

# electronic™ CATCH PHRASE

*The grab it, guess it, pass it game*

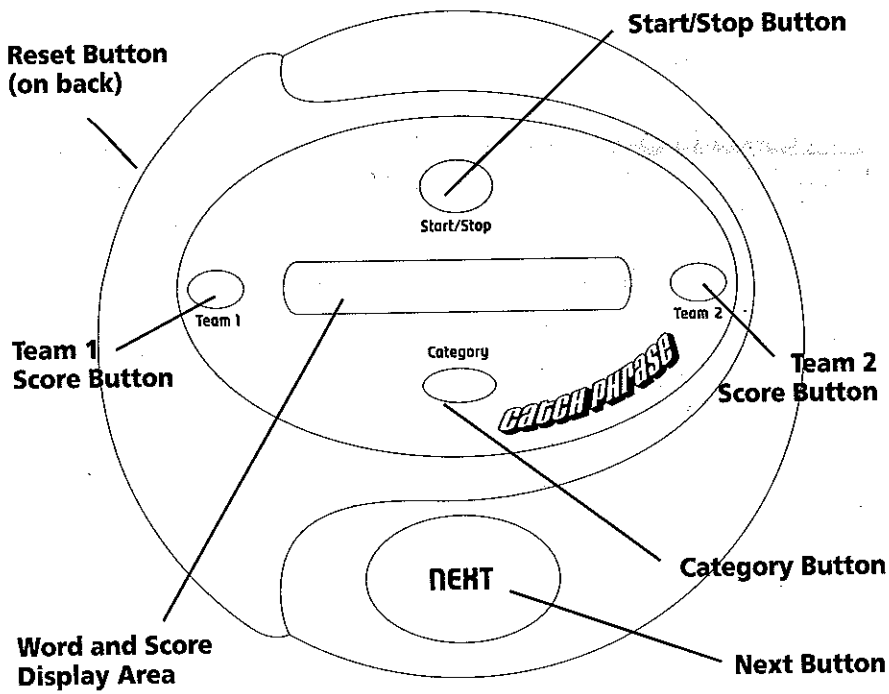
**FOR 4+ ADULT PLAYERS**

**Contents:** Game Unit, Instructions

**IMPORTANT!**

- If this game malfunctions, push in RESET or try fresh batteries.
- Please keep these instructions for future reference.

# A LOOK AT THE GAME UNIT



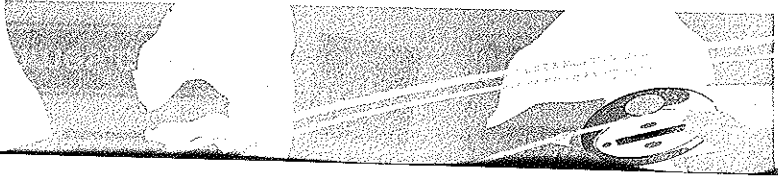
Team 1 Score      Word Display      Team 2 Score



## OBJECT

### *Grab It! Guess It! Pass It!*

Be the first team to reach 7 points. To gain points, make sure someone from your team isn't caught holding the Catch Phrase game unit when the timer runs out.



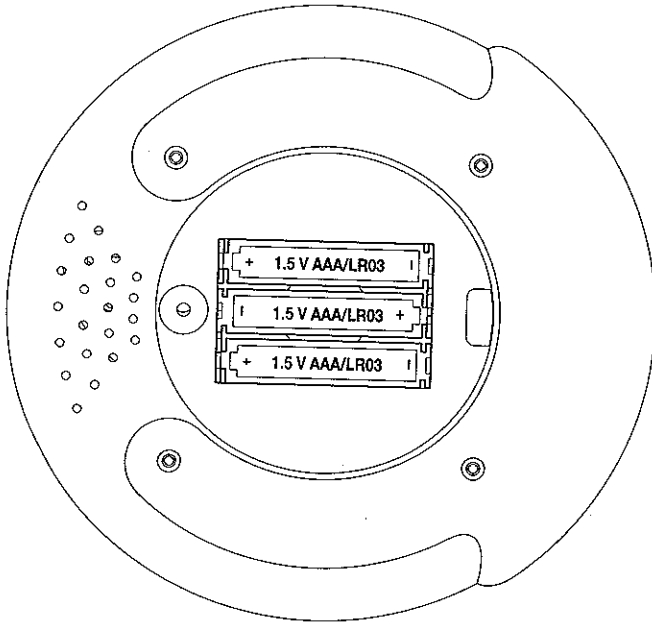
## BATTERY INFORMATION

**X3**  
1.5V AAA or R03 size  
**NOT INCLUDED**

## BATTERIES REQUIRED

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

Loosen the screw on the battery compartment, located on the on the back of the game unit, and remove the door. Insert 3 "AAA" size batteries (we recommend alkaline), making sure to match the "+" and "-" symbols with the markings in the plastic. Then replace the door, tighten the screw, and push in RESET.



## IMPORTANT: BATTERY INFORMATION

**CAUTION.**

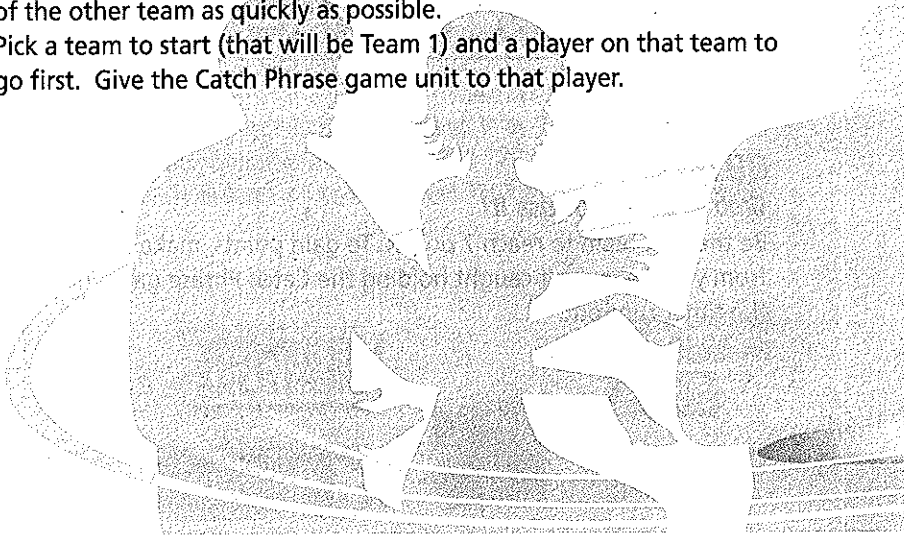
## **CAUTION:**

1. 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. 2. Always follow the instructions carefully. Use only the batteries specified and be sure to insert item correctly by matching the + and - polarity markings. 3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries. 4. Remove exhausted or dead batteries from the product. 5. Remove batteries if product is not to be played with for a long time. 6. Do not short-circuit the supply terminals. 7. 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. 8. 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.

## **LET'S GET STARTED**

### **Choosing Teams**

1. Have everyone divide up into two teams. It's best to alternate players in a circle so each player is next to a member of the other team. Each player needs to be able to pass the Catch Phrase game unit to a member of the other team as quickly as possible.
2. Pick a team to start (that will be Team 1) and a player on that team to go first. Give the Catch Phrase game unit to that player.



## TO START A NEW GAME

1. Wake the game by pressing the **Start/Stop** button.
2. Check the display area to make sure the team scores are both set at 0. If they are not, press and hold both the **Team 1 Score** and **Team 2 Score** buttons at the same time to clear the scores.
3. Choose a category by pressing the **Category** button repeatedly to scroll through the various options. You can select from any of the following 7 categories:

<b>Entertainment</b>	<b>Sci-Tech</b>
<b>Food</b>	<b>The World</b>
<b>Places</b>	<b>Everything</b>
<b>Sports &amp; Games</b>	

The default category (and the word displayed on screen when the game is awakened) is "Everything", which includes, well, everything!

## PLAYING A ROUND

Each game consists of several rounds of play. To begin a round, press the **Start/Stop** button to start the timer. A word from the chosen category will appear on the screen. You can press the **Next** button to show the new word. Now you need to get your team to guess that word by giving them clues. Here's how.

- You can make any physical gesture and give almost any verbal clue to get your team to say the word. But you CANNOT:
- 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 the other team catches you committing any of these no-no's you must press the **Stop/Start** button to shut the timer off. The other team automatically gets one point for that round. (See "How to Score Points.")

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 **Next** button to reveal the next word. The round ends when the buzzer sounds and the timer runs out.

## SCORING

### How to Score Points

When the buzzer sounds, time is up. The team **NOT** holding the game unit gets 1 point. That team also has one turn to guess the word that the losing team did not get. If they guess correctly, they get 1 **BONUS** point (scoring a total of 2 points for the round).

### How to Enter Points

You must wait until the timer has run out, or is stopped, before you can enter points. The losing team (the team left holding the game unit when the round ended) awards 1 point to the winning team by pressing either the **Team 1 Score** or **Team 2 Score** button once. If the winning team guesses the word, they score the **BONUS** point by pressing the **Team 1 Score** or **Team 2 Score** button one more time.

*Note: If you accidentally enter more points than you should have, press and hold both the Team 1 Score and Team 2 Score buttons to clear the score, and following the scoring procedure, re-enter the correct scores. You can then resume the game where you left off.*

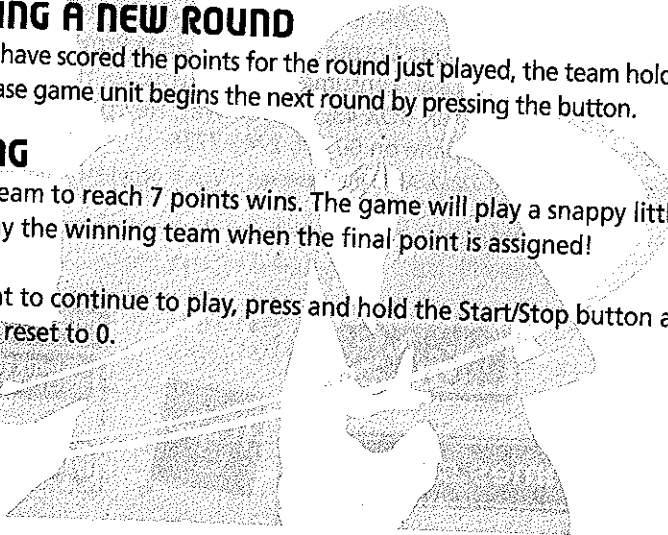
## STARTING A NEW ROUND

After you have scored the points for the round just played, the team holding the Catch Phrase game unit begins the next round by pressing the button.

## WINNING

The first team to reach 7 points wins. The game will play a snappy little tune and display the winning team when the final point is assigned!

If you want to continue to play, press and hold the Start/Stop button and the scores will reset to 0.



## **OTHER THINGS TO KNOW**

1. The scores are displayed on screen at all times.
2. To clear the team scores when the timer is not running press and hold both the **Team 1 Score** and **Team 2 Score** buttons at the same time until the scores erase.
3. The game will go to sleep after 5 minutes of not being used. To wake the game up, just press **Start/Stop**. This will show the current word.
4. The category can only be changed when the Timer is NOT running. This is to ensure that the word on screen during game play is from the category the players intended to play.

## **TROUBLESHOOTING**

If the timer does not start when the **Start/Stop** button is pressed, press the **Reset** button to reset the game. If this does not solve the problem, then replace the batteries.

If the Category selection button does not appear to function, check to ensure the game timer is not counting down. Once a game begins, a new category can not be chosen.

If the Team Score buttons do not appear to function, check to ensure the game timer is not counting down. Once a game begins, a new category can not be chosen.

## **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 computer, or push in the **RESET** button.

### FCC Statement

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.

**CAUTION:** Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

We will be happy to hear your questions or comments about this game. US consumers please 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.

© 2009 Hasbro, Pawtucket, RI 02862. All Rights Reserved. TM & ® denote U.S. Trademarks.  
05712-I

