

Description of The Dictionary Game from Wikipedia

Fictionary, also known as **The Dictionary Game** or simply **Dictionary**, is a [word game](#) in which players guess the definition of an obscure word. Each round consists of one player selecting and announcing a word from the [dictionary](#), and other players composing a fake definition for it. The definitions are collected by the selector and read aloud, and players vote on which definition they believe to be correct. Points are awarded for correct guesses, and for having a fake definition guessed by another player.

Gameplay

The game requires a large and preferably [unabridged](#) dictionary, a [pencil](#), [pen](#) or other writing implement for each player, and notecards or identical pieces of [paper](#) for each player.

Individual [house rules](#) may vary when playing Fictionary, but play usually proceeds like this:

- One player, the "picker" for the turn, chooses an obscure word from the dictionary and announces and spells it to the other players. The chosen word should be one that the picker expects no other player to know. If a player is familiar with the chosen word, they should say so and the picker should choose a different word. If a word has more than one definition listed, the Picker privately chooses which one to use, but in such a case must specify, "X, when it does *not* mean so-and-so." Generally, the Picker can edit the dictionary definition as they desire.
- Each player writes a crafty and credible definition of the word, initials it, and submits it to the word picker.
- The Picker collects and shuffles the definitions, including their own, which is the correct one. As definitions are handed in, the picker should check them over to ensure that they can read the [handwriting](#) and to clarify any questions. Stumbling over or misreading a definition is usually a sign that it is not the correct one—unless the picker is trying to bluff.
- Once all definitions have been handed in, the picker reads the list aloud, once. On the second reading, each other player in turn then votes for the definition they believe is correct. Because the picker selected the word and knows the definition, the picker does not vote.
- Players earn one point for voting for the correct definition, and one point for each vote cast for the definition they wrote. (Other traditions for scoring award more points for guessing the correct definition than a player gets for picking their own.) The Picker earns three points if no one selects the correct definition. There are variations where the picker earns no points during their round as picker, fairness being achieved by ensuring that all players take equal numbers of turns as picker.
- Play then proceeds with the dictionary going to another player, which starts a new turn. A full circuit of the dictionary constitutes a round.

One variation allows a player to vote for their own definition, although they do not get points for doing so. (This can encourage other people to vote for that definition as well, and the player would get those points.) Another variation does not allow a player to vote for their own definition.