FCC STATEMENT
This timer complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This timer may not cause harmful interference, and (2) this timer must accept any interference received, including any interference that may cause undesired operation.

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:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- 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.

To order a set of replacement Answer Pads, send $5.00 (check or money order) including shipping and handling), to the address below.

Please be sure to include item # 04917 when ordering.
Hasbro Games, Consumer Affairs Dept., P.O. Box 200 Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free)

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THE GAME OF SCATTERGORIES®

THE GAME OF SCATTERGORIES®

For 2 to 6 Adult Players

Contents:
6 Folders, 6 Clip strips, 1 Answer pad, 20-Sided die, 48 Category cards, Timer, Die-rolling board, 6 Pencils

Object
Quickly fill out a category list with answers that begin with the same letter. Score points if no other player matches your answers. To win the game, score the most points.

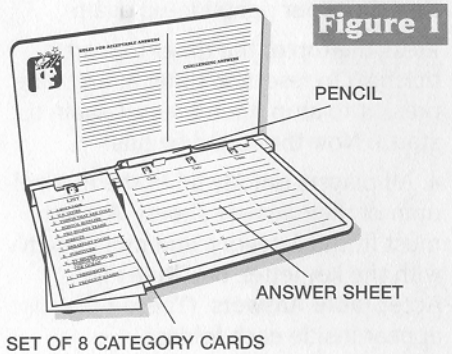
The First Time You Play
Assemble the folders: Attach a clip strip to each of the 6 folders. To do this, follow the **Folder Assembly** instructions inside the folders.

Insert the timer batteries: Loosen the two screws on the battery compartment, located underneath the timer, and remove the door. Insert two AAA-size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Then replace the door and tighten the screws.

Game Setup
Separate the category cards into 6 sets of List #1 through List #16. Each set has 8 cards.

For all 6 folders, do the following: slide a set of category cards under the left clip, an answer sheet under the middle and right clips, and a pencil into the middle holder. See Figure 1.

Figure 1



⚠ 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.

Game Play

The game is played in 3 rounds. To play a round, do the following steps in order:

1. Each player takes a folder. Decide which List # you want to use, and clip the card onto the folder so that it is facing you. *Make sure each player is using the same List #.*

2. Set the die-rolling board on the table. One player rolls the letter die on the board and calls out the rolled letter. The rolled letter is the key letter that will be used in this round of play. *Caution: the 20-sided die is heavy. Roll it only on the die-rolling board to prevent possible damage to table tops.*

3. ***Start the timer***: Turn the timer upside-down, and make sure it's on the 3-minute (• • •) setting. (If necessary, slide the switch to this setting.) Then turn the timer rightside-up again.

Press the top of the timer to start it ticking. (To reset the timer at any time press it to stop, then press it again to start.). Now the round begins!

4. All players quickly fill in the first column of their answer sheets. Answers must fit the category, and must begin with the key letter. See **Rules for Acceptable Answers**. (These rules also appear inside each folder.)

Figure 2 shows an example of a filled-in answer sheet. Players are using List #1 and the letter P was rolled.



Figure 2

5. When the timer stops, all players must immediately stop writing.

6. ***Scoring the round***: Players, in turn, read their answers aloud. Players mark their own answer sheets by circling acceptable answers that *do not match any other player's answers*. Continue reading answers until all 12 categories have been marked. Then score 1 point for each of your circled answers. Record your score at the top of the column on your answer sheet, as shown in Figure 3.



Figure 3

Starting a new round: Roll a new letter, start the timer, and continue playing, using the same category list you did in the previous round. Fill in the next column with your new answers. Note: if the same letter is rolled twice in a game, reroll the die for a different letter.

Winning the Game

After 3 rounds have been played, all players total the 3 scores on their answer sheets. The player with the highest score wins! See Figure 4 for a fully-scored sheet.



Figure 4 **This player scored 22 points**

In case of a tie: The players who tied play one more round with a new letter. The player with the highest score in that round is the winner.

RULES FOR ACCEPTABLE ANSWERS

- The first word of your answer must begin with the key letter.
- The articles "A", "An" and "The" cannot be used as key letters. For example, "B" is the key letter for the MOVIE TITLE, *A Beautiful Mind*; "P" is the key letter for the BOOK, *The Pelican Brief*.
- The same answer cannot be given more than once in the same round. For example, you cannot answer *Gary* for A BOY'S NAME and for U.S. CITIES.
- When answering with a proper name, you may use the first or last name, as long as the key letter is the first letter of your answer. For example, if the key letter is G and the category is PRESIDENTS, your answer could be *George Bush* or *Garfield, James*.
- Creative answers can be acceptable. For example, if the category is SPICES/HERBS and the key letter is P, you could answer *Posh*. But if one player challenges the answer, the group must vote on its acceptability.

Challenged Answers: While answers are being read, other players may challenge their acceptability. When an answer is challenged, all players (even the challenged player) vote on whether the answer is acceptable. Players who accept the answer give a thumbs-up sign. Players who do not accept the answer give a thumbs-down sign. Majority rules. In case of a tie, the challenged player's vote does not count.

Starting a New Game

To start a new game, remove the answer sheet and clip on a blank one (answer sheets are two-sided). Also remove the category card and clip it on the other side, or clip on another card with the desired List # facing you. Make sure all players are using the same List #.

Game Variations

- ***Extra points***: When answering with proper names or titles, score an extra point for using the key letter more than once as a first letter in your answer. For example: *Ronald Reagan, Carson City, Simon and Schuster,* and *The Brady Bunch* for 2 points; *Hubert Horatio Humphrey* for 3 points.
- ***Time challenge***: For an extra-challenging game with less time, set the timer to the 2 1/2-minute (• •) or 2-minute (•) setting. To set the timer, just turn it upside-down and slide the switch to the desired setting.