle the mission cards and place them in a face-down draw pile in the middle.
- Shuffle the picture cards and deals, face-down, to each player.
- Each player lays out their own picture cards in 4 piles of 2 cards as shown below.

Everybody ready? I'd don't matter who starts.

How to Play

- Turn over a mission card, read both missions out loud and place it face-up next to the draw pile.
- Everyone (including you) searches their top 4 picture cards for an image that matches either one of the missions. You cannot look for pics on the bottom card until you have gotten rid of the top card.
- As soon as anyone finds a matching pic, they slip that picture card down on top of the mission card and yell out **Pictureka!** Describe what it is that matches the mission.
- If the other players agree, you've successfully matched that picture card. If not, take it back and keep looking for those missions till somebody gets rid of a card.
- The player who dumped a card now reads out the next mission card and play continues.

You can drop a penguin wild card on any mission card.

WINNING
The first player to get rid of all 8 of their cards wins the game. Tip: You'll have to separate the cards after each game. Make one pile of mission cards and another of picture cards, then shuffle both piles separately.

Game 2: ALPHABETTI
A high energy game to get the party started.

Aim
Race to find pics starting with a series of letters (e.g. A, K).

Set-up

- You don't need the mission cards, so put them to one side.
- Shuffle the picture cards and give them to the oldest player to start the game.
- On your first game, start at A and choose another letter in the alphabet to end the game on (e.g. K).

How to Play

- On your turn, hold the picture card deck face-down in your hand, call out the target letter (A) and start turning cards face-up. Lay down one card from the deck every 2 seconds. Make a line of 6 cards, then go back and lay the next 6 cards on top of the first 6, and so on.
- All players (including you) search the pictures on the cards for something beginning with A.

As soon as anyone spots something, they shout **Pictureka!** and say what you see (e.g. APPLE). If everyone agrees, that player keeps the card. If there's a disagreement, ignore the claim and keep playing.

As soon as a pic is successfully spotted, it's the next player's turn. Pass the card deck to the player on your left. They call out the next letter (B) and start laying cards where you left off.

If the penguin pops up, he counts as any letter!

WINNING
As soon as someone finds a pic starting with the agreed letter to end the game (K), stop playing and count up your cards. The player with the most cards wins. Tip: You can start and finish with any letter you like - M, Z, Y, etc. - or play the whole alphabet for a longer game. If a letter is proving too tricky, all agree to skip to the next letter. Keep the same card turned until someone spots a pic starting with the new letter.



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Manual abstract:

Turn over a mission card, read both missions out loud and place it faceup next to the draw pile. 2. Everyone (including you) searches their top 4 picture cards for an image that matches either one of the missions. @ @3. @ @Describe what it is that matches the mission. 4. @ @ @ @5. The player who dumped a card now reads out the next mission card and play continues. You can drop a penguin wild card on any mission card. ® Family ® CONTENTS 78 picture cards (including 3 penguin wild cards) and 32 double mission cards.

WINNING The first player to get rid of all 8 of their cards wins the game. Tip: You'll have to separate the cards after each game. Make one pile of mission cards and another of picture cards, then shuffle both piles separately. AIM OF THE GAME Each of the 4 fab card games has a different objective and a different pace. Choose a game to suit your mood: Fabulous, frantic, fast and furious: · 8-Away As soon as you spot a mission pic on one of your cards, you can get rid of it! First to dump all their cards wins.

· Alphabetti A frantic find-it-first frenzy. Race to find pics starting with a series of letters (e.g. A-K). @ @ @ @Aim Race to find pics starting with a series of letters (e.

g. @ @ @ @K). PLAYING Rules for All Games: How to Play 1. @ @Lay down one card from the deck every 2 seconds. Make a line of 4 cards, then go back and lay the next 4 cards on top of the first 4, and so on. 2. All players (including you) search the pictures on the cards for something beginning with A. Wild Card · Shout Pictureka! when you find an image. · If you shout Pictureka! before you have found an image, you're a sneaky cheat! The other players can pick a punishment for you. · Penguin Wild Card.

If you see a card that looks like this, you're in luck! You can use it to represent ANY picture card in the deck. Game 1: 8-AWAY 2-5 players Aim Get rid of all 8 of your cards by spotting mission pics on them. First to run out of cards wins. 3. As soon as anyone spots something, they shout Pictureka! and say what you see (e.g. APPLE!). If everyone agrees, that player keeps the card. If there's a disagreement, ignore the claim and keep playing. 4.

As soon as a pic is successfully spotted, it's the next player's turn. Pass the card deck to the player on your left. @ @ @ @ @The player with the most cards wins. @ @ @ @ @Perfect just before bed. @ @ @ @Put the rest in a pile nearby.

@ @ @ @ @ @ @ @ · Your job is to match 3 picture cards to either one of the missions on your mission card you get to choose which one. · The player with the oldest bones starts. · Shuffle and deal 3 picture cards How To Play 1. On the first turn only, the first player takes 2 cards from the picture card draw pile, so they have 5 picture cards and 1 mission card in their hand. 2.

On your turn, look at the cards in your hand. Do any 3 picture cards match either of your missions? 3. If not, swap 1 picture card by placing it faceup on a discard pile and taking a new one from the picture card draw pile. 4. Check again. @ @ @ @2. Now flip any 2 picture cards faceup. 3. Look at the 2 possible missions on the card. Can you match both picture cards to either mission? E.

G. @ @One of each doesn't count! See above 2 stinky things. 4. If you can't find a match, better luck next time. @ @The next player now turns 2 picture cards faceup. 5. @ @If the other players disagree, ignore the Pictureka! and keep playing. If everyone agrees, they keep the mission card, then discard the matching picture cards from the grid. Take the top 2 cards from the picture card draw pile and place them facedown in the empty spaces so you still have 20 cards laid out. 6.

Now turn the next mission card over and read it out loud. As you won the last card, you get to have another turn. Tip: Keep your eyes peeled even when it's not your turn. @ @Art by Eugene and Louise © 2011 Hasbro. All Rights Reserved.

TM and ® denote US Trademarks. Hasbro Inc., Pawtucket, RI 02862 USA. 5. @ @Your turn is now over.

6. If they DO: Pictureka! @ @ · If the group disagrees, tough luck. Take your cards back and pass 2 picture cards to the next player. · If everyone agrees, keep the mission card next to you. Put the used picture cards on the discard pile and take 3 more. Take a new mission card, too. You can only complete 1 mission per turn, so your turn is now over. Pass your 2 unwanted picture cards to the player on your left. @ @Tip: If nobody can match the missions after a few turns, agree to turn over a new mission. HASBRO CANADA, LONGUEUIL, QC, CANADA J4G 1G2.

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