

INSTRUCTION SHEET SPECS:

Toy:

MAD GAB To Go

Toy No.:

R4651

Part No.:

-0920

Trim Size:

7" W x 8 " H

Folded Size:

3.5" W x 2" H

Type of Fold:

accordion

# colors:

Prints both sides

Colors:

Black

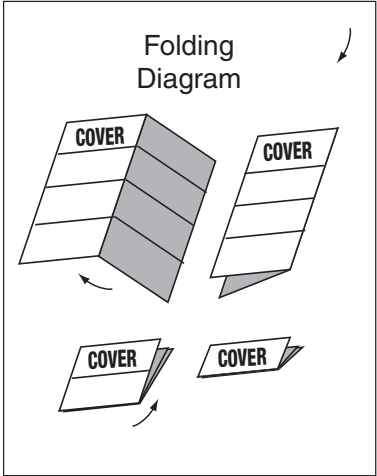
Paper Stock:

White Offset

Paper Weight:

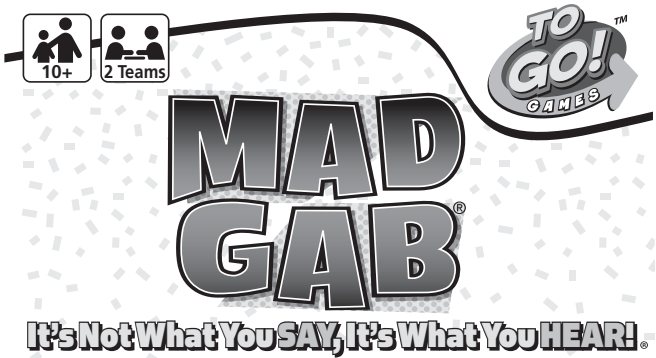
70 lb.

EDM No.:



## OUTSIDE FRONT

### FRONT COVER



#### CONTENTS

60 Cards, Sand Timer, Storage Case, Rules Sheet

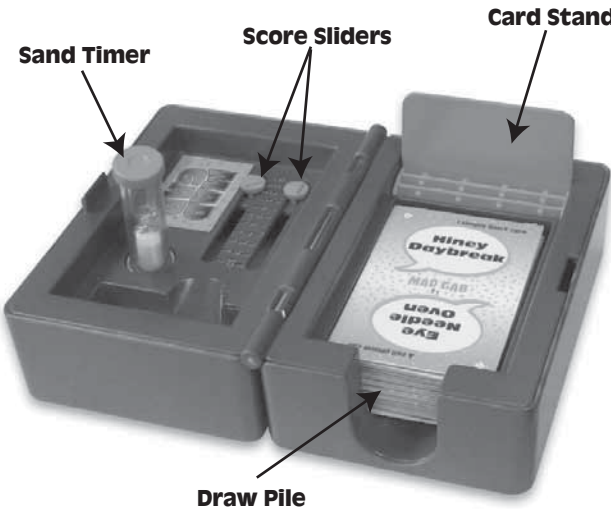
Please remove all components from package and compare them to this list. If any items are missing, please call 1-800-524-8697.

#### OBJECT

Be the first player or team to score 10 points by solving 10 word puzzles. Puzzles consist of a set of unrelated words that, when read aloud, sound like familiar phrases, names, places, etc. For example, "May Weed Ants" sounds like "May we dance."

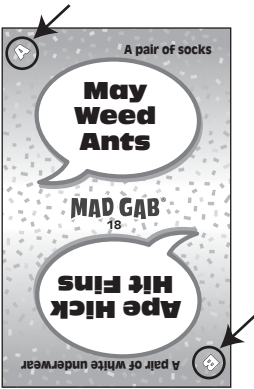
#### SET UP

- Open the storage case. Move both score sliders to zero and stand the sand timer in its socket. Flip up the orange card stand. Leave the cards in their well to form a draw pile.



- There are four Mad Gab® puzzles on each card. Each puzzle clue appears in a word bubble in large type. Its answer is on the opposite side of the card, in the upper right hand corner.

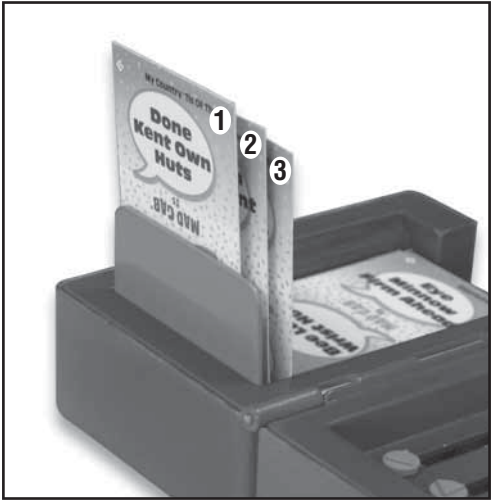
**NOTE: The cards should be played in the following order: puzzle A (blue side), puzzle B (blue side), puzzle A (orange side), puzzle B (orange side). There are 240 puzzles in total.**



#### HOW TO PLAY MAD GAB®

##### With 2 Players:

- Players take turns.
- During a turn, a player can try to solve up to three puzzles.
- On your turn, the opposing player fits three cards into the slots in the card stand, being careful not to let you see them



- When you are ready to begin, the opposing player flips over the sand timer in its socket in the storage case, then turns the card stand toward you so you can see the first clue on the front card.

## INSIDE BACK

#### WINNING THE GAME

The first player or team to score 10 points (after both players or teams have had the same number of turns) is the winner.

##### In the Event of a Tie:

Move both score sliders back three points then continue playing as before.

#### FOR A LONGER GAME

If you're mad about Mad Gab®, try a 20 point game – just move the score sliders back down to zero once you reach 10.

- The opposing player can see the answer on the back of each card.
- Start saying the clues on the front of the card OUT LOUD until you can sound out the solution of the puzzle.
- Once you solve a puzzle, the opposing player removes that card from the card stand to reveal the next puzzle, and so on.
- You **may not** "pass" on any puzzles.
- When your time runs out, use your score slider to keep track of your points. You earn 1 point for each puzzle you solved.

##### With 2 Teams:

- Teams take turns. On each team's turn, players take turns being "Coach."
- During a turn, a team can try to solve up to three puzzles together.
- When it's your turn to be Coach, place three cards into the slots in the card stand, being careful not to let the rest of your team see them yet.
- When your team is ready to begin, flip over the timer in its socket then turn the card stand toward your team.
- While your teammates try to solve the Mad Gab® puzzles, you try to help by "coaching" them to say the puzzle correctly. Coaches **cannot** look at the puzzle clue, but you can direct your team to emphasize certain syllables, say the puzzle faster or slower, or listen to a certain player who may be the closest to the answer. Encourage your teammates to say the Mad Gab® puzzles aloud so they can "hear" each other "say" the answer!
- As Coach, you may not give any hints regarding the answer, such as, "It's an actor."
- The opposing team determines if your teammates actually knew what they were saying, and if they correctly solved the puzzle.
- Once a puzzle is solved, pull that card from the stand to reveal the next one, and so on. You or your team **may not** "pass" on any puzzles that stump you.
- When time runs out, the playing team records one point on their score slider for each puzzle they solved.

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