



catch phrase®!

fast-passing, fast-talking game!

For 4 or more adult players in 2 teams

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object

To be the first team to get from START to FINISH! on the board. In order to move, you and your teammates must **not** be caught holding the disk player when the timer goes off. So ready, set...
START TALKING!

equipment

CATCH PHRASE® disk player • Game board • 16 Double-sided word/phrase disks • Electronic randomized timer • 2 movers • 4 adhesive pads • 2 AAA-Size batteries required (not included)

about the disks

The double-sided disks each contain a mix of single words (i.e., bird, eye, tin) and short phrases or names (i.e., bird-brained, in a pig's eye, Rin Tin Tin). For simplicity, these rules refer to a *word*, even though you may be trying to guess a *phrase*.

timer

- **Insert batteries:** Unscrew battery compartment door on the bottom of the timer. Insert 2 AAA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door.
- Apply the four adhesive pads to the circles marked on the bottom of the timer.
- Batteries may leak if improperly installed. Remove during extended storage.

assembly and setup

- Divide into two teams. If you have an odd number of players – or just some odd players – combine the teams however you wish. You may want to split up the fast talkers between the teams!
- Place the board and timer between the two teams.
- Each team picks a mover; place both on START.
- **To install your first disk:** Put your finger in the slot above the large green button on the side and pop open the lid of the disk player. (Do not force it to open more than 90°.) Insert any disk, lining up the three small holes over the three plastic pins in the base of the disk player. Snap the lid shut. (If the lid snaps off accidentally: Lay the disk player bottom flat on the table, disk-side-up. Now hold the lid flat over it, lining up a word in the window. Snap the lid on by feeding in first one little black post on the “hinge,” then rocking the other hinge post into place.)
- **To select a word:** Press the large green button on the side of the disk player to rotate the inner wheel and reveal a new word. **IMPORTANT:** When you advance the disk to the next word, **PRESS**, do not **HIT**, the green button. A sudden whack will make the disk rotate too far, and you'll skip fun words and use up the disk prematurely.
- **To start (or stop) the timer:** Push down on the large center button. The timer will run a *random* length of time, up to 60 seconds. It's random on purpose, so you'll never know just when your time will be up. So **TALK FAST...and PASS FAST!**

game play

- Pick a team to start, and a player on that team to go first.
- If you're the first clue-giver: **PRESS** (don't hit) the green button to reveal a new word in the window of the disk player, while the opposing team starts the timer.
- **QUICK!** Look at the new word in and start giving clues to make your teammates say it. Your teammates all shout their guesses at once, until somebody yells the right word.
- What's the clue-giver allowed to do? You may make any physical gesture and give almost any verbal clue to get your 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 part of the disk word** in your clue, i.e., "shoe" for "shoe horn."

If you **DO** commit one of these no-no's, and you're caught: The other team presses the timer button to shut the timer off; they automatically win that round and move ahead one space on the board.

- As soon as one of your teammates says the word, pass the disk player to the other team. **PASS FAST** – you don't want to get stuck with it! (To make sure everyone gets a chance to give clues, be sure to alternate clue-givers.)
- The other team's clue-giver presses the button to reveal a new word, and starts the **FAST TALK**.
- Play continues back and forth between teams until the timer sounds.
- **When the timer sounds:** The team that is **not** holding the disk player when the timer goes off advances one space on the game board.
- The team that got stuck with the disk player begins the next round.
- **Bonus point for STEALING a word:** If the timer goes off in the middle of your turn, the other team has **one** chance to jump in and guess the word you were trying to get your teammates to say. (If you hadn't gotten around to giving any clues, they probably won't be able to guess the word.) If they guess it, they move ahead **one more** space (they already moved one space because you got stuck holding the disk player!). Whether they get it or not, the team that got stuck with the disk player begins the next round.
- **Out of words?** If you find during a round that you've used up the side, press the button to stop the timer, flip the disk or load another one, and re-start the timer.

winning

The first team that reaches the **FINISH!** space wins. We don't guarantee they were the fastest talkers...but they must have been the fastest passers!

the next game

To play again, flip the disk over or load a new one. Put the old disk at the bottom of the pile.

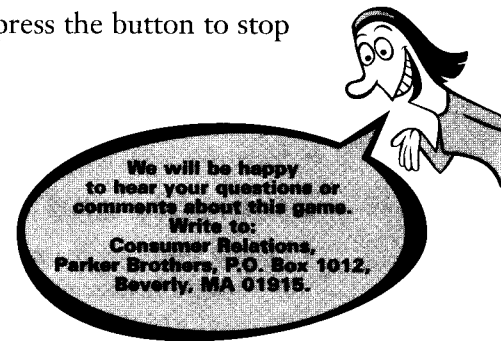
to order additional disks

For 16 disks of additional words and phrases, send a check for \$2.00 (postage and handling included) made out to Parker Brothers, to the address in the speech balloon above. The new disks will be available in October, 1995.

Warning: 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.

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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



40320-I R3

proof of purchase
Catch
phrase!
game!