

Chatitude™

Game Rules



FOR 2 TO 6 PLAYERS/AGES 8 AND UP

What You Get: 1 electronic Chat-amic, and 200 Chat-agory cards

What You Do: Answer questions from 4 fun Chat-agories, and try to match your friends' answers. When you're right, the Chat-amic lights up green and gives you a point! To win, be the first to score 7 points.

Here's the 411 About the Game: Just read the four steps in the box below for the shortcut version of the game rules. Flip to "The Real Rules" if you get brain freeze, or you need more info about what to do next.

4 EZ RULES 4 U TO FOLLOW

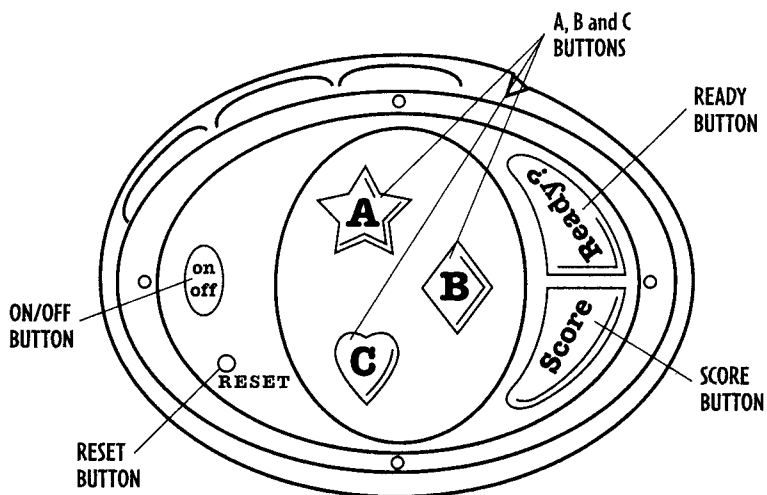
1. A player reads aloud a question on a card and its three answers. She secretly selects answer A, B or C and presses that button on the Chat-amic (AKA the electronic unit).
2. One by one, the other players try to match the answer she picked by pressing the same button.
3. The Chat-amic lights up green and makes a happy sound if it's a match; a no-no gets a red light and a LOSER! sound.
4. The player who makes the Chat-amic light up green 7 times wins.

OOPS! ALMOST FORGOT. HERE'S RULE 5:

5. The Chatitude Attitude: Have lots of fun discovering what you know and don't know about your friends. Giggling is allowed. Joking around is so-o-o required. And chatting up a storm is definitely encouraged.

The Chat-amic tells you what to do and when to do it. It even keeps track of your score. So listen, chat, and lol!

CHECK OUT THE CHAT-AMATIC BUTTONS



ON/OFF BUTTON

Press **and hold** to turn the game on; press to turn the game off.
(**Auto shutoff:** If no buttons are pressed for a few minutes, the game will shut off automatically.)

A, B and C BUTTONS

Press to select your answer, and to try to match an answer.

READY BUTTON

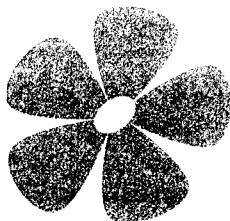
Press to end each round of play, and to start a new round (after Round 1). Also press to start a new game.

RESET BUTTON

Push in if the game malfunctions.

SCORE BUTTON

Press to hear the current scores.



NOW SOME BORING BUT GOTTA-KNOW STUFF!

Put batteries in the Chat-atic and unwrap the card decks.
Throw away any plastic wrapping.

Insert the batteries: Loosen the screw on the battery compartment door (located in the back of The Chat-atic) and remove the door. Insert 3 "AAA" batteries (we recommend alkaline), making sure to match the + and - symbols with the ones in the plastic. Then replace the door and tighten the screw.

CAUTION:

1. As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
2. Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
3. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.



THE CHAT-AMATIC Ready for Action!

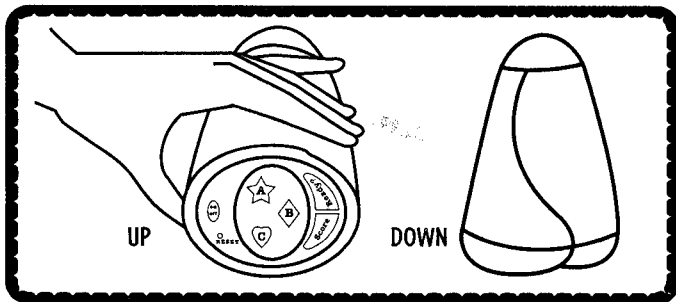


The Real Rules



1. Separate the cards by category into 4 decks.
2. Choose someone to go first. Player 1 gets the Chat-omatic going by pressing and holding the ON button until the welcome music plays and the green light comes on.
3. The Chat-omatic tells Player 1 to draw a card from one of the 4 chat-ogories. (The box on page 6 explains the four different Chat-ogories.) Player 1 picks any one of the 4 questions on the card, and reads it aloud, including the A, B and C answers.
4. Player 1 then secretly selects her answer by pressing Button A, B or C.

Bottoms Up! Here's how the Chat-omatic works. Just flip it up like so to select answers; return it to a standing position to see and hear the results.



5. When the Chat-omatic says "Next player," Player 1 hands it to the player on her left. This player tries to match the answer that Player 1 chose, by pressing Button A, B or C.

6. Red Light, Green Light: If the player is correct, the Chat-omatic gives her a green light and a happy sound; if she's wrong, she'll get a red light and a totally **not** happy sound. A correct answer scores 1 point. Each time a point is won, the Chat-omatic announces that player's total score.

7. Play continues with the Chat-omatic being passed to the left until all players have answered and been scored. (Don't reveal which button you pressed, or you may give Player 1's answer away to the next player!) Then Player 1 presses the READY button. The Chat-omatic asks Player 1 to reveal her answer. When she does, Round 1 is over.

8. Player 1 passes the Chat-omatic to her left to Player 2. (The Chat-omatic now knows how many players there are and calls them Player 1, 2, 3, and so on.)

9. Player 2 starts Round 2 by pressing the READY button, drawing a card, reading a question and selecting her answer secretly. The guessing continues to the left as above.

10. Rounds are played until some lucky player scores 7 points.

THE WINNER!

Whoever scores 7 points at the end of a round, wins. A happy sound plays. Awesome! The winning player really knows her friends the best!

A tie: If two or more players score 7 points in a round, they're all winners! Make some more popcorn and play again!

To start a new game, just press the READY button.

THE 4 CHAT-AGORIES

MIRROR, MIRROR: These are questions about the real you – what you like and don't like!

DOWN THE ROAD: These questions are about you in the future.

HERE & NOW: These are questions about what's happening to you right now at school, home, and other places.

SURPRISE, SURPRISE: These are "what if" and other fantasy questions, plus a mix from the other chat-agories.

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game.

Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862.

Tel: 888-836-7025 (toll-free). Canadian consumers please write to:

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PROOF OF PURCHASE



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