

OTHER THINGS TO KNOW

1. The scores are displayed on screen at all times.
2. To clear the team scores when the timer is not running press and hold both the **Team 1** and **Team 2** buttons at the same time until the scores erase.
3. The game will go to sleep after 5 minutes of not being used. To wake the game up, just press **Go/Stop**. This will show the current word.
4. The category can only be changed when the Timer is NOT running. This is to ensure that the word on screen during game play is from the category the players intended to play.

TROUBLESHOOTING

If the timer does not start when the **Go/Stop** button is pressed, press the **Reset** button to reset the game. If this does not solve the problem, then replace the batteries.

You can't select a new category while a game's in progress.

If the Team Score buttons do not appear to function, check to ensure the game timer is not counting down. Once a game begins, a new category can not be chosen.

MAINTENANCE

- Handle the game carefully
- Store the game away from dusty or dirty areas
- Keep the game away from moisture or temperature extremes
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the computer, or push in the RESET button.

FCC Statement

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: 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.

Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Consumer contact:

USA and Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. ☎ 888-836-7025.

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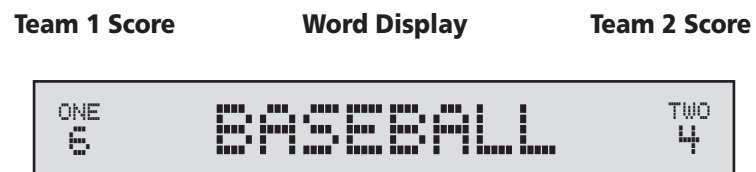
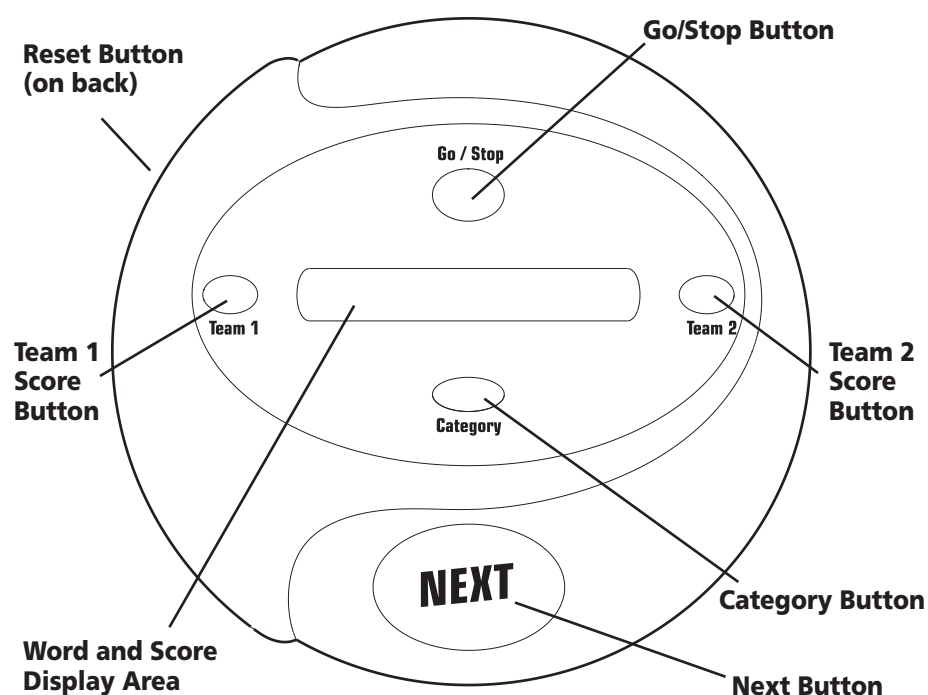
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IMPORTANT!

- If this game malfunctions, push in RESET or try fresh batteries.
- Please keep these instructions for future reference.

A LOOK AT THE GAME UNIT



OBJECT

Grab It! Guess It! Pass It!

Be the first team to reach 7 points. To win points, DON'T get caught holding the Catch Phrase game unit when the timer runs out!

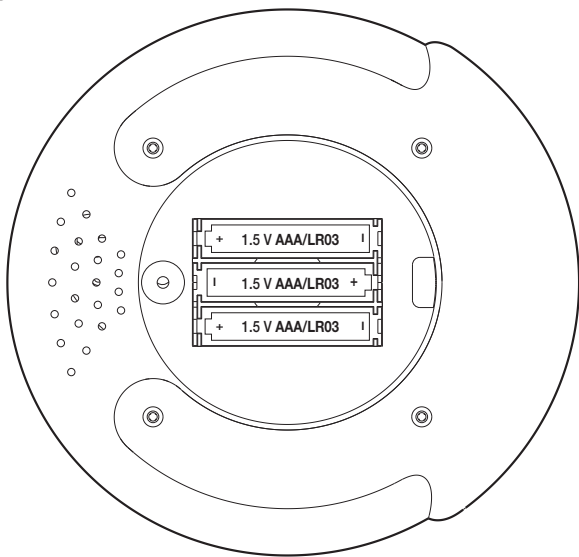
IMPORTANT: BATTERY INFORMATION

Phillips/cross head screwdriver (not included) needed to replace batteries.



REPLACING THE BATTERY:

Loosen the screw on the battery compartment, located on the back of the game unit, and remove the door. Insert 3 "AAA" size batteries (we recommend alkaline), making sure to match the "+" and "-" symbols with the markings in the plastic. Then replace the door, tighten the screw, and push in RESET.



CAUTION:

1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. TO AVOID BATTERY LEAKAGE
 - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - c. Remove exhausted or dead batteries from the product.
 - d. Remove batteries if product is not to be played with for a long time.
 - e. Do not short-circuit the supply terminals.
 - f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
3. 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.

LET'S GET STARTED

Choosing Teams

1. Divide into two teams. It's best to alternate players in a circle so each player is next to a member of the other team. Each player needs to be able to pass the Catch Phrase game unit to a member of the other team as quickly as possible.
2. Pick a team to start (that will be Team 1) and a player on that team to go first. Give the Catch Phrase game unit to that player.

TO START A NEW GAME

1. Wake the game by pressing the Go/Stop button.
2. Check the screen to make sure the team scores are both set at 0. If they are not, press and hold both the Team 1 and Team 2 buttons at the same time to reset the scores.
3. Choose a category by pressing the Category button repeatedly to scroll through the options. You can choose from:

Fun & Games
Entertainment
Everyday Life

The World
Variety

PLAYING A ROUND

Each game consists of several rounds of play. To begin a round, press the **Go/Stop** button to start the timer. A word or phrase from the chosen category will appear on the screen. Now you need to get your team to guess that word by giving them clues.

Here's how:

- Make any physical gesture and/or give almost any verbal clue to get your team to say the word.

But you CANNOT:

- Say a word that RHYMES with the word;
- Give the FIRST LETTER of the word;
- SAY A PART OF THE WORD in the clue (i.e. "shoe" for "shoe horn").

If the other team catches you committing any of these no-no's you must press the **Go/Stop** button to shut the timer off. The other team gets one point for that round. (See "How to Score Points.")

GUESSED IT?

As soon as your team has guessed the word, hand the game unit to a member of the other team. Play continues with the new team pressing the **Next** button to reveal the next word. The round ends when the buzzer sounds and the timer runs out.

SCORING

How to Score Points

When the buzzer sounds, time is up. The team **NOT** holding the game unit gets 1 point. That team also has one turn to guess the word that the losing team did not get. If they guess correctly, they get 1 BONUS point (scoring a total of 2 points for the round).

How to Enter Points

You must wait until the timer has run out, or is stopped, before you can enter points. The losing team (the team left holding the game unit when the round ended) awards 1 point to the winning team by pressing either the **Team 1** or **Team 2** button once. If the winning team guesses the word, they score the BONUS point by pressing the **Team 1** or **Team 2** button one more time.

Note: If you accidentally enter more points than you should have, press and hold both the Team 1 and Team 2 buttons to clear the score, and following the scoring procedure, re-enter the correct scores. You can then resume the game where you left off.

STARTING A NEW ROUND

After you have scored for the round just played, the team holding the Catch Phrase game unit begins the next round by pressing the Go/Stop button.

WINNING

The first team to reach 7 points wins. If you want to play again, press and hold the Go/Stop button and the scores will reset to 0.