**Stealing:**
If the playing team got stumped on a puzzle, or ran out of time to answer it, the opposing team has one chance to steal. The opposing team must give the correct answer immediately in order to score. The opposing team may only steal the puzzle that was in play at the end of the time period. For example: if the playing team got stumped on their first puzzle, the opposing team may, at the end of the time period, solve it and get the point. They may not, however, try to solve the other two puzzles that the playing team would have had a chance to solve on that turn.

**Winning:**
The first team to reach “Finish” (after both teams have had the same number of turns) is the winner.

**In the Event of a Tie:**
The players who are tied should back up their Pawns three spaces from “Finish.” Play just as before.

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**Playing in Teams:**
Playing in teams can be even more fun! Divide into 2 teams. Each team take a Pawn and place it on “Start.”

**Play:**
- Players take turns. The gabbliest person goes first.
- During a turn, a player can try to solve up to three puzzles.
- The opposing players should keep track of the time. Thirty seconds is a good length, or gauge time by humming a catchy tune.
- On your turn, have an opposing player take three cards and hold them up, one at a time, for you to try and solve.
- If you’re the card holder, only you will be able to see the answer on the back of each card. Hold the cards in such a way that you cover up the bottom half of the card.
- Once a puzzle is solved, put that card on the table and reveal a second one, and so on.
- On the back of each card, the players are tied should back up their Pawns three spaces from “Finish.”
- At the end of the time period, the player may move his/her Pawn on the Game Board the number of spaces equal to the number of puzzles he/she solved.

**Winning:**
The first player to reach “Finish” on the Game Board after everyone has had an equal number of turns is the winner.

**In the Event of a Tie:**
The players who are tied should back up their Pawns three spaces from “Finish.” Play just as before.

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**Rules**

**Contents:**
Tin Game Board (inside box lid), 396 Mad Gab Puzzles on 100 cards, 6 Pawns

**Object:**
Be first to reach “Finish” on the Game Board by solving 15 word puzzles correctly.

**Puzzles:**
Consist of a set of unrelated words that, when read aloud, sound like familiar phrases, names, places, etc. For example, “Law Sand Jealous” sounds like “Los Angeles.”

**Set Up:**
- Decide which color you will be playing (yellow, orange, green or blue). Play one color at a time to avoid repeats.
- Notice the card on the top of the deck that shows the Mad Gab logo. This is a Concealer Card, which should be kept on the top of the stack of cards to keep wandering eyes from looking at the next card.
- Keep the stack of cards on the table with the color you’ll be playing face-down. For example, if you’re playing the orange puzzles, place the stack with the orange side down.
- Everybody choose a Pawn and place it on the “Start” space on the Game Board.
- For 2 to 6 Players (ages 10 & Up)
- Play just as before.
- Each time a player passes the “Start” space, they may not “pass” on any puzzles.
- The opposing team should keep track of the time. Thirty seconds is a good length, or gauge time by humming a catchy tune.
- On your turn, have an opposing player take three cards and hold them up, one at a time, for you to try and solve.
- If you’re the card holder, only you will be able to see the answer on the back of each card. Hold the cards in such a way that you cover up the bottom half of the card.
- Once a puzzle is solved, put that card on the table and reveal a second one, and so on.
- On the back of each card, the players are tied should back up their Pawns three spaces from “Finish.”
- At the end of the time period, the player may move his/her Pawn on the Game Board the number of spaces equal to the number of puzzles he/she solved.

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