



The Song-Filled Sing-Off Game

For adults — 4 or more players in 2 teams

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OBJECT

To win, your team must be the first to reach the end of the playing board track by remembering and singing parts of songs containing a given word or referring to a given category — and then successfully perform the Grand Finale.

EQUIPMENT

Game board ■ Deck of color-coded cards ■ Card tray
■ 2 30-second timers ■ 1 Die ■ 2 Tokens

SETUP

1. Players divide into two teams; one extra player on a team is permissible.
2. Mix up the Word/Category cards and place them face down in one side of the card tray.
3. Each team chooses a token and places it at **START**.
4. Each team takes a timer and picks a timekeeper. Be sure to read "Using the Timers" before you start!
5. Roll the die. The high roller's team goes first.

GAMEPLAY

1. The starting team rolls the die and moves its token that number of spaces along the track. (Token movement is left to right, line for line, as in reading.)
2. Draw a card from the deck and follow the directions on the space you landed on. The different spaces are defined below, but in all cases, here's the procedure for...
"The Sing-off"
3. Read the Word or Category aloud.
4. The team that drew the card now has 30 seconds to remember a song and sing at least 8 words included in its lyrics — with the right melody! — containing that word or referring to that category.
5. The opposing team must then do the same thing using the same word or referring to the same category — but in a different song. They have 30 seconds.
6. Play goes back and forth until one of the teams is stumped and can't come up with a song within the 30-second time limit. The other team wins the round and takes control of the die.
7. That team then rolls the die, proceeds along the track, and follows the directions on the space it lands on.

Note: If the team that's supposed to sing first can't think of a song, the die passes to their opponents.

The Spaces

Word

The color of the Word space you landed on determines which Word you select from the card. If you landed on a blue space, you will perform the blue Word, etc.

Category

Land on a Category space and you'll perform any song that relates to that subject. For example, a team member could sing "Three blind mice, three blind mice, see how they run, ..." for either Songs about Numbers or Songs about Wild Animals.

Player vs. Player

Each team selects its best player to go head-to-head against the other. The singer is selected before the card is drawn, and the teammates may not help!

Team vs. Player

The team that lands here plays against one member of the opposing team, which gets to choose which one of their players will be in the sing-off. That singer is picked before the card is drawn, and the teammates may not help!

THE GRAND FINALE

A team need not land here by exact count. Once here, you stay until you've won — or until the other team beats you!

To play the Grand Finale, the opposing team draws a Word/Category card and selects which Word the other team will try to sing first. (For the Grand Finale, do not start with the Category on the card.) Gameplay is the same as in the basic game, with the Grand Finale team starting off. The sing-off goes back and forth until one of the teams is stumped.

If the team that is trying to win the Grand Finale sings the last song about the word the opposing team picked, they continue with the finale: They have a total of 30 seconds to sing at least 4 words of a song for all the other words and the category on the card — and the songs must all be different! If they do it, they win!

However, if the team that is trying for the win is stuck for a song, the other team gets control of the die and gameplay is the same as in the basic game, with both teams trying for control of the die. At this point, the opposing team will be trying to catch up with the Grand Finale team so that they can get a chance at winning. It is possible that both teams will be in the Grand Finale space at the same time, battling it out for the win!

USING THE TIMERS

The designated timekeeper on a team watches the timer while the other team comes up with a song. Whenever a team fails to do so within the time limit, the die passes to the other team. As long as a team has started a song before the sand runs out, the song counts.

Note: Because sand timers are not exact, teams should **switch timers** when the first token reaches the half-way point on the playing board. This way, both teams share the benefit of a slower timer.

WHAT'S IN A SONG?

1. A "song" is anything with a tune and words.
2. Whether the space calls for a Word or a Category, **all answers must be sung!**
3. In performing on a Word space, the song must contain either the actual word or an acceptable variation of it. For example, for the word "some," teams could sing a song with "some" or "something" or "someone" in the lyrics. But if the word is actually "someone," you must sing about "someone" or "someone's"; no other variation would be acceptable.
4. In performing on a Category space, any song that relates to the subject or has a word in its lyrics that relates to the subject is acceptable. For example, "ford every stream" would be O.K. for the Automobile Names category!
5. You may not repeat a song during a turn, but you may sing that song again later when another word in its lyrics shows up on another Word/Category card.
6. You should remind yourself to be open-minded in what you will accept as a "song" from the other team — because they'll be judging you next!



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