

AGES
7+
2 TO 6
PLAYERS

PICTOPIA™

THE ULTIMATE PICTURE-TRIVIA FAMILY GAME!

CONTENTS
200 CARDS
6 ANSWER DIALS
30 PROPHECY COINS
1 GAME BOARD
6 MOVERS
1 DIE
INSTRUCTIONS

INSTRUCTIONS



OBJECT

*****ANSWER QUESTIONS *****
CORRECTLY TO ADVANCE YOUR MOVER.
GET TO HOGWARTS™ CASTLE TO WIN!

SET UP

1

Place the game board in the middle of the play area. Set the cards in a stack nearby with the four large pictures facing up.

2

Each player takes a mover and places it on the start space in the lower left corner of the game board.

3

Each player takes their matching answer dial and five prophecy coins (numbered 1 through 5).



ON YOUR TURN

- ★ ON YOUR TURN, YOU ARE THE HOST FOR THE CURRENT QUESTION.
- ★ PLAYERS TAKE TURNS BEING THE HOST, GOING AROUND CLOCKWISE.
- ★ THE PLAYER WHO MOST RECENTLY WATCHED A HARRY POTTER™ FILM IS THE HOST FOR THE FIRST TURN.

BEING THE HOST

1

ROLL THE DIE: Advance your mover exactly the number of spaces rolled. Each space on the game board has a symbol representing one of five types of questions on the cards. You will refer to the symbol on the space where your mover is located when it's time to read the question.

2

ALL OTHER PLAYERS MAKE A PROPHECY: Before reading the question, the OTHER players look at the pictures on the top of the card and place one of their prophecy coins face down in the spaces provided at the bottom of the game board. The prophecy coins represent the number of spaces each player's mover will advance if they answer the question correctly (as described in the Revealing the Answer section on the back page). Play a higher-numbered prophecy coin when you feel you may answer the question correctly and a lower-numbered prophecy coin if not.

3

READ THE QUESTION: After all other players have played a prophecy coin, find the question on the back of the card with the symbol that matches the space your mover is on. Read the question out loud. Do NOT read anything else on the card. The types of questions are described on the back page.

**MORE ON
OTHER SIDE**

QUESTIONS

THERE ARE GROUP
QUESTIONS AND
INDIVIDUAL QUESTIONS.

GROUP QUESTIONS

For Group Questions, all players EXCEPT THE HOST work together to answer the question. These are Group Questions:

PICK 1

All other players work together to select the ONE answer — A, B, C, or D — they think is correct.



PICK 2

All other players work together to select any combination of the TWO answers — A, B, C, or D — they think are correct.



PICK 3

All other players work together to select any combination of the THREE answers — A, B, C, or D — they think are correct.



NOTE:

If there is ever a disagreement about the group's answer, the player to the host's left gets to make the final decision on what the group's answer will be this turn.

INDIVIDUAL QUESTIONS

For Individual Questions, players will use their answer dials to answer these types of questions individually and secretly. Players "dial in" their answers by turning the dial until the answer they want is visible in the window. Don't talk about the question or your answer with other players. These are Individual Questions:

SOLO PICK 1

Each player EXCEPT THE HOST uses their answer dial to secretly select an answer — A, B, C, or D — then places their answer dial face down so no one can see. Once all answers have been dialed in, players flip over their answer dials to reveal their selections.



MAGICAL ME

Magical Me Questions are all about the host, and what they think about each of the characters, stories, and the other players.

After the host has read the question out loud, the host will use their answer dial to secretly select the answer they like best. The host might select A, B, C, or D, or they might select themselves or another player (represented by the colors red, green, yellow, blue, purple, or brown). At the same time, all of the other players use their answer dials to try to MATCH the host's answer. Once all answers have been dialed in, players flip over their dials to reveal their selections. On Magical Me Questions in which a player is selected as the answer, turn the dial until that player's color is visible in the window.



REVEALING THE ANSWER

After players have selected their answers, the host reveals the correct answer.

If you answered correctly, or matched the host's answer on a Magical Me Question, flip over the prophecy coin you placed face down on the game board and advance your mover that number of spaces.

If you answered incorrectly, or didn't match the host's answer on a Magical Me Question, you do not advance your mover on this question.

All prophecy coins used during this question are set aside into a discard pile. You will get them all back when any one player runs out of prophecy coins.

NOTE:

If the question was a Group Question, the entire group will either answer correctly or incorrectly, and everyone (except the host) will either advance their movers forward on the game board or not. Only during Individual Questions (Solo Pick 1 or Magical Me Questions) can some players advance their movers forward while others do not, depending on how each player answered.

START ANOTHER TURN

After the host reveals the answer and players who answered correctly advance their movers, it's the next player's turn to be the host.

RUNNING OUT OF PROPHECY COINS

When a player needs to use a prophecy coin but has run out, all players get to take back their prophecy coins from the discard pile. Play then continues.

ENDING THE GAME

COMPLETE THE FINAL CHALLENGE TO WIN!
When your mover reaches the Hogwarts space, either by rolling the die and moving when it's your turn, or as a reward for answering correctly, you must perform the Final Challenge to win.

NOTE: You do not need an exact number to reach the Hogwarts space.

Final Challenge:

All players whose movers are on the Hogwarts space get to take the Final Challenge. NOTE: Prophecy coins are not used.

Select a player whose mover is NOT on the Hogwarts space to read the Solo Pick 1 question on the next card.

Players use their answer dials to secretly select their answers.

Once all answers have been dialed in, players flip over their answer dials to reveal their selections.

All the players at the Hogwarts space who answered correctly WIN the game! NOTE: There may be more than one winner.

If no one answers the question correctly, all players who answered incorrectly must follow the arrow on the game board backwards. Then, play continues.

