

INSTRUCTION SHEET SPECS:

Toy: Pictionary Air
 Toy #: GGC71
 Part #: GGC71-0971
 Trim Size: A4
 Folded Size:
 Type of Fold:
 # of Color:
 Colors: 1 Black
 Paper Stock: White Offset
 Paper Weight: 70 lb.

G1: Changed[®] for Pictionary Air for DOM.

GGC71-0971: Updated the copy based on test result. This instructions must be in the same packages as the GGC71-0962/0963 NEW game cards.

**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 weak the link is
- 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"?

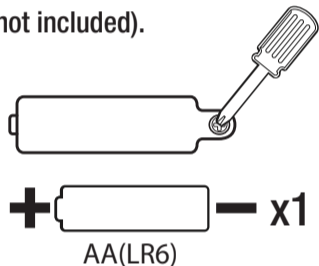
SET UP CASTING*

Cast the Pictionary Air[®] app from your smart device to your TV using an Apple TV, Chromecast or similar streaming device, following the compatible streaming device's instructions for connecting to your handheld. If you are unable to cast, you may use compatible adaptors and accessories (not included) to connect your device directly to your TV via HDMI. Don't forget to have the Picturist face the smart device and not the TV.

* Compatible streaming device required to cast game to TV. Smart device and compatible streaming device not included. For device requirements and support updates, visit PICTIONARY.COM/SUPPORT.

BATTERY INSTALLATION

- Requires 1 AA(LR6) battery (included).
- Unscrew the battery cover with a Phillips head screwdriver (not included).
- Install 1 new AA(LR6) battery in the orientation (+/-) shown.
- Replace battery cover and tighten screw.
- 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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GGC71-0971-G1

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2 TEAMS

Please keep these instructions for future reference as they contain important information.

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

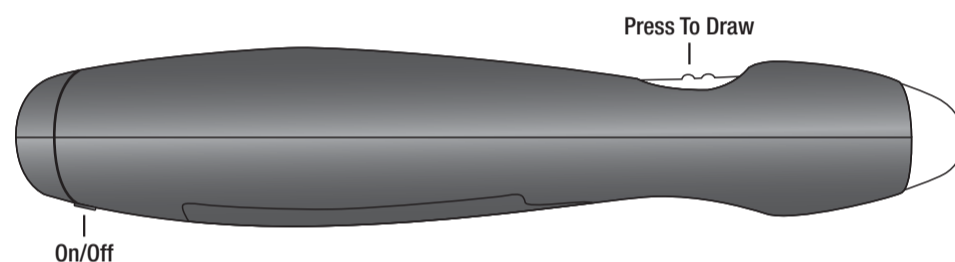
DOWNLOAD THE APP

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.

**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, meaning it's ready to go. Press the button on the side of the pen and a green light should appear. This is how it will look when you are "drawing". Note: you will need to switch the pen "off" 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.

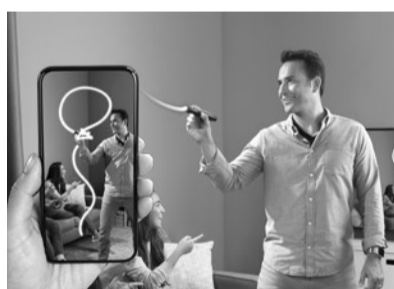
**GET READY FOR A NEW WAY TO PLAY Pictionary! OBJECT OF THE GAME**

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 the final round 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 first. Set the card box in a spot near where the Picturist will stand.

NOTE: The Picturist should not see what they are drawing on screen, even if they are casting to a TV. This is why Pictionary Air[®] is so different and hilarious. In fact, looking at the 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. You only get one card per turn and cannot draw another card if all 5 clues have been guessed.

CLUE CARDS & SCORING

- Clues can be drawn in any order.
- The easier clues appear first.
- The first four clues are worth 1 point.
- The last clue is more challenging and worth 2 points. It is marked with a ★.
- The clue cards are double-sided, but equal in difficulty. When you finish the cards on one side, turn the box around and play from the opposite side.

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, they say "clear!". At this point, the device holder should **CLEAR** the screen.

When time is up, it's the next team's turn to sketch and guess. Play continues, alternating teams and Picturists.

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 the final round 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.

NOTE: Lighting conditions may affect your experience. Consult the Pictionary Air[®] app for helpful guidelines.

**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 press the **CLEAR** button on the app to clear the image and start again.

**ADJUST THE TIMER**

The timer in the app can be customized to add more time. This will give each player a chance to get used to drawing in the air. For air-drawing aficionados, try playing with a shorter time for a more challenging game!