

**Ages: Adult**  
**For 4 or More Players**  
**in Teams**



ELECTRONIC

experience the next dimension  
of get together games™

**Taboo**

platinum edition

**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:

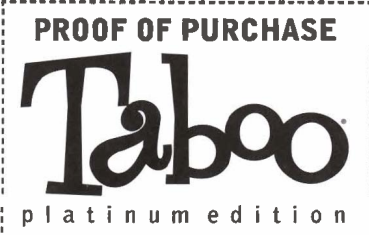
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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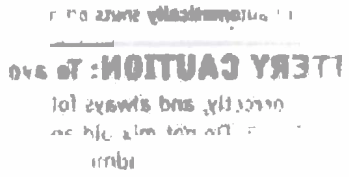
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**ALL ABOUT TABOO**

WOW! Taboo has gone electronic. Yes, you still give verbal clues to get your team to say a secret word, but the play has been enhanced by exciting screen action, electronic scoring, lights, sounds and two additional skill levels. The Expert Level is especially tough with a minefield of 7 Taboo Words to avoid instead of the usual 5. The game also offers an Easy Level with only 3 Taboo Words for a faster and simpler game.

Another WOW is the hand-held buzzer that has been cleverly designed to fit right into the unit for easy storage and portability.



## A LOOK AT THE GAME UNIT

### MULTI-COLORED

**LIGHTS** Indicate correct, buzzed and passed Guess Words.

**REPLAY** Press to review played Guess Words after each team's turn.

**START** Press to begin playing a game.

**SKILL** Press to select 3 different skill levels and the number of rounds of play. If pressed and held for 5 seconds (when timer is not running), will start a new game.

**CORRECT** Press to accept skill level, rounds of play and all correct answers.

**BUZZ** Press when you hear the opposing team buzz you.

**PASS** Press to play a new Guess Word and pass on the present one.

**ON** Press to open unit; begin screen, light and sound action; and to pop out hand-held buzzer.

### VOLUME SWITCH

Located on the backside of the game. Slide switch to adjust volume.

**RESET** Found on bottom of unit. Press RESET if your game malfunctions.

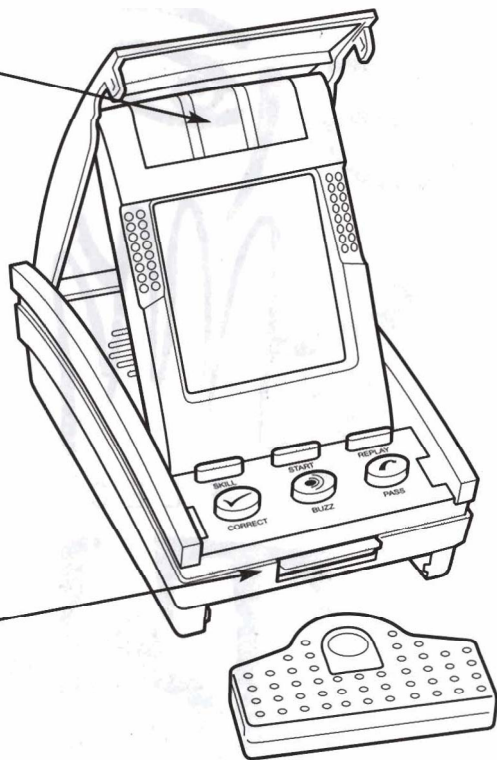
**Note:** The unit automatically shuts off after approximately 10 minutes if no button is pressed.

### 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.

### BATTERY CAUTION:

1. As with all small batteries, the battery used with this game should be kept away from small children, who still put things in their mouths. If it is swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect. 2. Make sure the battery is inserted correctly and follow the game and battery manufacturers' instructions.



6. **The Review:** When a team's time is up, players can review each of the Guess Words played during that turn. Press the REPLAY button again and again to view the Guess Words. While reviewing, you may change a Guess Word's status if there is a dispute. When a disputed word appears, press the appropriate CORRECT, PASS or BUZZ button and the unit will make the necessary correction. The score and the card icons representing points shift from team to team as the status of Guess Words change. For example, if the disputed Guess Word was registered as correct but should have been a pass, press the PASS button. The scores are adjusted to reflect the change.

**Note:** Reviewing is optional.

7. Team A's turn is over when time runs out or after the Review. Team A's Clue Giver presses the START button and gives the unit to Team B's Clue Giver. Team A takes over the buzzer and gets in position to monitor the screen. Press the START button and Team B's turn begins.

8. When each team has had a turn at Clue Giving, a round is over. Play continues until the selected number of rounds has been completed.

### ILLEGAL CLUES

Here are some no-no's:

- No form or part of any Guess Word or Taboo Word can be given as a clue. For example, if PAYCHECK is the Guess Word, then "Pay" cannot be given as a clue. If DRINK is a Taboo Word, then "Drunk" cannot be a clue.
- No gestures may be made. For example, you cannot point to your nose to clue for BEAK.
- No sound effects. For example, you cannot make engine noises to clue for REV.
- You cannot say the Guess Word "sounds like" or "rhymes with" another word.
- No abbreviations or initials of the Guess Word or a Taboo Word are allowed. For example, you cannot say MD if the Guess Word is DOCTOR; or you cannot say TV if a Taboo Word is TELEVISION.

### WINNING

Whichever team has the highest score at the end of the game is the winner. The screen displays the winning team.

**A Tie:** If the score is tied after the final round, additional rounds are played to decide a winner.

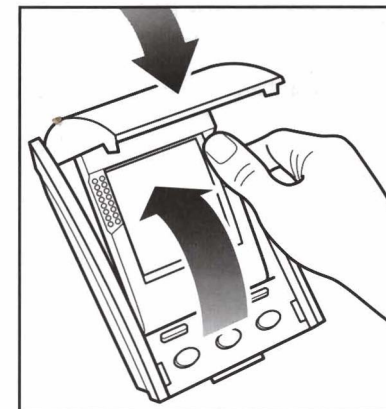
**When a game is over,** press the START button for a new game.

**To start a new game during another game,** wait for the timer to end, then press and hold the SKILL button for 5 seconds.

**To close the TABOO unit,** press the finger pads found on the sides of the screen and gently lower the screen. Then close the cover by pressing it down. **DO NOT ATTEMPT TO CLOSE THE COVER BEFORE LOWERING THE SCREEN.**

**Store the buzzer** in the main unit by sliding it into the front storage area until it clicks securely into place. See page 3.

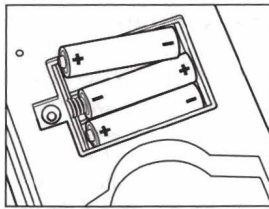
**Note:** After the game unit has been closed, the lights and sound will remain active for approximately 2 minutes before they fall asleep. The screen itself will remain active for approximately 10 minutes before it falls asleep. Neither of these features adversely affects battery life.



# INSERTING BATTERIES

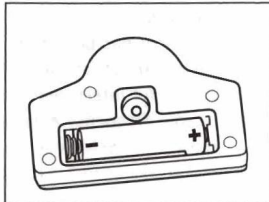
## The Unit

Loosen the screw on the battery compartment door on the bottom 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 Buzzer

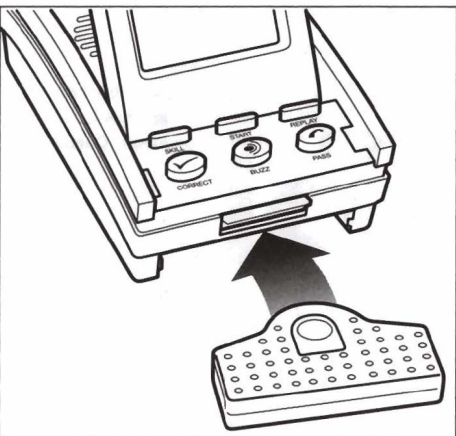
Loosen the screw and remove the battery compartment door. Insert 1 AAA-size battery (we recommend alkaline) making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.



Insert the buzzer into the main unit as shown below.

# OBJECT

Score the most points in several rounds of play by calling out the correct Guess Words.



## GETTING STARTED

1. Divide players into Team A and Team B. It's OK if one team has more players. Each team chooses a Clue Giver who operates the unit, gives verbal clues and tracks answers.
2. Place the game on a tabletop and press ON. Enjoy the lights, sounds and screen welcome!
3. **The 3 Skill Levels:** Keep pressing the SKILL button to move the screen arrow to the level you want. Then press the CORRECT button to lock in your choice.
  - EASY for 3 Taboo Words.
  - CLASSIC for the traditional 5 Taboo Words.
  - EXPERT for the challenge of 7 Taboo Words.

4. **The Rounds:** Choose to play 4, 6 or 8 rounds. A round is over when both teams have taken turns as Clue Givers. Keep pressing the SKILL button to move the screen arrow to the number of rounds you want. Then press the CORRECT button to lock in your choice.

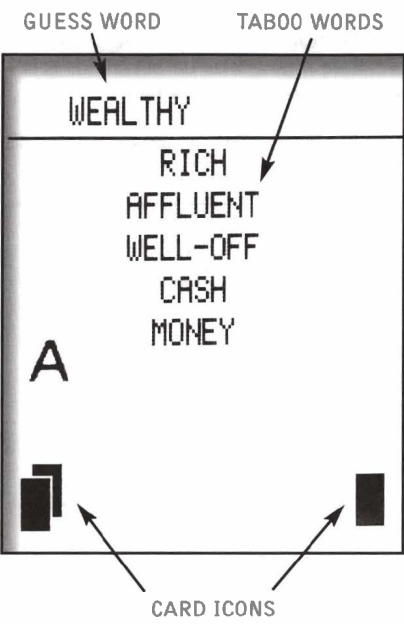
**Note:** Press the START button right after the screen welcome and the unit automatically chooses Classic Level and 6 rounds of play.

5. Give the buzzer to Team B. They position themselves beside or behind Team A's Clue Giver so they can see the screen and monitor the clues.

# PLAYING

1. Team A plays first. Their Clue Giver presses the START button to begin play. The timer is ticking. Without using any of the Taboo Words, the Clue Giver quickly tries to get Team A to say the Guess Word.

Any number of verbal clues can be given. They can be in the form of sentences, phrases or single words. For the Guess Word below, the Clue Giver could say "Donald Trump," or "What you get when the stock market goes up."



2. Team A shouts out answers. There's no penalty for wrong guesses.

3. **Scoring Points:** When a correct Guess Word is called out, the Clue Giver presses the CORRECT button and scores 1 point. A new Guess Word appears and the team continues guessing words, one after another, until the timer runs out.

4. **Losing Points:** Each time a Clue Giver passes or gets buzzed, a point is awarded to the opposing team.

**Passing:** A Clue Giver may wish to pass on a Guess Word because it's too difficult. When the PASS button is pressed, a new Guess Word is displayed and the opposing team scores 1 point.

**Buzzing:** When giving clues, if the Clue Giver mistakenly says one of the Taboo Words, the opposing team presses the buzzer. The Clue Giver then quickly presses the BUZZ button on the unit. A new Guess Word is displayed and the opposing team scores 1 point.

**Note:** You can get buzzed for an illegal clue, too. See box on page 5.

5. **Electronic Scoring:** During a team's turn, the unit keeps score by flashing lights and counting "cards." At the beginning of a team's turn, the unit displays each team's total score.

**Lights:** When a point is scored or lost, the unit flashes colored lights. A green light flashes when the CORRECT button is pressed; a yellow light when the PASS button is pressed; and a red light when the BUZZ button is pressed.

**Counting "Cards":** In the classic Taboo game, cards won or lost are counted for points. Your unit also counts "cards." Small card icons appear each time a point is won by either team. They quickly tell players how well they're doing each turn.