

# Taboo<sup>®</sup>

The game of unspeakable fun!

## RULES FOR 4+ ADULT PLAYERS

**Contents:** 270 TABOO Cards • Cardholder • Card Tray • Buzzer • Game-changer Die • Sand Timer • Score Pad

**Object:** Score the most points by guessing the most words.

The first time you play, remove the wrappings from the game parts. Discard or recycle all waste materials. Then insert 2 AAA size batteries into the buzzer (see **Battery Information** on back).

### Setting Up Your Game

1. Place the cards together in one deck, and stand them up in the tray with all cards of the same color facing the same way. See Figure 1.

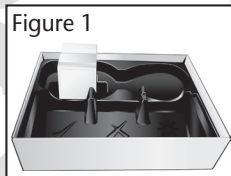


Figure 1

2. Take a handful of the cards out of the tray and place them in the cardholder with the blue side facing down. See Figure 2.

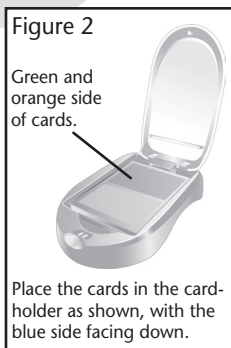


Figure 2

3. Place the timer, buzzer, die, and a score sheet and pencil (not provided) near the tray.

4. Divide into two teams (Team A and Team B). It doesn't matter if one team has one more player than the other.

5. Slide the ON/OFF switch on the underside of the buzzer to the ON position.



### Taking Turns

1. Team A chooses a player to be their first Clue-giver. That player sits facing the cardholder and tray with the die and buzzer nearby.

2. Team B's players sit beside or behind Team A's Clue-giver so they can see the cards as the Clue-giver plays them. Team B controls the buzzer.

3. The Clue-giver's teammates are not allowed to see the cards. They should sit opposite their Clue-giver, waiting to shout out their answers.

4. After Team A's Clue-giver has completed a turn, a member of Team B is chosen to be the next Clue-giver for their team. Seats are exchanged so that the new Clue-giver's teammates cannot see the cards and the opposing team can see the cards. The buzzer is passed to Team A.

5. Teams take turns appointing Clue-givers and guessing words until all players have had one turn as Clue-giver. *Note:* If one team has fewer players than the other, one player from that team is the Clue-giver twice.

6. When you've finished playing with the blue side of the cards, set up the cardholder with another color of your choice.

### Playing the Game

1. On your turn as the Clue-giver, roll the die to see if you'll need to do something different on this turn. See **The Game-changer Die**. *Note:* If you prefer to play by the classic TABOO rules, just skip to Step 2 and ignore any die rules in the following sections.

2. Take the top card in the cardholder and flip it up onto the easel (see Figure 3). The word at the top is the Guess Word you'll be trying to get your teammates to say. The five words below the Guess Word are the TABOO words you *can't* say when giving clues.

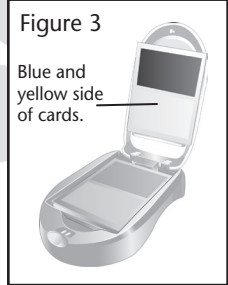


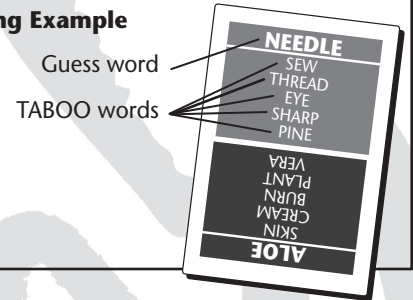
Figure 3

Blue and yellow side of cards.

3. Turn over the timer, then quickly start giving clues to make your teammates say the Guess Word. The clues may be sentences, phrases or single words (see the example below). The clues cannot break any of the **Rules for Clues**, unless your die roll says so!

#### Clue-Giving Example

When giving clues for the Guess Word "Needle," you could say, "It's long, thin and pointy . . . it's not a pin but a . . . you look for one in a haystack . . ."



Guess word

TABOO words

### Rules for Clues

Follow the rules below for giving clues, *unless* your die roll allows you to break any of them.

- You can't use any form or part of *any* word on the card as a clue. For example, if the Guess Word is "foot," you can't say "feet"; if the Guess Word is "spaceship," you can't say "space" or "ship."
- You can't make gestures. For example, you can't point to your nose as a clue for "beak."
- You can't make sound effects or noises, such as explosions or engine noises; however, feel free to break into song!
- You can't say the Guess Word "sounds like" or "rhymes with" another word.
- You can't use initials or abbreviations. For example, you can't say MD if "medical" or "doctor" is the Guess Word or a TABOO word; you can't say TV if "television" is the Guess Word or a TABOO word.

As you give clues, your teammates shout out words trying to say the Guess Word. There's no penalty for wrong guesses.

### Scoring Points

Each time a correct Guess Word is shouted out, your team scores a point. Place the guessed card in the ✓ tray, then quickly flip the next card onto the easel and start giving clues for the next Guess Word!

## Losing Points

1. You can lose points in two ways: by getting buzzed and by passing. *All points lost are awarded to the opposing team.*

**Getting buzzed:** As you give clues, the opposing team members watch you and the cards. If you use a TABOO word, break any rules for clues, or fail to follow the rules of your die roll, they sound the buzzer and quickly explain why. They place the “dead” card in the ✕ tray; then you quickly flip up a new card and continue playing.

**Passing:** You may choose to pass (not play a card) at any time. Just place the card in the ✕ tray, then quickly draw a new card and continue playing.

2. Keep going until the timer runs out. The opposing team watches the timer and signals when time is up.

3. **Scoring:** If there’s an unfinished card on the easel, discard it into the ✕ tray. Score one point for your team for each card in the ✓ tray. Score one point for the opposing team for each card in the ✕ tray. Then place all used cards into the ✕ tray. Keep a running tally of each team’s score at the end of each turn.

4. Place all cards in the ✓ and ✕ trays into the \* tray before the opposing team starts their turn.

## Winning the Game

When all players have had one turn as Clue-giver (or both teams have had the same number of turns as Clue-giver), the points on the score pad are totaled. The team with the most points wins the game.

In case of a tie, each team chooses a Clue-giver and takes one more turn to determine a winner.

## The Game-changer Die

After rolling the die on your turn as the Clue-giver, follow the rules below as you give the clues. Caution: You may be buzzed if you fail to follow these rules!



**One Guesser**  
Choose only one teammate to be the guesser on your turn.



**All Play**  
Both teams guess as you give the clues. Keep separate piles of guessed cards for each team, then tally the score for each team at the end of your turn.



**Double the Time**  
Play through two timer cycles. To keep it fair, the opposing team does the same on their next turn.



**Classic Play**  
Follow the classic TABOO rules while giving clues.



**Statue**  
You must sit perfectly still while giving clues. The player with the buzzer must keep track of the cards for you.

## Storing Your Game

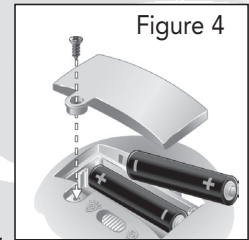
Done playing for now? Slide the buzzer’s switch to the OFF position. Then place the game parts in the various tray compartments for storage.

## IMPORTANT: BATTERY INFORMATION

**x2** 1.5V AAA or LR03 size  
**NOT INCLUDED**  
**BATTERIES REQUIRED**

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

**Inserting the Batteries:** Make sure the switch on the underside of the buzzer is in the OFF position. Loosen the screw on the battery compartment and remove the door. Insert 2 AAA-size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Then replace the door and tighten the screw. See Figure 4.



## CAUTION:

- As with all small batteries, the batteries used with this product 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.
- Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.
- Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
- Remove exhausted or dead batteries from the product.
- Remove batteries if product is not to be played with for a long time.
- Do not short-circuit the supply terminals.
- 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.
- 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.**

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NOTE TO UK Consumers:

This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.



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