

Scoring

Each player is awarded one point for every correct guess written down on his or her "Guesses" card.

Important Notes

- Words do not need to be spelled correctly to score.
- Several puzzles include multiple items as noted on the puzzle card. Every item must be correctly identified on one line of the "Guesses" card to score. Every complete and correct guess is worth one point even if the picture includes more than one item (example at right).
- If a guess written on the "Guesses" card does not EXACTLY match the answer, players can decide if the answer should score. For example, can "Baby Buggy" score for "Baby Carriage?"



Answer: Fire Hydrant and Hose
Points earned = 3
(4 points if finished first)

Bonus Point

The person who completed the puzzle first scores an extra bonus point.

Starting a New Round

After the round is scored, each player removes the puzzle from the picture frame, closes all clue windows, inserts a new puzzle and passes the picture frame so a second round can begin.

Winning the Game

The player with the most points after three rounds wins the game.

Playing in Teams

Follow 2-player game rules with the following exceptions:

- At the start of every round, each team determines which player will be the team's artist. This team member will connect the dots during the round.
- At the start of every round, each team also picks a guess recorder. This team member will write down the team's best guesses during the round.
- During game play, all team members can shout out their guesses. The team, and ultimately the guess recorder, will determine which guesses are written down on the "Guesses" card.



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GET THE PICTURE™

THE
HEAD•TO•HEAD
DOT•TO•DOT
RACE

For 2 players
or 2 teams

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Ages 8 and up

Contents

- 20 Beginner Puzzles
- 20 Intermediate Puzzles
- 20 Advanced Puzzles
- 2 Picture Frame Playing Boards
- 2 “Guesses” Cards
- 2 Dry Erase Markers

Object

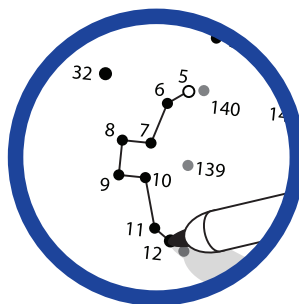
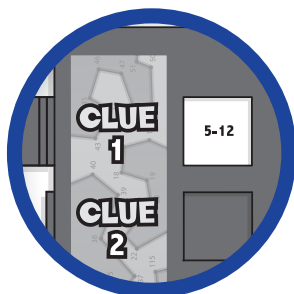
Players race to connect the dots, decipher the word clue, and correctly guess the picture. The player with the most points after three rounds wins the game.

Set Up for 2 Players

- Each player takes a picture frame playing board, marker and “Guesses” card.
- Determine the difficulty level to be used for each player – Beginner, Intermediate or Advanced. Players do not need to compete at the same level. For example, if a parent and child are playing against each other, the parent may play at the Advanced level while the child plays at the Beginner level.
- Each player loads a puzzle card of their opponent’s difficulty level into a picture frame and, making sure all windows are closed, passes it to the other player.

Playing the Game

Upon receiving their picture frame playing boards, players should note the number of items included in their pictures as specified at the top of the puzzles. Then, at the same time, both players slide open the top clue window on their picture frame (example at right). The clue window will reveal a range of numbers to be connected dot-to-dot style on the puzzle card. **Only the first and last numbers in the range are listed in the clue, but all numbers in the range should be connected.** For example, if the number range “5–12” is revealed, the player will begin at dot 5 and draw a line to dot 6, then a line to 7, then to 8, and continue on to 9, 10, 11 and finally to 12 (example at right).

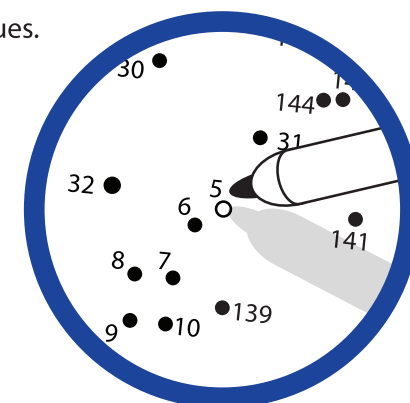


After connecting the dots in the first range, players should guess what the picture might be, and write the idea on the first line of their “Guesses” card (example at right). If players don’t have a guess, they should draw a line through the space. Players then open the next clue window, connect the next range of dots and make another guess.



Important Notes

- To find the solution, you must follow the clues. Each puzzle includes extra decoy dots that will not be included in the final picture. If you connect the decoy dots, the picture will not be clearly revealed.
- Each range of dots will begin with an open dot. When looking for the starting dot in a range, look for an open dot in the puzzle (example at right). If you still can’t find the starting dot, look for other numbers in the range.



Clue: 5–12

Word Clues

One clue window in each puzzle will reveal a word clue. Use this word as a hint to help you solve the puzzle sooner (example at right).

Answer Window

Players continue opening windows, connecting dots and writing down guesses until the final answer window is opened and the solution is revealed.

Players should not peek at the answer before all other clue windows have been opened.

