

CELEBRITY Taboo®

Play TABOO
with the
stars!



Instructions

AGE: ADULT

For 4 or More Players

QUICK

How do you get your team to say ARNOLD SCHWARZENEGGER?

You can't say MARIA SHRIVER, GOVERNOR, CALIFORNIA, MUSCLES or ACTOR. They're Taboo® — utterly unmentionable words!

Think fast, talk fast and don't say a TABOO word or you'll get buzzed and lose a point!

You might say:

"HE WAS A KINDERGARTEN COP."

"HE WAS BORN IN AUSTRIA."

"HE USED TO BE A BODYBUILDER."

As you call out the clues, your teammates shout out the answers.

Before playing, please read the rules that follow. Not to do so would be TABOO!

CONTENTS

• 324 Cards • Card Holder • Buzzer • Timer • Score Pad

OBJECT

Score the most points by guessing the most celebrity names.

GETTING READY TO PLAY

1. **Insert batteries:** Loosen the screw, located on the underside of the buzzer, and remove the battery compartment door. Insert 2 "AA" size batteries (we recommend alkaline) making sure to align the + and - symbols with the markings in the plastic. See **Figure 1**. Replace the door and tighten the screw.

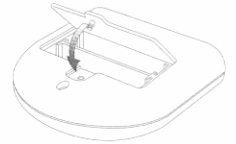


Figure 1

⚠ CAUTION: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

Test the batteries by pressing the buzzer button. If the buzzer doesn't work, the batteries may be weak or improperly installed.

2. Place the buzzer and timer within easy reach of all players.
3. Fill the card holder with cards. Play with the red side first. See **Figure 2**.
4. Divide the players into two teams (Team A and Team B). It doesn't matter if one team has one more player than the other.

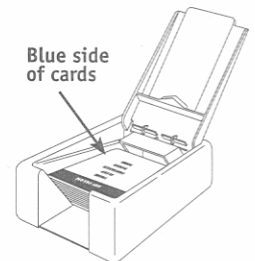
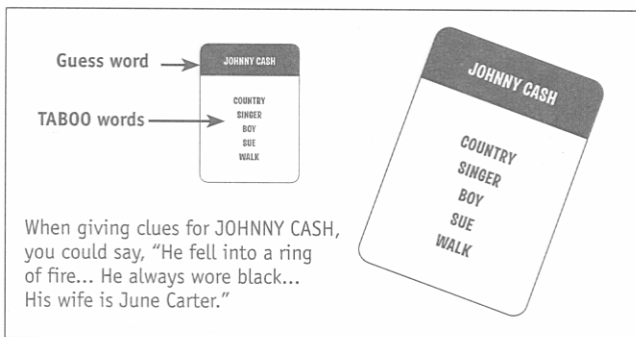


Figure 2 The red side of the cards should be facedown. The blue side of the cards should be faceup and positioned as shown.

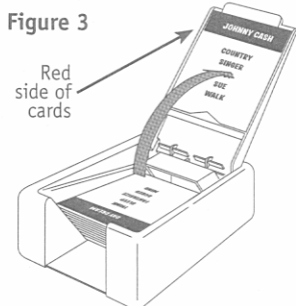
TAKING TURNS

1. Team A chooses one of their players to be their first Clue-giver, and that player sits facing the card holder with the timer close at hand.
2. Team B's players sit beside or behind Team A's Clue-giver so they can see the cards as the Clue-giver plays them. Team B controls the buzzer.
3. The Clue-giver's teammates are not allowed to see the cards and they should sit opposite their Clue-giver, waiting to shout out their answers.
4. After Team A's Clue-giver has completed a turn, a member of Team B is chosen to be the next Clue-giver for their team. Seats are exchanged so that the new Clue-giver's teammates cannot see the cards and the opposing team can see the cards. The buzzer is passed to Team A.
5. Teams take turns appointing Clue-givers and guessing celebrity names until all players have had one turn as Clue-giver. **NOTE:** If one team has fewer players than the other, one player from that team is the Clue-giver twice.
6. When you have finished playing with the red side of the cards, flip them over and play with the blue side!



PLAYING THE GAME

1. The Clue-giver draws a card from the card holder and places it on the easel, as shown in **Figure 3**. The name at the top of the card is the celebrity name the Clue-giver is trying to get his/her teammates to say. The five words below the celebrity name are the TABOO words the Clue-giver CANNOT say when giving clues.
2. As soon as a card is drawn, the Clue-giver turns over the timer and starts giving clues that will make his/her teammates say the celebrity name. The clues may consist of detailed sentences, phrases or single word hints. See the JOHNNY CASH example above. The clues CANNOT break any of the rules listed in Number 3: RULES FOR CLUES below.



3. RULES FOR CLUES

- No form or part of ANY word printed on the card may be given as a clue. Examples: If the celebrity name is "LUCILLE BALL," "Lucy" cannot be given as a clue. If "Batman" is a TABOO word, you can't use "bat" or "man" as a clue.
 - No gestures may be made. Examples: You can't form your hand in the shape of a gun as a clue for "gun"; or point to your head as a clue for "hair."
 - Feel free, however, to break into song or to do verbal imitations of a celebrity
 - You cannot say the celebrity name "sounds like" or "rhymes with" another word.
 - No initials or abbreviations can be given if the words they represent are included on the card. Examples: JFK cannot be used if JOHN F. KENNEDY is the celebrity name or a TABOO word. TV cannot be used if TELEVISION is a TABOO word.
 - If an abbreviation is used as a TABOO word, you cannot use any of the words represented by the abbreviation. Example: If UK is the TABOO word, you cannot say UNITED or KINGDOM.
4. As the Clue-giver gives clues, his/her teammates shout out possible names trying to guess the celebrity name. There is no penalty for wrong guesses.

5. SCORING A POINT

Each time a teammate shouts out the correct celebrity name, the Clue-giver's team scores a point. The guessed

card remains on the easel. The Clue-giver quickly draws another card and puts it on the easel in front of the already-guessed card(s). The number of guessed cards in the easel is the number of points the Clue-giver earns for his/her team.

6. LOSING A POINT

Clue-givers can lose points in two ways: by getting buzzed and by passing on a card. All points lost are awarded to the opposing team.

Getting buzzed: During the Clue-giver's turn, the members of the opposing team watch the Clue-giver and the cards. If a TABOO word is used by the Clue-giver or if any of the RULES FOR CLUES are broken, the buzzer is sounded by the opposing team. This signals that the card is dead. The opposing team then quickly explains why the card was killed.

The Clue-giver removes the dead card from the easel and places it in a discard pile. Then the Clue-giver quickly draws a new card and continues playing. The number of cards in the discard pile is the number of points awarded to the opposing team on a turn.

Passing on a card: You may choose to pass and not play a card at any time during your turn as the Clue-giver. Pass by removing the card from the easel and placing it in the discard pile. The opposing team scores a point each time you pass.

Remember, you are racing against the timer and it may be in your best interest to pass rather than spend a lot of time on one card.

7. The Clue-giver's turn continues until the timer runs out. The opposing team watches the timer and signals when time is up.
8. If there is an unfinished card on the easel, place it out of play. It does not count in the scoring. Now count the remaining cards on the easel for the Clue-giver's team's score. Count the cards in the discard pile for the opposing team's score. Record the scores on the score pad for each team after each turn.
9. All cards on the easel and in the discard pile are placed out of play before the opposing team's Clue-giver starts the next turn.

WINNING THE GAME

When all players have had at least one turn as Clue-giver for the RED side of the card and at least one turn as Clue-giver for the BLUE side of the card, the game ends. Total the points on the score pad. The team with the most points wins the game.

In the case of a tie, each team chooses their best Clue-giver and takes one more turn to determine the winner.

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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