

**Ages 12 and Up**  
**For 2 or More Players**  
**in Teams**



ELECTRONIC GAME OF  
**SCATTERGORIES™**

experience the next dimension  
of get together games™

platinum edition

**ALL ABOUT SCATTERGORIES**

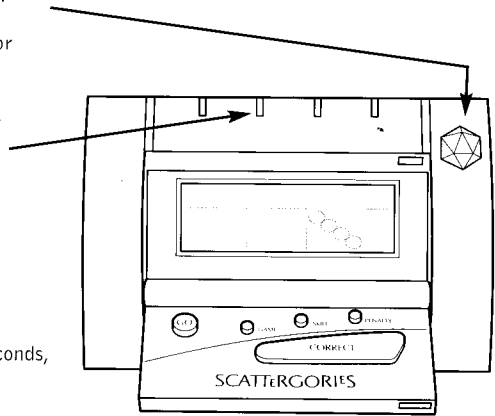
Your favorite categories game is now a silver screen star. **Scattergories Platinum Edition** is wired for fun with lights, sounds, exciting screen action, a split-second timer and an electronic die roller.

No pencils or paper are necessary. Just call out your answers. Three game challenges and a letter re-roll feature are compelling new additions.

## A LOOK AT THE GAME UNIT

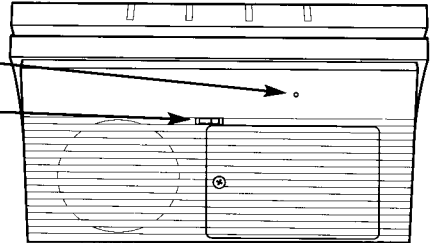
On the front of Scattergories you will find the following:

- ON/NEW LETTER** Press to open unit and begin screen action. During play, it's the die roller — press for a new letter.
- ANSWER LIGHTS** Track the number of correct answers.
- PENALTY** Press to give opponent a 10-second penalty.
- SKILL** Press to select 2 different skill levels.
- GAME** Press to start game  
If pressed and held for 5 seconds, It will start a new game.
- GO** Press to select 3 different games.
- CORRECT** Press to OK game choice, skill level and all answers.



On the back of Scattergories you will find the following:

- RESET** Press RESET if your game malfunctions.
- VOLUME SWITCH** Slide switch to adjust volume.

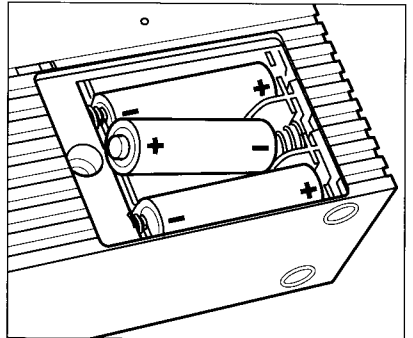


**Note:** The unit automatically shuts off after approximately 10 minutes if no button is pressed.

**BATTERY 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.

### INSERTING BATTERIES

Loosen the screw on the battery door on the back of the unit, and remove. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.



## THE GOAL OF ALL 3 GAMES

Hurry! While the 3-minute timer counts down, be the fastest team to give 4 answers that match a category and begin with a certain letter. On each turn, give 4 answers using as little time as possible. The first team to use up their 3 minutes is eliminated. For example, if the category is "PEOPLE WHO WORK AT NIGHT," and the letter is "V," an acceptable answer to call out is "Vampire."

### THUMBS UP ANSWERS!

- Double-Letter Bonus: If a team calls out "Range Rover" for the category "CARS" and the letter "R," they get to press the CORRECT button twice for the double-letter answer.
- If the called-out answer is a proper name, the beginning letter in either the first or last name is acceptable. For example, the answer "Tiger Woods" is correct for both the letters "T" and "W."
- Creative answers are encouraged. For example, if the category is "STATES" and the letter is "C," the answer could be "Confusion" rather than a more predictable answer like "California."

### THUMBS DOWN ANSWERS!

- After your turn, if the opposing team disputes one of the answers you scored as correct and everyone agrees that it's unacceptable, your Captain must press the PENALTY button. You lose 10 seconds on your timer.
- The articles "A," "An" and "The" cannot be used as the beginning letter of any answer. For example, "The Grinch" would be an acceptable answer for the letter "G" and not the letter "T."
- The same answer cannot be given more than once in a series of 4 answers. For example, you cannot answer "Daisy" for the category "FLOWERS" and the category "GIRLS' NAMES."

Here's what the screen looks like during play.

CATEGORY	SPICES & HERBS		
	141.9	TEAM B 88.1	
	TEAM A HAS 141.9 SECONDS LEFT.	TEAM B'S TURN	# OF CORRECT ANSWERS

## GETTING STARTED

1. Divide players into Team A and Team B. It's OK if one team has more players. Each team chooses a Captain who operates the unit, announces the categories and letters, and tracks correct answers.
2. Place the game on a tabletop and press the ON button. Enjoy the lights, sounds and screen welcome!

**The 3 Games:** Keep pressing the GAME button until the game you want appears on the screen. Then press the CORRECT button to lock in your choice.

- In Game 1 the letter remains the same with 4 different category challenges.
- In Game 2 the category remains the same for 4 different letter challenges.
- In Game 3 the category and letter remain the same for all 4 answers.

**The 2 Skill Levels:** Keep pressing the SKILL button until the level you want appears on the screen. Then press the CORRECT button. The easier skill is CLASSIC, which uses 20 letters of the alphabet—no Q, U, V, X, Y or Z; the more difficult is EXPERT which uses all 26 letters.

**Note:** Press GO right after the screen welcome and the computer will automatically choose Game 1 and the CLASSIC Skill Level for you.

### RE-ROLL FOR A NEW LETTER

In all three of the games, if you can't think of an answer to a category with a certain letter, ask your Captain to re-roll a new letter by pressing the ON button.

You can press this die roller button as often as you want on a turn, but each time it's pressed you lose 5 seconds on the timer.

## GAME 1 • CHANGE CATEGORIES

**OBJECT:** On a turn, give 4 answers beginning with the same letter to 4 different categories until you're the last team left in the game.

### PLAYING

1. Team A plays first. Their Captain presses the GO button and reads the category and letter aloud. For example, the category is "WAYS TO SAY HI & BYE" and the letter is "W."
2. Team A then shouts out an answer quickly for the timer is ticking. Their answer "Wave" fits the category and letter, so their Captain presses the CORRECT button. The screen displays "1" in the first answer circle and one of the Answer Lights glows.
3. A new category with the same letter "W" is displayed. Team A continues to play as above until the 4th correct answer is given, and the timer stops. Team A's remaining time is displayed on the screen.
4. Team B's Captain takes the unit and presses the GO button for Team B's turn.

### WINNING

When a team runs out of time, they're eliminated from the game and the remaining team is the winner. The screen displays the winner and the Answer Lights flash.

If you wish to play this game again, press the GO button.

## GAME 2 • CHANGE LETTERS

**OBJECT:** On a turn, for 1 category give 4 answers that each begin with a different letter until you're the last team left in the game.

### PLAYING

1. Team A plays first. Their Captain presses GO and reads the category and letter aloud. For example, the category is "AT A FAMILY REUNION" and the letter is "A."
2. Team A then shouts out an answer quickly for the timer is ticking. Their answer "Aunt Harriet" fits the category and letter, so their Captain presses CORRECT. The screen displays "1" in the first answer circle and one of the Answer Lights glows.
3. The same category remains and a new letter is displayed. Team A continues to play as above until the 4th correct answer is given and the timer stops. Team A's remaining time is displayed on the screen.
4. Team B's Captain takes the unit and presses the GO button for Team B's turn.

### WINNING

When a team runs out of time, they're eliminated from the game and the remaining team is the winner. The screen displays the winner and the Answer Lights flash.

If you wish to play this game again, press GO.

## GAME 3 • ULTIMATE SCATTERGORIES

**OBJECT:** On a turn, for 1 category give 4 answers that all begin with the same letter until you're the last team left in the game.

### PLAYING

1. Team A plays first. Their Captain presses the GO button and reads the category and letter aloud. For example, the category is "THINGS WITH TAILS" and the letter is "C."
2. Team A then shouts out an answer quickly for the timer is ticking. Their answer "Coins" fits the category and letter, so their Captain presses CORRECT. The screen displays "1" in the first answer circle and one of the Answer Light glows.
3. The same category and letter remain. Team A continues to play as above until the 4th correct answer is given and the timer stops. Team A's remaining time is displayed on the screen.
4. Team B's Captain takes the unit. After a short pause, the game unit automatically starts Team B's turn.

### WINNING

When a team runs out of time, they're eliminated from play and the remaining team is the winner. The screen displays the winner and the Answer Lights flash.

If you wish to play this game again, press GO.

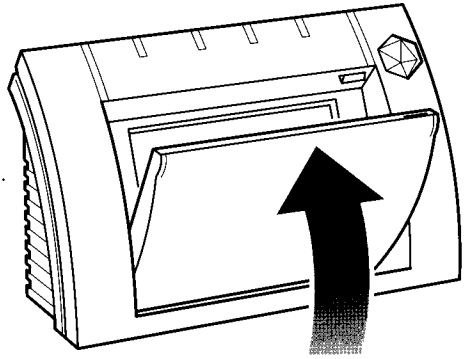
## START A NEW GAME

To start a new game during another game press and hold down the GAME button for 5 seconds.

## Storage

To store your Scattergories game, simply lift the door up to close as shown here.

**Note:** After the game unit has been closed the sounds will remain active for approximately 2 minutes before they fall asleep. The lights and screen will remain active for approximately 10 minutes before they fall asleep. Neither of these features adversely affects battery life.



## MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- To clean, wipe game with a soft, dry cloth. Do not use abrasive household cleaners.
- Do not disassemble the game.
- If the game malfunctions for any reason, press the RESET button. If that doesn't work, remove and replace the batteries, or try new batteries.

## FCC Warning

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:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and receiver.
3. 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, or phone: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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