

AGES 12+

2 TEAMS

B7389

CATCH PHRASE®

Contents:
Game Unit

PLAY

OBJECT

Be the first team to reach 7 points. To win points, **DON'T get caught holding the CATCH PHRASE game unit when the timer runs out!**

LET'S GET STARTED

- Divide into two teams. Alternate players in a circle so that each player is next to a member of the other team. Each player needs to be able to pass the game unit to a member of the other team **as quickly as possible**.
- Pick a team to start (Team 1) and a player to go first. Give the unit to that player.

TO START A NEW GAME

Wake the game by pressing the **Go / Stop** button.

Check the screen to make sure the team scores are both set at 0. If they are not, press and hold both the **Team 1** and **Team 2** buttons at the same time to reset the scores.

PLAYING A ROUND

- Each game consists of several rounds of play.
- Choose a category by pressing the **Category** button repeatedly to scroll through the various options.

Pick from:

Entertainment Everyday Life Fun & Games The World Variety

- Press the **Go / Stop** button to start the 60-second timer. A word or phrase from the chosen category will appear on the screen.
- Get your team to guess that word or phrase by giving them clues!

DO

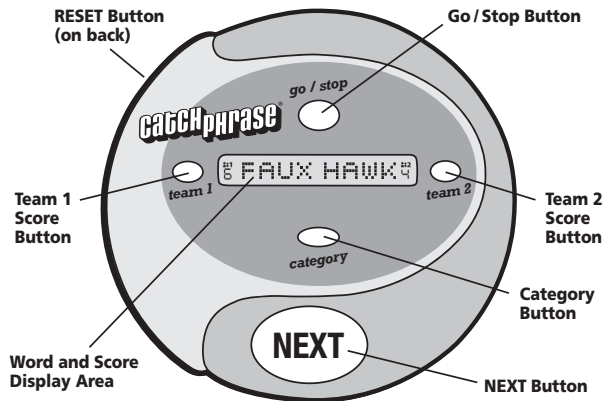
- **Make any physical gesture and/or give almost any verbal clue to get your team to say the word.**

DON'T

- **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 "shoehorn").**

If the other team catches you committing any of these no-no's, press the **Go / Stop** button to shut the timer off. The other team gets one point for that round. (See "How to Score Points.")

Tip! If you don't recognize the word or phrase, try breaking it up. For example, if the word is "Mohawk," say "One of the Three Stooges!" "Mo!" "Plus a bird of prey!" "Hawk! Mohawk!"



GUESSED IT?

As soon as your team has guessed the word, hand the unit to a member of the opposite team. That person checks that the answer was right. Play continues with the next team pressing the **NEXT** button to reveal the next word.

The round ends when the buzzer sounds to indicate that time has run out.

SCORING

How to Score Points

When the buzzer sounds, time is up. The team **NOT** holding the unit gets 1 point. For an extra point, they can guess the word the losing team couldn't get. If their guess is correct, they get 1 **BONUS** point (scoring a total of 2 points for the round).

How to Enter Points

Press **Team 1** or **Team 2** to award 1 point to the team not holding the unit. Press it again if they got the **BONUS** point.

Tip! If additional points are entered accidentally, press and hold both the **Team 1** and **Team 2** buttons to clear the score; then reenter the correct scores and resume the game.

STARTING A NEW ROUND

After you've scored for the round just played, the team holding the unit begins the next round.

Pick a category with the **Category** button and press the **Go/Stop** button to start the timer.

WINNING

The first team to reach 7 points wins!

go / stop



If you want to play again, press the **Go / Stop** button and the scores will reset to zero.

SETUP

IMPORTANT: BATTERY INFORMATION

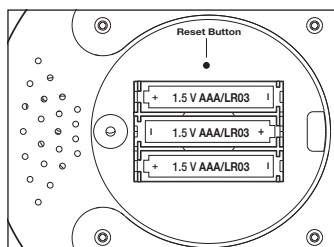


ALKALINE BATTERIES REQUIRED NOT INCLUDED

TO INSERT BATTERIES:

Use a Phillips/crosshead screwdriver (not included).

Loosen the screw on the battery compartment, located 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.



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.

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

CAUTION:

- 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 (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
- TO AVOID BATTERY LEAKAGE
 - Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - Remove exhausted or dead batteries from the product.
 - Remove batteries if product is not to be played with for a long time.
 - Do not short-circuit the supply terminals.
 - 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.
- 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.

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.

Consult the dealer or an experienced radio/TV technician for help.

Caution: 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.

CAN ICES-3 (B) / NMB-3 (B)

OTHER THINGS TO KNOW

- To clear the team scores when the timer is not running, press and hold both the **Team 1** and **Team 2** buttons at the same time until the scores erase.
- The game will go to sleep after 5 minutes of not being used. To wake the game up, just press **Go / Stop**. This will show the current word.
- The category can only be changed when the timer is NOT running. This is to ensure that the word on screen during gameplay is from the category the players intended to play.
- If the Team Score buttons do not appear to function, check to ensure the game timer is not counting down.

TROUBLESHOOTING

If the game malfunctions, press the RESET button to reset the game. If this does not solve the problem, replace the batteries.

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

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