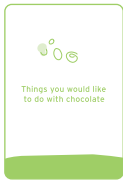




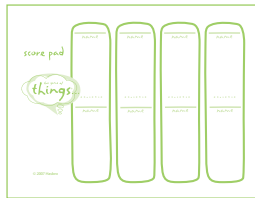
## CONTENTS (8 pencils also included)



300 Topic Cards



Response Pad



Score Pad

## SET UP YOUR GAME LIKE THIS

- Someone keeps score. This player takes the Score Pad.
- Every player gets a pencil and a perforated section from the response pad.
- Shuffle the cards and place them facedown within reach of all the players.

## WHAT YOU DO...

- 1 Pick a player to be the Reader. This player picks a card and reads it aloud.



## WHAT THE READER DOES

- Keeps the game moving...
- Doesn't let people linger too long on their responses...
- Reads all of the responses out loud...
- Re-reads the responses for those with short memories...

- 2 Everyone (including the Reader) writes a response on their response sheet. Fold it twice and give it to the Reader. **IMPORTANT:** There are no correct responses! These are topics not questions. So write whatever you want. Write funny things or write outrageous things!



- 3 The Reader reads **ALL** the responses out loud.



- make brownies
- keep it to myself
- make a fondue

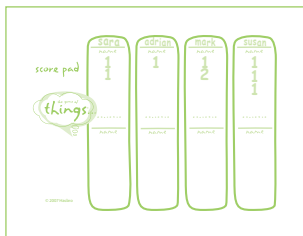
- 4 The player to the left of the Reader guesses first. Choose one response and try to match it to the player who wrote it. **YOU CANNOT GUESS THE READER.** If you're right, the Reader gives the response sheet back to its writer and that player is out of the round. Now you guess again. If you're wrong, you're still in the round but the chance to guess passes to the player on your left. **THE READER DOESN'T GUESS.** You remain in the round until someone matches you up with your response.

- 5 **THE ROUND ENDS** when only one player (**BESIDES THE READER**) has not been matched to his/her response. The person to the left of the last Reader now becomes the new Reader. **THE GAME ENDS** when every player has been the Reader.

## SCORING

1 point for each correct guess during a round.

2 points to the player who is left at the end of the round (i.e. no one has guessed what that player wrote).



## WINNING

The player with the most points at the end of the game is the winner.



We will be happy to hear your questions or comments about this game. US consumers 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, NP19 4YD. Or telephone our Helpline on 00 800 2242 7276.

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## PROOF OF PURCHASE

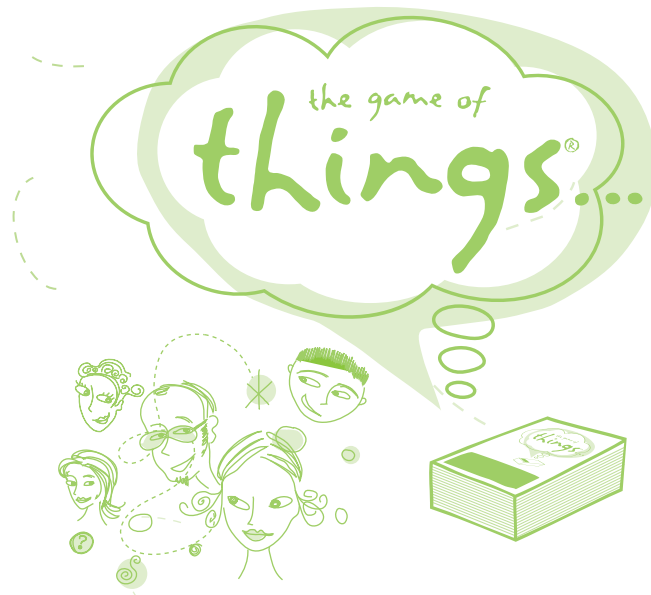
PARKER BROTHERS

41430



[parkerbrothers.com](http://parkerbrothers.com)

AGES: ADULT  
4 or more players



## OBJECT

The true object of the game is laughter, but if you're concerned about winning...then, in each round players write a response to a topic. Your response can be as outrageous or as straight-forward as you'd like. Then take turns trying to eliminate each other by guessing which player wrote which response. If you are the last one left, you win.