

To begin, each person gets a counter that they place on the start square. Then each person needs paper, a writing instrument, and a category card.

Pictionary is played with four people in teams of two but can be played with fewer or more people.

Now everyone is ready to play. Designate one person on your team to be the first picturist and roll dice to see which team goes first. The highest roll gets to pick a card from the deck and the All Play (AP) category is chosen for everyone to guess. Once the card is drawn, the picturist has 5 seconds before they must begin to sketch.

All players guess in the first round and have a minute to do so. The team who guesses correctly first then gets to roll a die and advance the corresponding amount of squares.

After the 5 seconds are up the timer is set to 1 minute and the picturist draws their clues. Sketches/drawings can not contain letters or numbers.

Only teammates guess the clue. If the team guesses correctly, they have to roll the dice again and advance to a new square. This happens until the team guesses incorrectly.

The first team to the finish square wins the entire game.

There are four categories: All Play, where any word or expression can be used; D for difficult; A for action or verbs; P for nouns such as person, place, or animals; and O for object nouns which can be anything you can touch or see. If a little triangle is next to the word on a card, it is automatically an all play category.

Then they switch picturists and draw a card. The category they must draw should correspond to the color square they are on. The new picturist has 5 seconds to think and 1 minute to sketch.

Then a new team gets to play. This new team starts by drawing a card and beginning the sketch and guess process.

