



SCATTERGORIES. Junior

Ages 8 to 11
2 to 4 Players

CONTENTS

4 Folders, 4 Clips, 2 Answer Pads, Timer,
12 Category Cards, 20-sided Die, 4 Pencils,
Die-Rolling/Rules Board

OBJECT

Quickly fill out a category list with answers that start with the same letter. Score points if no other player matches your answers. To win, score the most points after 2 rounds of play.

THE FIRST TIME YOU PLAY

Carefully separate the 4 clips from their runner, and discard the waste. Follow **FOLDER ASSEMBLY** instructions inside the folders.

GAME SETUP

Separate the category cards into 4 sets of List #1 through List #12. Each set has 3 cards.

For each folder, slide a category card and an answer sheet under the clip. See Figure 1.

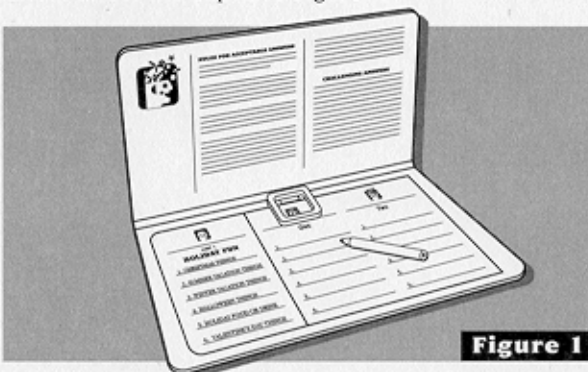


Figure 1

GAMEPLAY

Each game consists of 2 rounds. To play a round, do the following in order:

1. All players take a folder and a pencil. Make sure all players have the same List # facing in their folders.
2. Set the die-rolling board (the other side of these rules) on the table. One player rolls the die on the board and calls out the rolled letter. This is the key letter for this round of play. *Caution:* Roll the die only on the die-rolling board to prevent possible damage to table tops.

Rolling a Wild Star: Whenever a star is rolled, the die-roller can choose *any* letter as the key letter, as long as it hasn't already been used in the game.

3. Start the timer by turning it upside-down.

4. All players now quickly fill in the first column of their answer sheets. Answers must fit the category and should start with the key letter. See **RULES FOR ACCEPTABLE ANSWERS** on the inside of each folder.

If you can't think of an answer that starts with the key letter, your answer can begin with any *other* letter, as long as it fits the category. (However, you may score less for this answer.) For example, in Figure 2, the key letter is P. The player couldn't think of a *Valentine's Day Thing* starting with P, so the player answered *Cards*.

A FILLED-IN
ANSWER
SHEET

LIST #1 HOLIDAY FUN	ONE
1. CHRISTMAS THINGS	1. PRESENTS
2. SUMMER VACATION THINGS	2. POOL
3. WINTER VACATION THINGS	3. PLAYING IN SNOW
4. HALLOWEEN THINGS	4. PUMPKIN
5. HOLIDAY FOOD OR DRINK	5. PUNCH
6. VALENTINE'S DAY THINGS	6. CARDS

Figure 2

5. When time runs out, all players must immediately stop writing. (If all players agree, turn the timer over again to allow more time.)

6. Scoring a Round: In turn, players read their Number 1 answers aloud. Circle your answer if it does not match any other player's answer. If you circled your answer, score it as follows:

- If your answer starts with the key letter, score 2 points! Write "2" next to your circled answer.
- If your answer does *not* start with the key letter, score 1 point. Write "1" next to your circled answer.

Read and score your other 5 answers the same way. Add up your points, then write the total at the top of your sheet and circle it (see Figure 3). All players do the same.

THIS
PLAYER
SCORED
7 POINTS

LIST #1 HOLIDAY FUN	ONE
1. CHRISTMAS THINGS	1. PRESENTS
2. SUMMER VACATION THINGS	2. POOL ²
3. WINTER VACATION THINGS	3. PLAYING IN SNOW ²
4. HALLOWEEN THINGS	4. PUMPKIN
5. HOLIDAY FOOD OR DRINK	5. PUNCH ²
6. VALENTINE'S DAY THINGS	6. CARDS ¹

Figure 3

7. Starting the Second Round: Roll a new letter, start the timer and continue playing, using the same category list as in Round 1. Fill in the next column with your new answers. *Note:* If the same letter is rolled twice in a game, reroll the die for a different letter.

WINNING THE GAME

After 2 rounds of play, all players add up their circled scores. The player with the highest score wins! See Figure 4 for a fully-scored answer sheet.

In Case of a Tie: The players who tie play one more round using a new key letter. The player who scores highest in that round wins!

LIST #1 HOLIDAY FUN	ONE	TWO
1. CHRISTMAS THINGS	1. PRESENTS	1. SANTA ²
2. SUMMER VACATION THINGS	2. POOL ²	2. SWIMMING ²
3. WINTER VACATION THINGS	3. PLAYING IN SNOW ²	3. SLED
4. HALLOWEEN THINGS	4. PUMPKIN	4. SCARY MASK ²
5. HOLIDAY FOOD OR DRINK	5. PUNCH ²	5.
6. VALENTINE'S DAY THINGS	6. CARDS ¹	6. SWEETS ²

THIS PLAYER'S FINAL SCORE IS 15 POINTS

Figure 4

STARTING A NEW GAME

Remove the answer sheet and clip on a blank one (answer sheets are two-sided). Also remove the category card and clip it on the other side, or clip on another card with the desired List # facing you. Make sure all players are using the same List #.