

### **Stealing:**

If the playing team got stumped on a puzzle, or ran out of time to answer it, the opposing team has one chance to steal. The opposing team must give the correct answer immediately in order to score. The opposing team may only steal the puzzle that was in play at the end of the time period. For example: if the playing team got stumped on their first puzzle, the opposing team may, at the end of the time period, solve it and get the point. They may not, however, try to solve the other two puzzles that the playing team would have had a chance to solve on that turn.

### **Winning:**

The first team to reach "Finish" (after both teams have had the same number of turns) is the winner.

### **In the Event of a Tie:**

The players who are tied should back up their pawns three spaces from "Finish." Play just as before.

**CAUTION: This product contains magnets. Do not use around items that are sensitive to or affected by magnetic fields.**

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"The Game of..."

For 2 to 6 Players  
Ages 10 & Up

# MAD GAB

...It's Not What You SAY, It's What You HEAR!™

## **Rules**

### **Contents:**

Tin Game Board (inside box lid), 396 **Mad Gab** Puzzles on 100 cards, 6 Pawns

### **Object:**

Be first to reach "Finish" on the Game Board by solving 15 word puzzles correctly.

Puzzles consist of a set of unrelated words that, when read aloud, sound like familiar phrases, names, places, etc. For example, "Law Sand Jealous" sounds like "Los Angeles."

### **Set Up:**

- Decide which color you will be playing (yellow, orange, green or blue). Play one color at a time to avoid repeats.
- Notice the card on the top of the deck that shows the **Mad Gab** logo. This is a Concealer Card, which should be kept on the top of the stack of cards to keep wandering eyes from looking at the next card.

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- Keep the stack of cards on the table with the color you'll be playing face-down. For example, if you're playing the orange puzzles, place the stack with the orange side down.
- Everybody choose a Pawn and place it on the "Start" space on the Game Board.

### **Play:**

- Players take turns. The gabbiest person goes first.
- During a turn, a player can try to solve up to three puzzles.
- The opposing players should keep track of the time. Thirty seconds is a good length, or gage time by humming a catchy tune.
- On your turn, have an opposing player take three cards and hold them up, one at a time, for you to try and solve.
- If you're the card holder, only you will be able to see the answer on the back of each card. Hold the cards in such a way that you cover up the bottom half of the card.
- Once a puzzle is solved, put that card on the table and reveal a second one, and so on.
- If you're the player, you **may not** "pass" on any puzzles.
- At the end of the time period, the player may move his/her Pawn on the Game Board the number of spaces equal to the number of puzzles he/she solved.

### **Winning:**

The first player to reach "Finish" on the Game Board after everyone has had an equal number of turns is the winner.

### **In the Event of a Tie:**

The players who are tied should back up their Pawns three spaces from "Finish." Play just as before.

### **Playing in Teams:**

Playing in teams can be even more fun! Divide into 2 teams. Each team take a Pawn and place it on "Start."

### **Play:**

- Teams take turns and players take turns being "Coach" within their own teams.
- During a turn, a team can try to solve up to three puzzles together.
- The opposing team should keep track of the time.
- On your turn as Coach, take three cards and hold them up, one at a time for your teammates to read. As your teammates try to solve the **Mad Gab** puzzles, you should help by getting them to emphasize certain syllables, say the puzzle faster or slower, or listen to a certain player who may be the closest to the answer. Get your teammates to say the **Mad Gab** puzzles aloud, so they can "hear" each other "say" the answer!
- As Coach, you may not give any clues or hints regarding the answer. The opposing team determines if your teammates actually knew what they were saying, and if they correctly solved the puzzle.
- Once a puzzle is solved, put that card on the table and reveal a second one, and so on. You or your team **may not** "pass" on any puzzles that stump you.
- At the end of the time period, the playing team moves up one space on the Game Board for each puzzle they solved.

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