

COMMOTION™

Game

The Category Game of Quick Passes

OBJECT

In 25 seconds, players list as many items as they can in their category, then pass their list to the next player. When all lists have been passed, the player with the most items that don't duplicate what has already been listed, wins!

EQUIPMENT

200 COMMOTION™ category cards in storage box • Timer
• Score pad • 2 List pads • 6 Game boards • 6 List clips
• 6 Card clips • 6 Colored pencils

NUMBER OF PLAYERS

4 to 6 adults

ASSEMBLY

- Snap all the clips in half length-wise to break them apart, then peel both off the backing. You will end up with 6 long and 6 short pieces.
- For each game board, attach one of the short clips on the left, pointing UP; attach one of the long clips in the top right-hand corner, pointing DOWN. These will hold the category cards and lists, respectively.

SETUP

- Each player clips three sheets from a list pad to a game board, and selects a colored pencil to use throughout the game.
- Without reading them, give each player a category card to slip into the left-hand clip on their game board; turn boards face down. *Players should **not** read their cards until the timer is started!*
- Pick a player to keep score and one to operate the timer for the first round. (These players play, too.) You may pick a new scorekeeper and timekeeper for the next rounds if you wish.

GAMEPLAY

A complete game consists of three rounds. To play the first round, the timekeeper turns the timer to the mark to start it. **Now all players turn over their boards**, read the category on the card and **START WRITING!** Put down anything you can think of that is an example of the category: For *Types of Boats*, you could write sailboat, motor boat, tug, ocean liner, and canoe.

When the 25 seconds is up and the timer goes off, pass your game board with the list still attached to the player on your left, and take the board from the player on your right. When the timekeeper has started the timer ticking again, write a new list of words for the new category. You should review your predecessor's list before you write your own, because you'll only receive credit for those answers you write that no one else has written before you!

Play continues, timer by timer, card by card, around the table. When the board you started with ends up back in your hands, the round ends and the scorekeeping begins!

After scoring the first round, play two more rounds in the same way.

The Timer

The timekeeper is in charge of re-starting the timer whenever the lists are passed. If set to the mark, it will run for approximately 25 seconds. However, if you want to give everyone more time to come up with lists, turn the timer knob farther, beyond the mark. You can even mark the time that's best for your group on this 60-second timer.

SCORING

At the end of each round, have each player read the list in his/her hands. This is where the color-coded pencils come in, since they distinguish one player's list from another's. The scorekeeper gives the player one point for each item he or she was *the first person to list*; a duplicate answer doesn't earn anything!

Example: For *Types of Boats*, the first person gets five points, one point for each item, because it was the first time any of them appeared. But the second person gets just two points, one each for rowboat and kayak, since these were the only two *original* items on his list.

(*Types of Boats*)

sailboat	rowboat
motor boat	sailboat
tug	motor boat
ocean liner	kayak
canoe	

**First player gets
5 points**

**Second player gets
2 points**

House Rules: Let's say the first player wrote "motor boat" and the second player wrote "outboard." It's up to all the players to decide by "house rules" if they'll accept "outboard," which is similar, but not identical, to "motor boat."

WINNING THE GAME

The player with the most points after three rounds of play is the winner!



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

Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

Proof of Purchase
COMMOTION[™]
Game