

Taboo[®] for KIDS

**FOR 4 OR MORE PLAYERS IN TEAMS
AGES 8 TO 12**

CONTENTS

- 252 Taboo for Kids cards in 4 colors/categories
- Gameboard
- 2 Pawns
- Sand Timer
- Squeaker

OBJECT

Be the first team to reach the Star space on the gameboard by correctly guessing the most words.

Quick!

How do you get your team to say TIGER when you can't say CAT or STRIPES?

You might say:

- “This animal lives in the jungle.”
- “It's orange and black.”
- “Lions and *whats* and bears, oh my?”

As you call out the clues, your teammates shout out the answers. So think fast and talk fast — but don't say a Taboo Word, or you'll get squeaked!

The First Time You Play

Remove the wrappings from the game parts, and discard the wrappings.

Setting up the Game

1. Form two teams. It doesn't matter if one team has one more player than the other one. Teammates sit together, facing the other team.
2. Place the two pawns on the Arrow spaces on the gameboard path. Each team chooses a pawn.
3. Separate the cards into their 4 colored categories, then shuffle and place the 4 decks near the gameboard. The 4 categories are:
 - Red (Things You Wear)
 - Blue (School)
 - Green (Things Around the House)
 - Orange (Animals)
4. Choose a team to go first. Teams will alternate turns during the game.

Playing the Game ON YOUR TEAM'S TURN

1. Pick one player to be the Cluegiver. The role of the Cluegiver will alternate with each team's turn, so that everyone gets a chance.
2. If you're the Cluegiver, you must go sit with the other team, so that they can keep an eye on you as you give the clues to your teammates!

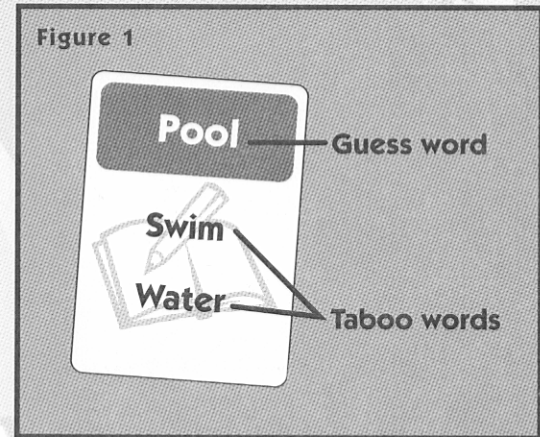
The team that's *not* giving the clues puts one player in charge of the timer, and another player in charge of the squeaker.

3. When you're ready, check the color of the space that your team's pawn is on. Place that color deck in front of you. Then take the top card and turn it over to the other side, so that your teammates can't see the words you're looking at.

On each turn, use *only* the cards that match the color of the space your team's pawn is on. On your team's *first* turn, use the Green (Things Around the House) cards.

4. As you pick up the first card, the player in charge of the timer will turn it over, and the player in charge of the squeaker will squeeze it to signal the start of your turn.

5. **Quickly Give the Clues:** As quickly as you can, give clues for the Guess Word on the card (see Figure 1). You can use single words or complete sentences, but make sure you don't say the two Taboo Words (see **GETTING SQUEAKED**)! Your teammates shout out answers, trying to guess the word.



Each time your team correctly guesses a word, you earn a point (see **SCORING**). There's no penalty for wrong answers.

6. If your teammates guess the word, place the card aside. Then, if you have time left, pick up the next card of that color, turn it over to the other side, and give clues for the Guess Word on that card.

7. Keep playing until the sand in the timer runs out. The player in charge of the squeaker will squeak it several times to signal that your turn is over. Stop giving clues. If a word is not guessed before time runs out, place the card in the discard pile, next to the matching-color pile. Your team won't get a point for this card.

GETTING SQUEAKED

As you're giving clues, the other team will carefully listen. If you use either of the two Taboo Words, or if you break any of the Rules for Giving Clues (see the box on the next page), the player in charge of the squeaker will squeak it. If you get squeaked, place

the card in the discard pile; you can't score for that card. Then quickly pick up another card of the same color and continue your turn, if there's still time.

RULES FOR GIVING CLUES

- Any form of a Taboo word is not allowed. For example: If "student" is a Taboo Word, you can't say "study."
- You can't use abbreviations or initials for any word on the card. For example: if a word is "television," you can't say "TV."
- You can't say that the Guess Word "sounds like" or "rhymes with" another word.

PASSING A CARD

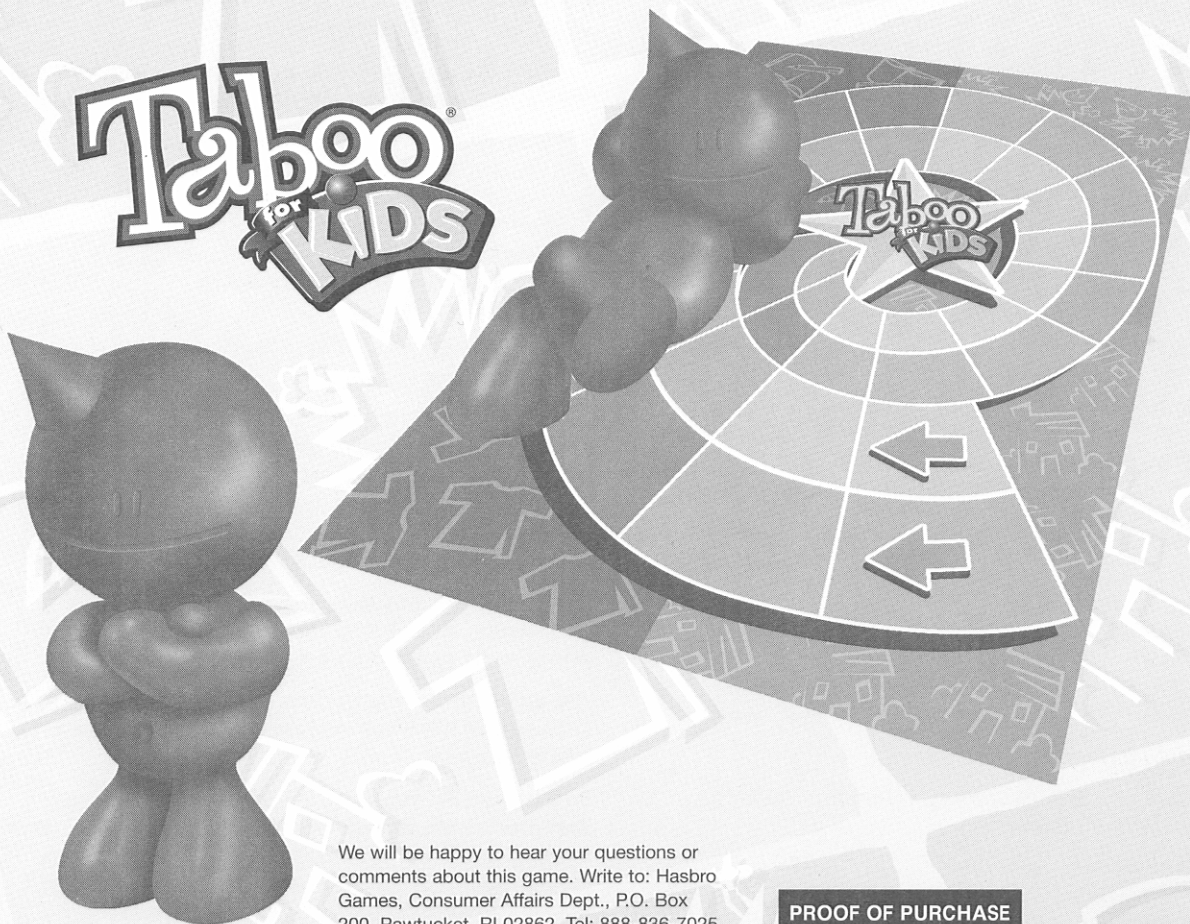
If you're having trouble getting your teammates to guess a word, you may *pass* on that card. Just place it in the discard pile, then draw another one of the same color if there's still time. You don't score a point for a passed card.

SCORING

When your turn is over, count the number of cards you set aside (cards with correctly-guessed words). That's the number of points your team scored for that turn. Move your pawn that many spaces along the gameboard path. Then place the cards in the discard pile, and go sit with your team again. It is now the other team's turn to send a player to sit with your team and be the Cluegiver.

How to Win

The first team to reach the Star at the end of their gameboard path wins the game!

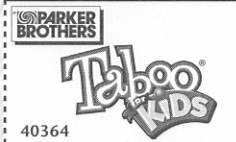


We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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