

Each time you guess a correct answer, *make sure you know its exact wording.*

6. The Timer: If the partners are still “giving and guessing” when time runs out, announce that time is up. Players get no credit for any answers given after time runs out.

7. Scoring: After the “giving and guessing” part of the turn, the clue-giver tallies the correct answers. Then *each partner* moves his or her pawn one space along the game path for every correct answer. (It’s okay to share spaces with other pawns.)

Bonus move: If the partners got all seven answers on the card, each of them moves one extra space, for a total of eight spaces!

8. Ending the Turn: The clue-giver removes the card from the reader and places it in the discard pile next to the draw pile. This ends the turn.

HOW TO WIN

Keep playing until one player reaches the END space to win.

If two players reach the END space on the same turn, the player who was closest to the END space before the move wins. If *both* players started from the same space, it’s a tie for the win. Resolve the tie in a friendly, peaceful manner ... or just play another game!

In the unlikely event that *no one* has won by the last turn, just slide the turn tracker guide back to the top line, and continue playing until there’s a winner.

We will be happy to hear your questions or comments about this game. US 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, NP1 94YD, or telephone our Helpline on 00 800 2242 7276.

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PROOF OF PURCHASE

PARKER BROTHERS

44257



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FOR 3 TO 6 ADULT PLAYERS

Contents: •Gameboard •6 Pawns •6 Number Chips •300 Category Cards
•Card Reader •Turn Tracker with Plastic Guide •45-Second Timer •2 Category Reference Cards

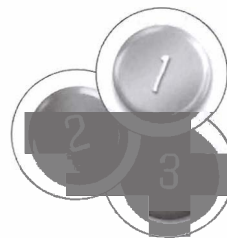
Object: Take turns giving clues and guessing answers on the category cards. Keep track of correct answers by moving your pawn along the gameboard path. The player who reaches the END space first wins!

THE FIRST TIME YOU PLAY

Carefully detach the game parts from the cardboard sheet. Remove the plastic parts from the bag. Discard all waste materials.

GAME SETUP

1. The Category Reference Cards: These two cards list the four categories: Hookups, Same Word, Rhyme It and Free Association. Take a look at the categories and examples before playing your first game, and keep these cards handy for reference as you play.



2. The Number Chips and Pawns: Starting with number 1, count out as many number chips as there are players in your game; for example, for a 3-player game, use chips 1–3; for a 4-player game, use chips 1–4.

Take a number chip and the matching-colored pawn. Place your chip in front of you (this is your player number), and your pawn on the BEGIN gameboard space. All players do the same. Place any extra chips and pawns out of the game.

3.The Category Cards: Shuffle the card deck, then place it facedown near the gameboard to form a draw pile. Place the card reader nearby.

4.The Turn Tracker: The turn tracker pairs up two different players by number on each turn, with one partner as the clue-giver and the other as the guesser. This keeps the game interesting and fair, and gives all players equal turns at giving clues and guessing answers.

Choose one player to manage the turn tracker. If this is your job, take the turn tracker and the plastic guide, and find the column that matches the number of players in your game. Then attach the guide and slide the pointer to the top line (the first turn). See Figure 1.

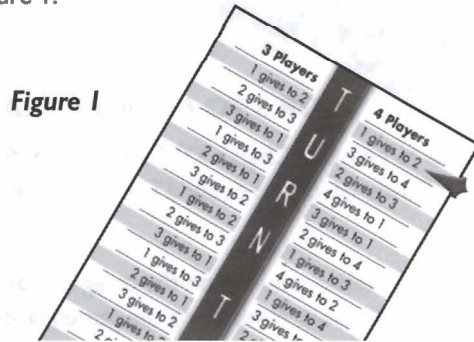


Figure 1

To begin a 4-player game, set the guide to the top line on the turn tracker as shown.

5.The Timer: Choose a player to keep track of the time on each turn. If this is your job, place the sand timer in front of you. (Another player should take over your duties during your turn.)

GAME PLAY

ON A TURN

1.The Turn Tracker: To begin each turn, slide the guide down one line on the turn tracker. (The guide is already in place for the first turn). Then announce who will give the clues and who will guess the answers. For example, “1 gives to 2” means that player 1 will be the clue-giver and player 2 will be the guesser.

2.The Clue-giver: On your turns as the clue-giver, your goal is to get your partner to guess all seven answers on the card before the 45-second timer runs out.

Take the card reader and the top card from the deck. Keeping the card and reader *facedown*, slide the card into the reader until the bottom of the card is flush with the notch on the bottom of the reader. See Figure 2 on the next page. Then turn the card faceup and announce the category to your partner (the guesser).



Figure 2

Slide the facedown card up into the facedown reader, then turn the reader over and announce the category.

3.The Timer: Say (for example) “Ready, Set, Go!” Then turn the timer over to start the 45-second countdown.

4.The Clue-giver: Quickly slide the card up so that the top answer appears in the reader window, and begin giving clues to your partner. As soon as you hear the correct answer, *acknowledge it or repeat it so that the guesser knows the exact wording*. Then quickly slide the card up to reveal the next answer in the window, and begin giving clues for the new answer. The box below lists the rules for clue-giving.

CLUE-GIVING DOs & DON'Ts

- **Don't** say any part of the answer you're clueing for. If you're caught doing this, you'll get no credit for the answer.
- **Do** make gestures whenever it's helpful.
- **Do** skip an answer if you are (or your partner is) having trouble. If time allows, you can go back to it later. *Hint:* Skipping should be a last resort in the Hookups and Free Association categories, because it breaks the link from one answer to the next.
- **Do** acknowledge or repeat the *exact wording of each correct answer*. This will help your partner to make the connection from answer to answer.

5.The Guesser: On your turns as the guesser, your goal is to guess all seven answers on the card before the 45-second timer runs out. Keep the category in mind as you guess; since all of the answers are tied together, this gives you an automatic clue for each answer.