

Pictureka!

Card Game

Family

AGE
6+

15-30

2+ PLAYERS

CONTENTS

78 Pictureka Cards (including 3 Penguin "Wild" Cards)

32 Mission Cards

Illustrated Instructions

OBJECT OF THE GAME

Each of the 4 fabulous 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 picture 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 pictures starting with a series of letters (e.g. A-K).

Gentle but juicy, creative but calm:

- **Matchureka** – Find 2 pictures that match the mission in this mellow memory game. It's focused fun for calm minds.
- **Cow's Creative Combo** – Combine cards to complete your missions. Great for giving your creative thinking muscles a workout.

HOW TO PLAY

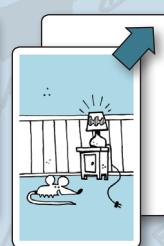
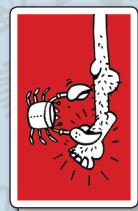
Rules for All Games:

- 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.



Wild Card

Pictureka!
Apple!



Game 1: 8-AWAY For 2-5 players

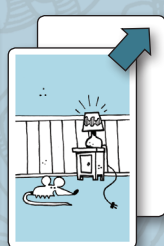
A rousing race of a game that gets everyone flustered!

Object Of The Game

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

Set-up

- Shuffle the mission cards and place them in a facedown draw pile in the middle.
- Shuffle the picture cards and deal 8, facedown, to each player.
- Each player lays out their own picture cards in 4 piles of 2 cards as shown below.



- Everybody ready? It doesn't matter who starts.

How to Play

1. Turn over a mission card, read both missions out loud and place it face-up 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.
You cannot look for pictures on the bottom card until you have gotten rid of the top card.
3. As soon as anyone finds a matching picture, they slap that picture card down on top of the mission card and yell out **Pictureka!** Describe what it is that matches the mission.
4. If the other players agree, you've successfully matched that picture card. If not, take it back and keep looking for those missions until somebody gets rid of a card.
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.

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.

Object Of The Game

Race to find pictures 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

1. On your turn, hold the picture card deck facedown in your hand, call out the target letter (A) and start turning cards face-up. Lay down one card from the deck every second. 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.

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 picture 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 picture starting with the agreed letter to end the game (K), stop playing and count up your cards. The player with the most cards wins.

Tips: You can start and finish with any letter you like – M through Z, Y through G – 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-turner until someone spots a picture starting with the new letter.



Game 3: MATCHUREKA!

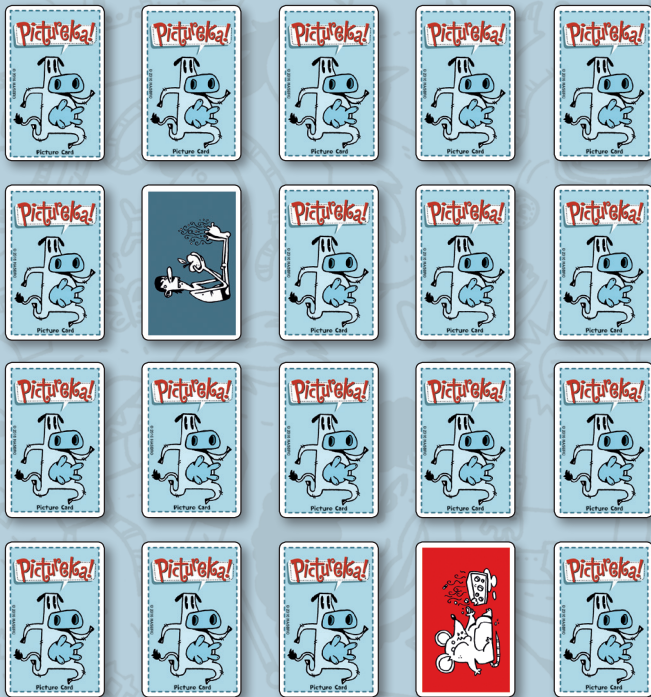
A slower, calmer game that trains your brain. Perfect just before bed.

Object Of The Game

Find 4 pairs of pictures that match the mission to win.

Set-up

- Shuffle the picture cards and deal 20 cards facedown in a 5 x 4 grid. Put the rest in a pile nearby.
- Shuffle the mission cards and place them in a facedown draw pile.
- The player whose birthday is closest to the date goes first.



How to Play

1. On your first turn, flip over the top mission card, read both missions out loud, then place the card face-up where everyone can see it.
2. Now flip any 2 picture cards face-up.
3. Look at the 2 possible missions on the card. Can you match both picture cards to either mission?

For Example: To win the card, you must find 2 tools or 2 stinky things on separate picture cards. One of each doesn't count! See above - 2 stinky things.



4. If you can't find a match, better luck next time. Make a mental note of what you saw and where it was, then turn both picture cards facedown again. The next player now turns 2 picture cards face-up.
5. As soon as the player whose turn it is finds a match, they shout Pictureka!, say which mission they're matching and what it is that works. If the other players disagree, ignore the Pictureka! and keep playing. If everyone agrees, they keep the mission card, and 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.



The mysterious penguin counts as any picture card.

WINNING

The first player to collect 4 mission cards wins the game.

Tip: If nobody can match the missions after a few turns, agree to turn over a new mission.



Game 4: COW'S CREATIVE COMBO

Recommended for children of 8 or older.

Give your creative brain a workout in this cunning game.



Object Of The Game

Be first to collect 4 mission cards by completing the missions on your own cards.

Set-up

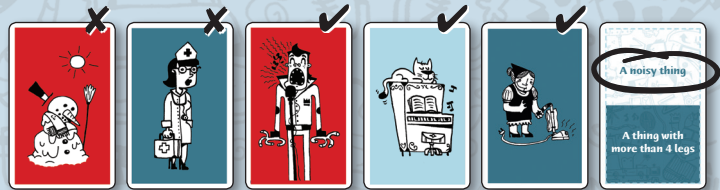
- Shuffle and deal 3 picture cards and 1 mission card, facedown, to each player.
- Place the spare picture and mission cards facedown in separate draw piles in the middle.



- Hold your own cards in your hand, but keep them secret from other players.
- 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.

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 face-up on a discard pile and taking a new one from the picture card draw pile.
4. **Check again.** Do any 3 of your picture cards match 1 of your missions?



5. **If they DON'T:** Choose 2 picture cards you don't want and pass them, facedown, to the player on your left. Your turn is now over.
6. **If they DO: Pictureka!** Lay down the mission card and 3 matching picture cards, and explain yourself!
 - 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.



As always, the magical penguin matches any mission.

WINNING

The first player to collect 4 mission cards wins the game.

OTHER WAYS TO PLAY

Shorter or Longer Game

Depending on the game, change the game length by agreeing to collect or play a different number of cards to win the game, or play as many letters as you like in Alphabetti.

Team Play

Feel free to team up to help younger players.

We are happy to answer your questions or receive your comments about the Pictureka Card Game.

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