electronic Catch phrase Junior™

The CATCH It, SAY It, PASS It game for Kids!

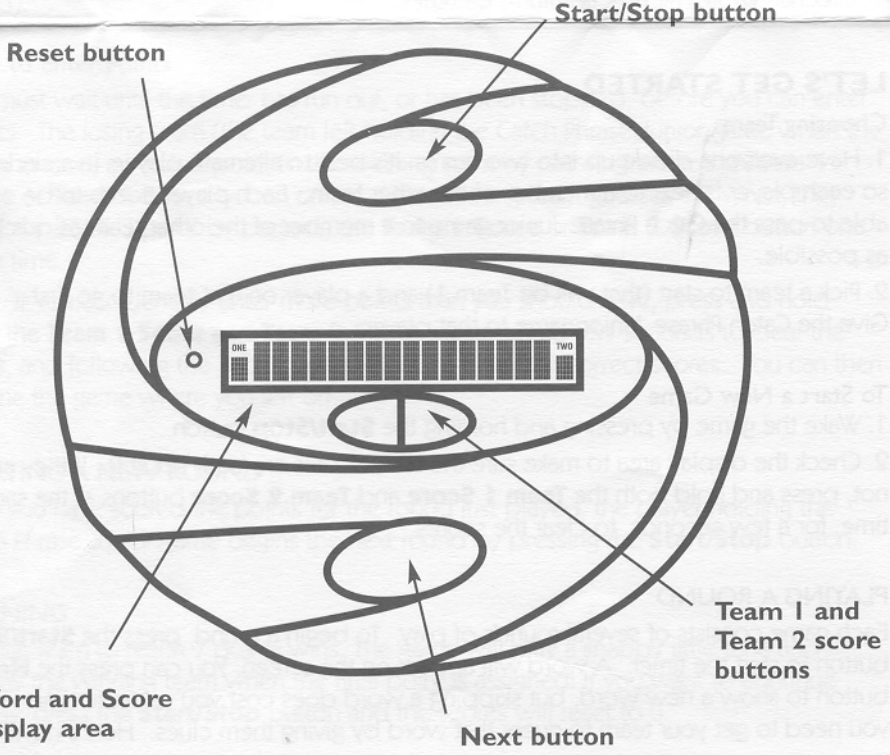
For 4 OR MORE PLAYERS AGES 8 +

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



OBJECT

Catch It! Guess It! Pass It!

Be the first team to reach 7 points to win this fast-paced, exciting game. To gain points, make sure someone from your team isn't caught holding the Catch Phrase Junior game when the timer runs out.

FIRST THINGS FIRST – BATTERIES

To insert batteries: Loosen the screw on the battery compartment on the back of the game unit, and remove the door. Insert 3 AAA size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

⚠ 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 telephone 202-625-3333 collect.
2. Make sure the batteries are inserted correctly, and follow the game and battery manufacturers' instructions.
3. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) 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 Junior game 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 Junior game to that player.

To Start a New Game

1. Wake the game by pressing and holding 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, for a few seconds, to clear the scores.

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 will appear on the screen. You can press the **Next** button to show a new word, but skipping a word does cost you valuable time. 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 **Start/Stop** 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 Catch Phrase Junior game 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.

SCORING

How to Score Points

When the buzzer sounds, time is up. The team NOT holding the game gets 1 point. That team also has one chance 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 has been stopped, before you can enter points. The losing team (the team left holding the Catch Phrase Junior game 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 for a few seconds 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 player holding the Catch Phrase Junior game begins the next round by pressing the **Start/Stop** 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 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.
3. The game will go to sleep after approximately 5 minutes of not being used. To wake the game up, just press and hold the **Start/Stop** button. This will show the current word.
4. After 5 minutes in sleep mode the game will automatically turn off and the scores will be erased.

TROUBLESHOOTING

If the timer does not start when the **Start/Stop** button is pressed and held, press the **Reset** button to reset the game and then press and hold the **Start/Stop** button. 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. If a problem occurs, remove and replace the batteries to reset the game, or push in the **Reset** button.

FCC Warning

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:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and receiver.
3. Consult the dealer or an experienced radio/TV technician for help.

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

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