

RULES FOR PLAYING

catch phrase!

AGES 8 & UP

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 Doublesided word/phrase disks • Electronic randomized timer • 2 movers • 2 AAA-Size batteries required

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., birdbrained, 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 batteries (NOT INCLUDED)

- Insert batteries: Remove the screw from the 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 and the screw.
- Batteries may leak if improperly installed. Remove during extended storage.



BATTERIES REQUIRED

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

! CAUTION

1. 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 phone 800-498-8666. In Canada, have the doctor call your provincial poison control center.

2. Make sure the batteries are inserted correctly and follow the game and battery manufacturer's instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

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.
- 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 the green button on the side of the disk player to reveal a new word, while the opposing team starts the timer.
- **QUICK!** Look at the new word in the window of the disk player 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 hits 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 hits 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 he 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? We've planned enough words on each side of a disk for a full game. But if you find during a round that you've used up the side, hit 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.

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference, and
2. This device must accept any interference received, including interference that may cause undesired operation.

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