

# JabberWacky!™

FOR 2 OR MORE PLAYERS IN TEAMS/AGES 9+

## Object

Try to score points by recording a chain of linking words into your Jabberwacky game unit. Then try to score even more points by remembering the order of those words as they're played back. To win, be the first team to score 20 points.

## Contents

One Jabberwacky Game Unit

## A LOOK AT YOUR GAME

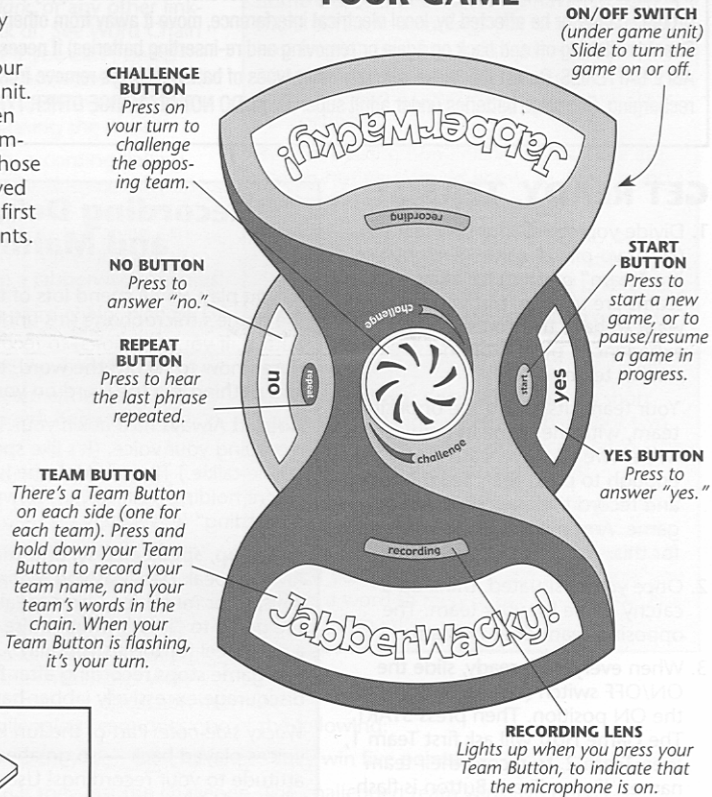
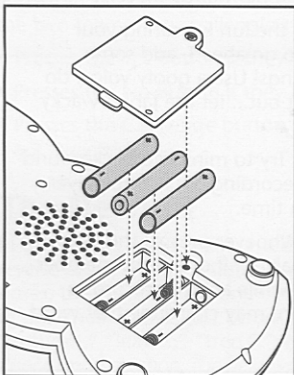


Figure 1



## GOT BATTERIES?

There will be no jabber, wacky or otherwise, until the batteries are in place — so without further ado, let's get 'em in there.

Requires 3 x 1.5V "AA" or LR6 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries. Loosen the screw on the battery compartment, located on the bottom of the game, and remove the door. Insert 3 AA size batteries, making sure to align the + and - symbols with the markings in the plastic. See Figure 1. Then replace the door and tighten the screw.

## ⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1) Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions; 2) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries; 3) Always remove weak or dead batteries from the product.

## IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

## ⚠ CAUTION:

1) Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings. 2) Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries. 3) Remove exhausted or dead batteries from the product. 4) Remove batteries if product is not to be played with for a long time. 5) Do not short-circuit the supply terminals. 6) Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 7) RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.

## GET READY, TEAMS!

1. Divide yourselves into two teams. (In a two-player game, each player is a "team" of one.) It's okay if the teams are uneven, but you may want to have the better or more experienced players on the smaller team.  
Your team sits facing the opposing team, with the game in between. Make sure all players are close enough to press their Team Button and record their voices into the game. Arm's length is close enough for this.
2. Once you're situated, think up a catchy name for your team. The opposing team does the same.
3. When everyone's ready, slide the ON/OFF switch (on the bottom) to the ON position. Then press START. The Game Host will ask first Team 1, then Team 2, to record their team names. If your Team Button is flashing, she means *you!*

To record your team name, press and hold down your Team Button, say your team name clearly, then release the button. See the Recording Do's, Don'ts and Manners box. After Team 1 records their name, Team 2 does the same.

Now that the Game Host knows your team names, she'll call on you by those names during the game.

## Recording Do's, Don'ts, and Manners

As you play, you'll spend lots of time speaking into the game's microphone (it's under the Challenge Button, if you're curious) to record your words. Here's how to record the word, the *whole* word, and nothing *but* the word on your turn.

**Hold it!** Always *hold down* your Team Button while recording your voice. (It's like speaking into a walkie-talkie.) The microphone is "on" only while you're holding your button down and your red "recording" lens is lit.

**Speak up, speak clearly, and make it snappy!** Always speak *clearly* as you record — try not to whisper or mumble — and speak loud enough for the game to "hear" what you're saying. (You'll get a good feel for this as you play.) Also, keep it short! The game stops recording after five seconds, to discourage excessively jabber-happy players.

**Wacky side-note:** Part of the fun is hearing your voices played back — so go ahead, add some attitude to your recordings! Use a goofy voice, do an impression, or sing it out... let the Jabberwacky spirit move you!

**One at a time, please!** Try to minimize background noise while a player is recording. Only one player should be speaking at a time.

**You press, you speak!** Whoever presses the Team Button *must* do the speaking. If one team member holds down the button while another records a word, the opposing team may challenge that word on their turn.

## LET THE JABBER BEGIN!

The game is played in rounds. Each round consists of the *Chain* phase, then the *Rewind* phase (if the Chain includes eight or more words). Both phases are explained below.

## The Chain

In this phase, the two teams take turns recording words to form a *chain*. Each word must somehow link to the previous word.

The Game Host decides which team goes first, then calls out the starting word. The first team's button begins flashing and beeping. They now have five beeps to think of a word that links to the starting word, and hold their button down to record it. For example, if the starting word is *night*, the first team may record the word *day*, *dark*, or any other linking word they can think of. See Word Chain Rules, in the box. *Note:* If you can't understand the starting word, press the Repeat Button. If there is still a question, all players must agree before beginning the chain.

Teams take turns quickly recording linking words to create a longer and longer chain. Stay on your toes, because the beeps get faster as the chain gets longer. A chain can be as long as 58 words or more. If you can ever get that far, you're a Jabberwacky genius!

Here's an example of a word chain: *Noodle, tuna, fish, hook, Captain, Navy, blue, red, newspaper, story, tale, wag...* and so on.

Keep going until one team either runs out of time, or gets challenged. Both are explained below.

**Running out of time:** After five beeps, the Game Host will tell you that you've run out of time, and will award the opposing team five points. This ends the Chain phase.

**Challenges:** Either team may challenge the other *on their own turn*, by pressing the Challenge Button instead of pressing their Team Button. When a challenge is made, the Game Host asks if the challengers were correct in challenging. After any discussion between the two teams, the challenging team does one of the following:

- Presses the Yes Button if they won the challenge. They win five points.
- Presses the No Button if they lost the challenge. The challenged team wins five points.
- Presses the Challenge button again if there was no resolution. In this case, no points are awarded.

## The Rewind

In this phase, if the chain lasted for eight words or longer, the Game Host reads the chain in *reverse order*, from the last recorded word all the way back to the starting word. At random times, the Host will ask one of the teams what the *next* word was (the word that was recorded in the Chain phase, just *before* the called-out word). For example, if the chain was: "trip," "fall," "autumn," "leaves," "tree," "wood," "shop," "market," and "price," the Game Host may say, "price, market, shop, the next word was..." The correct answer would be "wood."

## Word Chain Rules

Each word your team records must link *only* to the *previous* word in the chain (not necessarily to the *starting* word). It could be a synonym (a word that means the same thing), an antonym (a word that means the opposite), part of a saying, a proper name, a movie line — just about *anything!* The catch is, you must be able to defend your word to the opposing team if you're challenged.

Some words that sound alike have two or more different meanings (for example, *night* and *knight*). Feel free to link your word to any meaning that a word has. It's a fun way to play — and a good way to throw off the competition!

Besides making non-linking words, here are the no-nos you should know, to avoid being challenged by the opposing team:

- **No rhyming:** Rhyming words may be tough to differentiate from each other when played back in the *Rewind* phase.
- **No repeating:** No fair repeating a word that was already recorded in the same chain.
- **No rambling:** Keep your answers short and sweet. Single words are best, but two or three words may also be acceptable. The rule of thumb is, no long phrases!
- **No pressing without recording:** The first player on a team who thinks of a linking word may press the button to record it. But if you press your button, make sure you have a word to record, because no one else can "jump in!"

If the Game Host calls on your team, press your Team Button briefly (no recording is necessary), then announce the word that you think is next in the chain. The Game Host will announce the word, and ask, "Were they correct?" The other team presses the Yes Button or the No Button accordingly. The team is awarded one point if they got the correct word.

If you can't guess *what* word came next after the Game Host reads a poorly recorded word, just press the Challenge Button. The Game Host will gladly move on to the next word.

As in the Chain phase, if you don't press your Team Button within five beeps, you'll run out of time. The Game Host will announce the correct word, then continue rewinding the chain.

The Rewind continues until the Game Host announces the first word in the Chain. Then a new round of play begins!

## HOW TO WIN

The game ends as soon as one team scores 20 points. That team is the winner!

Press START to play again. When you're done playing, just slide the ON/OFF switch to the OFF position.

## 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. U.S. consumers please 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: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd. Hasbro Consumer Affairs. P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YD; or telephone our Helpline on 00800 22427276.

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