

catch phrase[™] electronic

For 4 or more players in teams • Adult

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IMPORTANT!

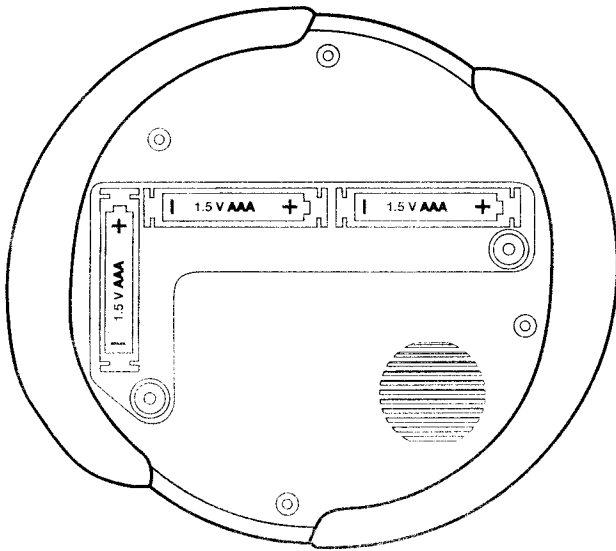
- If this game malfunctions, press the RESET button or try fresh batteries.
- Please keep these instructions for future reference.

OBJECT

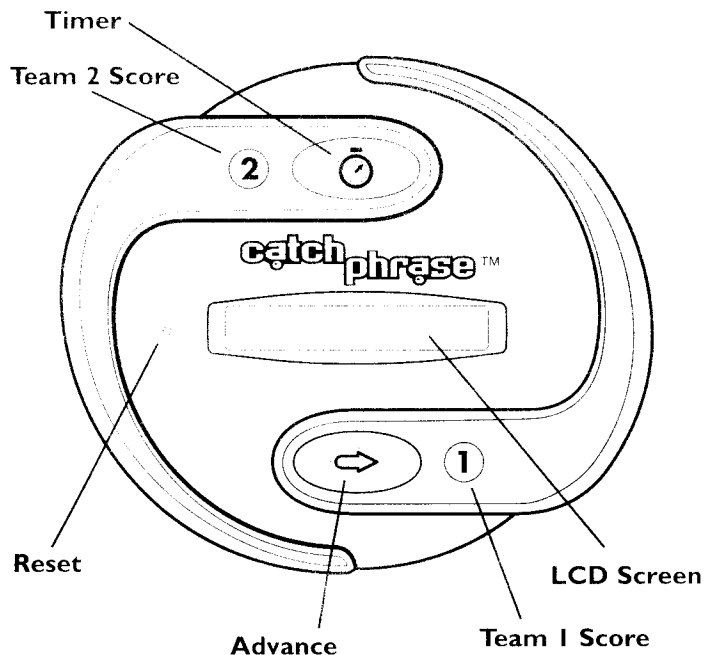
Be the first team to get 7 points. To gain points, your team must not be caught holding **Catch Phrase™** when the timer runs out.

GETTING STARTED

Remove the battery door on the back of the game unit and insert 3 AAA batteries. If the batteries are already inserted and you want to wake the game, press the **ADVANCE** button once. This will display the current category.



A Look at the Game Unit



HOW TO PLAY

Starting a new game:

1. Divide into two teams. We suggest you alternate players in a circle so each player is next to a member of the other team. If you have an odd number of players – or just some odd players, situate the players as you wish. Just remember that you need to be able to pass the game unit to the other team quickly!
2. Pick a team to start and a player on that team to go first. Give the game unit to that player.
3. Press both the **TEAM 1 SCORE** and **TEAM 2 SCORE** buttons together to clear the scores. The game unit announces that both teams have zero points.
4. There are 11 categories to select from. They are:
 - **Everything:** Just what it says. All 10,000 words in the game.
 - **Tech/Inventions:** Anything that has been invented through the ages. From books to the microchip and anything in between.
 - **Entertainment:** Movies, music, books and the people and places that appear in them. Also included are other fun activities like carnivals.
 - **History Buff:** Not just history, but politics, wars, civics, and other great things that happened in the past. Also included are things in the present that are destined to become history.
 - **Sports/Games:** Sports of all sorts. Games of all sorts. Leisure time activities like pool, darts, Monopoly, swimming and others.
 - **Geography:** Not just places but anything that answers the question where? There are also words for things that are usually found in a specific place or region.
 - **Transportation:** Things that take you from here to there. Also words for things you see while traveling.
 - **Around the House:** Household items that most people have at home.
 - **Food and Drink:** Things you eat. Things you drink. Cooking terms in general. Ingredients, restaurants, and other food items.
 - **Plants and Animals:** Things that grow and things that live. Items made from plants and animals are included.
 - **Family:** Almost everything. All the words in the game except those that are not appropriate for children. No adult themes or terms.
5. To select your category, press the **ADVANCE** button to scroll through the different categories. The category displayed when the **TIMER** button is pressed is the category that will be played. The category selected will remain the default category for all future games unless changed, even after the game goes to sleep.



6. Press the **TIMER** button to start. Once the timer is activated, the players cannot select another category, nor can they view the scores. If they press **ADVANCE**, the game will display the next word on the list.

TAKING A TURN

1. Press the **ADVANCE** button to show a word.
2. The clue-giver is allowed to make any physical gesture and give almost any verbal clue to get his/her team to say the word. But you may **NOT**:
 - 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 you are caught committing any of these no-no's you must press the **TIMER** button to shut it off. The other team automatically gets one point for that round. (see "How to Enter Points")
3. 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 **ADVANCE** button to reveal the next word.

SCORING

When the buzzer sounds, time is up. The team NOT holding the game unit gets 1 point. They also have one turn to guess the word that the other team did not guess. If you guess correctly, you get a bonus point.

How to Enter Points

The losing team awards 1 point to the winning team by pressing the appropriate teams' button once. The winning team now has the opportunity to guess the word. If you are successful, you earn a **BONUS** point. Enter this point in the same way. Note: If you accidentally enter more points than you should have, press both the **TEAM 1 SCORE** and the **TEAM 2 SCORE** buttons to clear the scores and, following the scoring procedure, re-enter the correct scores. You can then resume the game where you left off.

WINNING

The first team to reach 7 points wins. The game will announce and display the winning team when the final point is assigned. Press the **TIMER** and **ADVANCE** buttons together to display the scores. If you want to continue to play, press the **TIMER** and **ADVANCE** buttons to clear the game unit and start a new game.



OTHER THINGS TO KNOW

- To view the current scores (only when the timer is NOT counting) press both the **TIMER** and **ADVANCE** buttons at the same time. This will toggle the screen to show the team scores and the scores will be spoken. Press the **TIMER** and **ADVANCE** buttons together to return to the game. Press the **TIMER** button to start. Note: you cannot start a game when the unit is in the Display Score mode.
- To clear the team's scores, press both the **TEAM 1 SCORE** and **TEAM 2 SCORE** buttons at the same time.
- The game unit will go to sleep after 3 minutes if it is not in use. To wake the game, press the **ADVANCE** button. The current category will be displayed.

TROUBLESHOOTING

- If the timer will not activate when the **TIMER** button is pressed, you may be viewing the team scores. The timer will only count down when you are NOT looking at the scores.
- If you cannot toggle the screen to display the score, ensure that the timer is not counting down. The score cannot be displayed while the timer is running because you need to see the word you are trying to get your team to guess.

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 unit, or push the **RESET** button.

BATTERIES

To replace batteries, loosen the screw on the battery compartment found on the back of the game unit, and remove the door. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

CAUTION:

- 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 telephone 202-625-3333 collect.
- Make sure the batteries are inserted correctly, and follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) 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 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 02861. 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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