

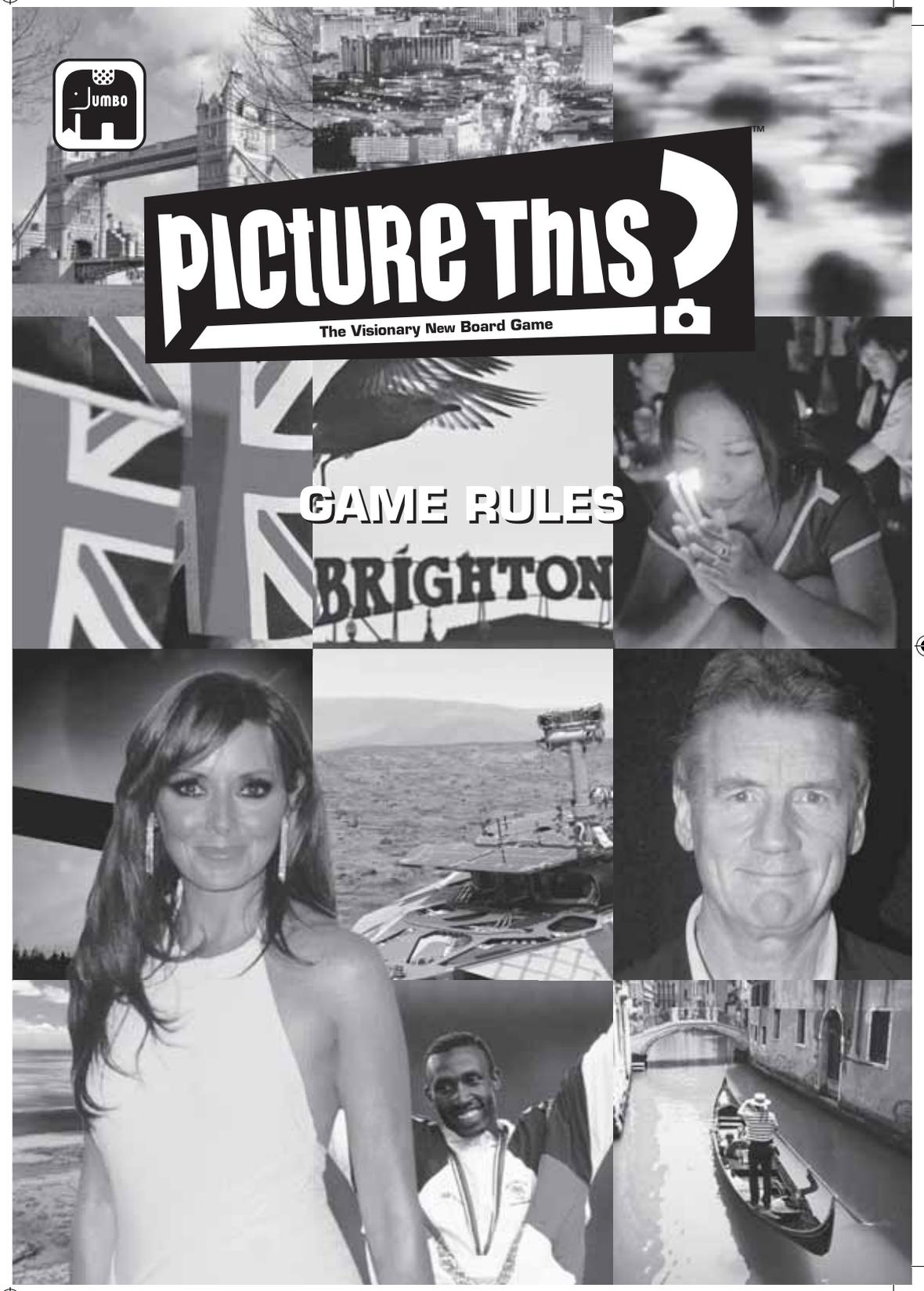


PICTURE THIS?

The Visionary New Board Game

GAME RULES

BRIGHTON



Made by Jumbo International, The Netherlands
Jumbo International, Amsterdam, The Netherlands

www.jumbo-world.com

Warning: Not suitable for children under
3 years of age due to small parts.
Please keep this box for future reference.



©2005 Picture This Ltd. All rights reserved. Picture This?™ and Picture This?™
The Game™ is a trademark of Picture This Ltd, 140 Wardour St London, W1F 8ZT.



Picture This? – The Rules

Object of the Game:

Whoever has most of the cards at the end of the game wins. Cards can be collected by answering as many questions correctly as possible. Are you in for a gamble? Then you can win even more cards using your bank of cards.

Contents:

- 1 Board
- 6 Play Pieces
- 300 *Picture This?* question cards in 4 categories (News, Sport, Entertainment & World)
- 30 *All Play This?* cards
- 15 *Remember This?* cards
- 1 Drawing pad
- 1 Timer
- 1 Pencil
- 2 Dice

Quick or Slow Play:

Want a quicker game? Then play *Picture This?* with both dice, for the game to last only about 40 minutes. When you have more time, just 1 dice will do it.

Starting Up:

On every *Picture This?* card there are two sets of three questions. Before you start, choose which questions you want to play: either the top or the bottom set.

Preparation:

1. Divide the *Picture This?* cards into four categories: News, Sport, Entertainment & World. Shuffle each deck and put them picture side up in the indicated areas on the board.
2. Shuffle the *All Play This?* cards and put this deck on the indicated spot on the board so that the text side is face down.
3. Find the *Remember This?* cards and put them picture side up on the board.
4. Each player now chooses a playing piece and puts it on the start space.

Ready to Play:

Highest roll goes first. On your turn, roll and move the matching number of spaces, always clockwise, around the board.

Picture This? Question Cards: News, Entertainment, Sport & World:

When your play piece lands on one of these categories, the player to your right draws a matching card from the top of the deck. They will then show the picture on the card to all players and read out the first question. If you give the correct answer, you will be asked the second question. If you answer that one correctly too, you get the third question. If you get this question correct, you win the card! Simple.

You only get one attempt at answering a question correctly. If you get it wrong, the question and the chance to win the card passes to the player to your left. If the player gives the correct answer, they get the next question, until all questions have been answered correctly. The person who answers the third question correctly wins the card.

If nobody can answer a question correctly, the card gets placed at the bottom of the deck from where it came from.

As soon as the card has been won (or the card returned to the bottom of the deck) it's the turn of the player to the left to play.

Note: the next player to roll is always the player to the left of the one who last rolled. This might not be the person who last answered a question correctly.

All Play This?:

This is an interactive category! If you land on an *All Play This?* space, take a matching *All Play This?* card, read the subject on the card, but don't let any of your fellow players see or hear it. Simply choose whether you want to draw or impersonate the subject. Turn over the timer and draw or impersonate what is written on the card.

The other players have 30 seconds to try and guess who or what subject you're drawing or impersonating. If someone guesses correctly within the time, then you get to keep the *All Play This?* card, and the player that guessed it gets to take one of the *Picture This?* cards on top of the decks. (It's best to choose a card in a category which the other players would have found easy to answer. This way it spoils the chance of them winning it).

If nobody answers correctly within the time, too bad: nobody wins anything.

Choose This:

If you land on a *Choose This* space you can choose any card from the top of one of the six decks. If you choose a *Picture This?* or a *Remember This?* card, the player to your right reads the card. The *Remember This?* cards will be explained later.

Challenge:

Now for the extra bit of fun! At several occasions in the game you can *Challenge* another player. If you land on a *Challenge* space, you can choose from any of the four *Picture This?* categories. Before making that choice, first decide with whom you want to *Challenge*. This could be the player with most cards at that moment. Choose a category which is not their favourite.

Now the *Challenge* starts! You can gamble as many cards as you want, but no more than your opponent has left. It all depends on how confident you're feeling!

Ask a player who is not involved in the *Challenge* to draw the top card from your chosen category. That player only reads out the third question.

Whoever answers the question correctly first wins the *Challenge*. In case of doubt the reader decides. The winner of the *Challenge* keeps their cards and wins the cards that were gambled by their opponent, plus the *Picture This?* card that was just played.

An example:

Anne challenges Fred and gambles three cards in the *Challenge*. Anne gives the correct answer first. She keeps her own cards, wins the *Picture This?* card with the question she has just answered, and Fred's three gambled cards. If Fred wins, he keeps his own cards, gets the played *Picture This?* card and Anna's three gambled cards.

The game can turn in an instant with a *Challenge* so have a good think about how much you are willing to risk!

Double or Quits:

The real game breaker occurs during *Double or Quits*. When you reach this stage, you can double the number of cards you have collected so far. After a player has reached this final space (not necessarily by exact count), everybody stops playing. All players meet on the *Double or Quits* space and count their cards.

The number of cards collected determines the order in which you play. The player with the least cards goes first. In turn, each player chooses a *Picture This?* card from the top of their favourite category and asks the player to their right to read it out. You must answer all three questions correctly to double your number of cards. If you do answer correctly, then take the matching number of cards from one of the decks on the board. If you are unsuccessful, keep the original number of cards, but you don't get any extra cards.

And the winner is ...

The player with the greatest number of cards at the end of the *Double or Quits* round is the winner.

Remember This?:

Want to personalize *Picture This?* Then why not make your own cards before you start playing. Think of exciting questions and add your own pictures. There are two ways you can do this:

1. Use the blank *Remember This?* cards. Attach a photograph to the front of the card and write three questions on the reverse.
2. Go to www.jumbo-world.com, choose your country and click on *Picture This?* Follow the steps to produce your own cards. It's very easy to add all kinds of digital images. Once you've thought of three questions to go with the pictures, then the cards are ready to print.

If you land on *Choose This*, you are perfectly entitled to choose a *Remember This?* card from which to answer questions.