

4. HOW TO WIN

When all players have taken equal turns as the describer, the team with the most points WINS!

If there's a tie, just keep playing.

5. GAME-CHANGER DIE

If you've mastered the classic game, mix it up by rolling the game-changer die before the timer starts!



ONE GUESSER

Choose only one teammate to guess on your turn.



DOUBLE THE TIME

When the timer runs out, turn it over and keep going! To keep it fair, the other team does the same on their next turn.



STATUE

Sit perfectly still while giving clues. The other team flip your cards.



ALL PLAY

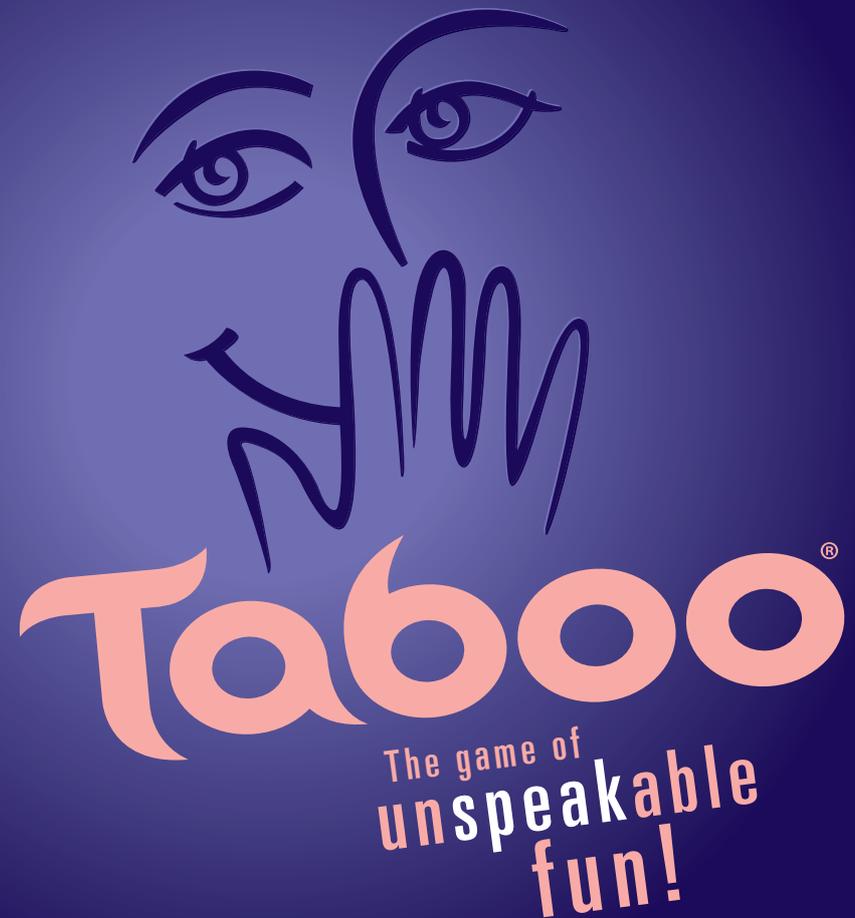
Both teams can guess the word being described.



CLASSIC PLAY

Do nothing. Follow classic rules.

Game Guide



© 2013 Hersch and Company.

© 2013 Hasbro, Pawtucket, RI 02861-1059 USA. All Rights Reserved. TM & © denote U.S. Trademarks.

Hasbro Australia Ltd., Level 2, 37-41 Oxford Street, Epping, NSW2121, Australia. Tel: 1300 138 697.

Hasbro NZ (a branch of Hasbro Australia Ltd.), 221 Albany Highway, Auckland, New Zealand. Tel: 0508 828 200.

HASBRO CANADA, LONGUEUIL, QC, CANADA J4G 1G2.

Consumer contact:

Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. Tel: 888-836-7025.

Please retain this information for future reference.

Colors and contents may vary from those shown.

Conservez ces informations pour pouvoir vous y référer plus tard.

Couleurs et détails peuvent varier par rapport au modèle présenté.

All third party trademarks and proper names mentioned in this game are used without permission, and neither the trademark owners nor the named parties have endorsed, sponsored, or licensed such use in this game. 101A462601



MADE IN USA WITH DIE, SQUEAKER AND SAND TIMER MADE IN CHINA
FABRIQUÉ AUX É.-U. DÉS, COUINEUR ET SABLIER FABRIQUÉS EN CHINE



A4626



CONTENTS

162 Cards • Squeaker • Sand Timer
Score Pad • Game-changer Die

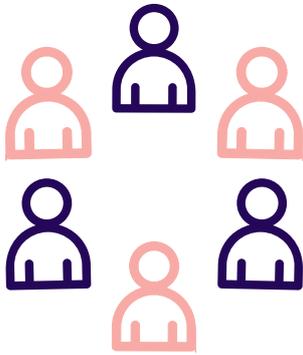
AGES
13+



1. SET IT UP

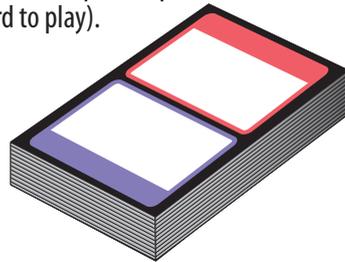
1 SPLIT INTO 2 TEAMS

Sit like this so you can keep an eye on each other.



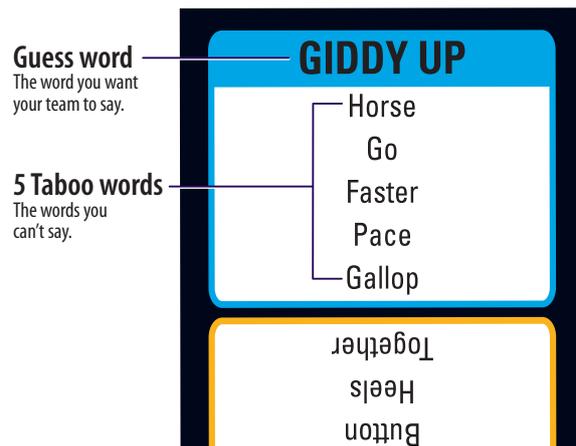
2 SORT YOUR CARDS

- Choose which color words to play this game (then use a different color next game to keep it fresh).
- Check all cards are facing the same way.
- Put a handful on the table with your chosen color facing down. (You will flip the top card to play).



2. AIM

Get your team to say the Guess word at the top of the card. But don't use any of the Taboo words in your description...Or the other team will squeak you!



EXAMPLE:

"WHAT YOU SAY TO GET A PONY TO HURRY..."

3. PLAY

One team guesses while the other team turns the timer and holds the squeaker.

ON YOUR TEAM'S TURN TO GUESS

- 1 Choose one player on your team to be the describer. Give them the stack of cards. 
- 2 The other team chooses someone to hold the squeaker and start the timer. 
 - That person peers over the describer's shoulder to see the cards – if the describer uses any Taboo words, they squeak 'em!
- 3 When the timer starts, your team's describer immediately: 
 - Flips the top card.
 - Describes the top word on the color you've chosen to play without saying the Taboo words!
 - Puts any cards that get squeaked to one side.
 - Keeps flipping cards and describing new words for your team to guess.
- 4 When the timer runs out, your team's turn is over. 
 - **Score 1 point** for each card you guessed successfully.
 - **Give 1 point** to the other team for each card that you skipped or got squeaked.
- 5 **Then it's the other team's turn.**

WHEN TO SQUEAK!

Squeak when the describer breaks any of these rules!

- Don't say any part of any word on the card! (e.g. you can't say 'space' or 'ship' because the word is 'spaceship')
- Don't use sneaky plurals! (e.g. you can't say 'feet' for 'foot')
- Don't gesture!
- Don't make noises or use sound effects!
- Don't say 'sounds like' – that's too easy!
- Don't use abbreviations! (e.g. don't say 'TV' for 'television')
- But do sing if you feel the urge!
- Do have fun!

