



THE GAME OF
SCATTERGORIES.



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AGES 12 AND UP • 2 TO 4 PLAYERS

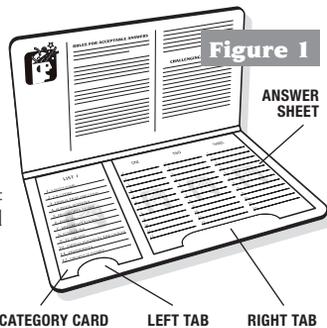
CONTENTS: 4 Folders, Answer Pad, 20-Sided Die, 32 Category Cards, Timer, Die-Rolling/Rules Board, 4 Pencils.

OBJECT: Quickly fill out a category list with answers that begin with the same letter. Score points if no other player matches your answers. To win the game, score the most points.

GAME SETUP

Separate the category cards into 4 sets of List #1 through List #16. Each set has 8 cards.

Do this for all 4 folders: Slide one category card under the left tab, and an answer sheet under the right tab. See Figure 1.



GAME PLAY

The game is played in 3 rounds. To play a round, do the following steps in order:

1. Each player takes a folder. Decide which List # you want to use, and insert the card into the folder so that it is facing you. *Make sure each player is using the same List #.*
2. **Setting the timer:** Press the STOP side of the timer switch. Turn the timer knob clock-wise as far as it will go.
3. Set the die-rolling board (the other side of these rules) on the table. One player rolls the letter die on the board and calls out the rolled letter. The rolled letter is the key letter that will be used in this round of play. *Caution: the 20-sided die is heavy. Roll it only on the die-rolling board to prevent possible damage to table tops.*

4. One player presses down the START side of the timer switch and the round begins.

5. All players quickly fill in the first column of their answer sheets. Answers must fit the category, and must begin with the key letter rolled. See **Rules for Acceptable Answers** (on the inside of each folder). Figure 2 shows an example of a filled-in answer sheet.



Figure 2

6. When the timer stops, players must immediately stop writing.

7. Scoring a Round:

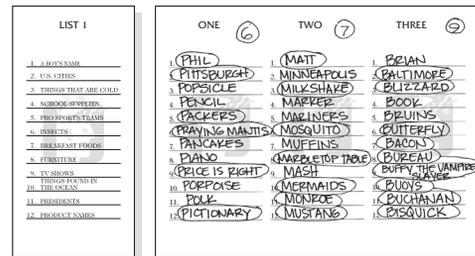
Players, in turn, read their answers aloud. Players correct their own answer sheets by circling an acceptable answer that DOES NOT match any other player's answer. Continue reading answers until all 12 categories have been scored.

Then score 1 point for each of your circled answers. Record your score at the top of the column on your answer sheet, as shown in Figure 3.

Starting a New Round: Set the timer again, roll a new letter, and continue playing, using the same category list you did in the previous round. Fill in the next column with your new answers. *Note: if the same letter is rolled twice in a game, reroll the die for a different letter.*

WINNING THE GAME

After 3 rounds have been played, all players total the 3 scores on their answer sheets. The player with the highest score is the winner. See Figure 4 for a fully-scored sheet.



THIS PLAYER SCORED 22 POINTS ▲

Figure 4

In Case of a Tie: The players who tied play one more round with a new letter. The player with the highest score in that round is the winner.

STARTING A NEW GAME

To start a new game, remove the answer sheet and insert a blank one (answer sheets are two-sided). Also remove the category card and insert another card with the desired List # facing you. Make sure all players are using the same List #.

GAME VARIATIONS

• **Extra Points:** When answering with proper names or titles, score an extra point for using the key letter more than once as a first letter in your answer. For example: Ronald Reagan, Carson City, Simon and Schuster, and The Brady Bunch for 2 points; Hubert Horatio Humphrey for 3 points.

• **Time Challenge:** For an extra-challenging game with less time, set the timer to the 2 1/2-minute or 2-minute setting.

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CUSTOMER SERVICE CONTACT INFORMATION:

Phone: (978) 525-2816
Email: service@wsgamecompany.com

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