• GUESSER(s) – Team 1 also decides if one or more team members will be guessing and sounding out the puzzles (i.e., you can all be silly mad guessers all at once or take turns, which we recommend).
• STEALER – Team 2 chooses one player to be the Stealer, that person may not see the puzzle answers and may get a chance to steal them if all three puzzles are not solved by the solving team.

SCORER(KEEPER) – Team 2 also chooses one player to be the Scorer(keeper). That player will start the Sand Timer, keep track of any bonus points earned.

The Sand Timer label is divided into three sections: 3, 2 or 1 bonus points. Points are earned depending on how much time the Guesser takes to solve the Mad Gab® puzzle. You must solve all three puzzles in order to earn bonus points.

So… a 4-player game should look like this:

**SET UP**

- Mad Gab® is best played by two teams.
- Each card has four puzzles. Players choose which side of the card to play. Puzzle clues are in the word bubbles in big type. Their answers are on the opposite side of the card in the upper right hand corner.

NOTE: There are four Mad Gab® puzzles on each card. The Guesser should be played through in the following order: puzzle A (blue side), puzzle B (blue side), puzzle A (orange side), puzzle B (orange side).

- Determine which team will be the “Solving” team first; this is Team 1. The other team will be the “Stealing” team; this is Team 2.
- COACH – Team 1 chooses one player to give the clues, load the card flipper and coach the Guesser(s) on coaching later. That player “loads the card flipper” by putting three cards in the flipper face down with the chosen color facing out of the flipper.
- The Coach on the Solving team flips up the flipper facing the Guesser(s). The Coach can see the answer to the puzzle in the upper right hand corner of the card. The Guesser starts saying OUT LOUD the clues. Here’s on. You can’t laugh out loud as you’ll know what the Guesser is trying to say while she will not.

**TEAM 1**

GUESSEr

COACH

HOLDer

**TEAM 2**

STEALER

SCORER(KEEPER)

**RULES OF PLAY**

**OBJECT**

Be the first team to reach 30 points. Points are scored when a team solves a Mad Gab® puzzle. The puzzles consist of a set of unrelated words that, when read aloud, sound like familiar phrases, names, places, etc. For example, “Bouma (Last Name) Sounds like ‘House’ Place” or “Mone” since you say it aloud. Teams try to solve three puzzles before the times stop. If you solve all three, you can score bonus points. Or if you don’t, the “Stealing” team may then gain points by solving any puzzles the “Solving” team could not. Mad Gab® is contagious and addictive! The more you play the better you get.

**SCORE**

- Points are earned depending on how much time the Guesser takes to solve the Mad Gab® puzzle. You must solve all three puzzles in order to earn bonus points.

**READY, SET, MAD GAB®!**

- Once the cards are loaded in the flipper and it’s clear who’s doing what, it’s time to play.

**PASSING**

The solving team can pass a puzzle if it’s too hard or if you’re just plain tired of sounding out the clues. The Coach should pull the passed card out of the flipper and put the card face down to the side. The card is now “skipped” to the solving team, they may not go back to it, even if time remains. And remember, you cannot score bonus points unless you solve all three puzzles on your turn.

**STEALING**

If the solving team has not guessed all three puzzles once the timer stops, or until all three puzzles have been solved or passed on, the Scorer(keeper) immediately notes where the sand is in the timer once all three puzzles have been solved or passed.

**SCORING**

- Each Mad Gab® puzzle is worth one point.
- Teams score one point for every Mad Gab® puzzle they have solved or pulled from the flipper one time.
- The opposing team scores 1 point for each puzzle solved by the Stealer that was missed by the Solving team.
- If a team has passed on a puzzle or not solved all three, they do not get any bonus points.
- If a team has solved all three puzzles, you may get a BONUS Point. Where the sand is in the Sand Timer and award points accordingly. The “sand is’il” is kept in the section of the timer with a 3, add on 1 extra bonus points to your score. And so on for the section indicating 2 and 1 points.
- The Scorer(keeper) records the score for one or both teams.

**SCORING**

- Each Mad Gab® puzzle is worth one point.
- Teams score one point for every Mad Gab® puzzle they have solved or pulled from the flipper one time.
- The opposing team scores 1 point for each puzzle solved by the Stealer that was missed by the Solving team.
- If a team has passed on a puzzle or not solved all three, they do not get any bonus points.
- If a team has solved all three puzzles, you may get a BONUS Point. Where the sand is in the Sand Timer and award points accordingly. The “sand is’il” is kept in the section of the timer with a 3, add on 1 extra bonus points to your score. And so on for the section indicating 2 and 1 points.
- The Scorer(keeper) records the score for one or both teams.

**IT’S A MAD, MAD, MAD GAME**

- Teams: alternate turns, choosing a different Coach and Stealer, etc. on each turn. Play continues until a team reaches 30 points.
- In the event of a tie, teams choose one player from each team to sit out. These players choose the final puzzle and load that card into the flipper. It is then tilted up to face both teams. The first team to solve the puzzle is the winner!
The Game of...

CFX45-1100202307 Mad Game Game Refresh 1L Domestic Instructions

Players 2-12

It’s Not What You Say, It’s What You HEAR!

Contents:
150 Cards with 600 Mad Gab® Puzzles
1 Card Flipper
1 Card Box
1 Sand Timer

Rules of Play
Object

Be the first team to reach 30 points. Points are scored when a team solves a Mad Gab® puzzle. The puzzles consist of a set of unrelated words that, when read aloud, sound like familiar phrases, names, places, etc. For example: “Sempai Las Sore Mind” sounds like “Nice Place or Mine” once you say it aloud. Teams try to solve three puzzles before the times stops. If you solve all three, you can score bonus points. Or if you don’t, the “Stealing” team may then gain points by solving any puzzles the “Solving” team could not. Mad Gab® is contagious and addictive! The more you play the better you get!

Set Up

- Mad Gab® is best played by two teams. Pick your teams; it’s okay if they don’t have the same number of players.
- Each card has four puzzles. Players choose which side of the card to play. Puzzle clues are in the word bubbles in big type. Answers are on the opposite side of the card in the upper right hand corner.

NOTE: There are four Mad Gab® puzzles on each card. The cards should be played through in the following order: puzzle A (blue side), puzzle B (blue side), puzzle A (orange side), puzzle B (orange side).

- Determine which team will be the “Solving” team first; this is Team 1. The other team will be the “Stealing” team; this is Team 2.

COACH – Team 1 chooses one player to give the clues, load the card flipper and coach the puzzler Guesser. (More on coaching later!) That player loads the card flipper by putting three cards in the flipper face down with the chosen color facing out of the flipper.

The Coach on the Stealing team flips up the flipper facing the Guesser(s). The Coach can see the answer to the puzzle in the upper right hand corner of the card. The Guesser starts saying OUT LOUD the clues. Come on, be any shy Coach; feel free to laugh out loud as you’ll know what the Guesser is trying to say while he will not!

- GUESSER(s) – Team 1 also decides if one or more team members will be guessing and sounding out the puzzles (i.e., you can all be silly mad gabbers all at once or take turns, which we recommend).

STEALER – Team 2 also chooses one player to be the Stealer. That person may not see the puzzle answers and may get a chance to steal them if all three puzzles are not solved by the solving team.

Scribekeeper – Team 2 also chooses one player to be the Scribekeeper. That player will start the Sand Timer; keep track of any bonus points earned.

The Sand Timer label is divided into three sections: 3, 2 or 1 bonus points. Points are earned depending on how much time the Guesser takes to solve the Mad Gab® puzzle. You must solve all three puzzles in order to earn bonus points. So... a 4-player game should look like this:

TEAM 1

GUESSER

TEAM 2

STEALER

COACH

SCRIBEKEEPER

Step 1

Once the cards are loaded in the flipper and it’s clear who’s doing what, it’s time to play.

Ready, Set, Mad Gab®!

- Once the cards are loaded in the flipper and it’s clear what’s doing what, it’s time to play.

Scoring

- Each Mad Gab® Puzzle is worth one point.
- Teams score one point for every Mad Gab® puzzle they have solved and pulled from the flipper once time expires.
- The opposing team scores 1 point for each puzzle solved by the Stealer that was missed by the Solving team.
- If a team has passed on a puzzle or solved all three, they get no bonus points.
- If a team has solved all three puzzles, they get a BONUS! Note where the sand is in the Sand Timer and award points accordingly. If the sand is still in the section of the timer with a 3, add on 3 extra bonus points to your score. And so on for the section indicating 2 and 1 points.
- The Scribekeeper records the score for one or both teams.

It’s A Mad, Mad, Mad Game

Teams; alternate turns, choosing a different Coach and Stealer, etc. on each turn. Play continues until a team reaches 30 points. In the event of a tie, players choose one player from each team to sit it out. These players choose the final puzzle and load that card into the flipper. It is then lifted up to face both teams. The first team to solve the puzzle is the winner!

Winning

The team that reaches 30 points first wins!

NOTE: If you’re mad about Mad Gab®, you can aim to go for 40 or 50 points games. Or, if you want a milder game, reduce the points needed to win. Knock yourself out!

Two and Three-Player Game

In the two-player game, there is no coaching (you wouldn’t want to coach your opponent, now, would you?). There’s also no stealing (you’ll be looking at the answers, so that would hardly be challenging). Players simply try to figure out the three puzzles on their own or as their opponent flips them up. Points are scored in the same way.

In the three-player game, determine how many turns you will all get. Player 1 draws the cards and hands the flipper as the Coach, Players 2 is the Guesser of the puzzles, and Player 3 is the Stealer. Players rotate turns, Whoever has the highest number of points after every player has had the same number of predetermined turns, wins.

Have a great gab face and remember...

CONSUMER INFORMATION

Need Assistance?

Visit service.mattel.com or call 1-800-524-8697

©2014 Mattel. All Rights Reserved. Mattel Inc. © & ™ 2012-2014. U.S.A. Consumer Services 1-800-524-8697. Mattel B.V. Ltd. TEL: 03-78803817, FAX: 03-78803867. The Coach on the Stealing team flips up the flipper facing the Guesser(s). The Coach can see the answer to the puzzle in the upper right hand corner of the card. The Guesser starts saying OUT LOUD the clues. Come on, be any shy Coach; feel free to laugh out loud as you’ll know what the Guesser is trying to say while he will not! It’s Not What You Hear!