**The Game of...**

**It's What You HEAR!®**

**CONTENTS**

- 200 Cards with 800 Mad Gab® Puzzles
- 1 Card Flipper
- 1 Card Box
- 1 Timer
- 1 Score pad

**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, Europe, Paris, France sounds like “Your Place or Mine”) once you say it loud. Teams try to ask three puzzles before the times runs out. 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 couldn’t. 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. Then 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 C (orange side), puzzle D (orange side).

- Determine which team will be the “Solving” team first. This is Team One. The other team will be the “Stealing” team. They’re Team 2.

**TEAMS**

- **Team 1** – Coach, Loafer, Rips, coaches, judges and the flipper. 

**GRID**

- **GUESSER:** 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 choose 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.
- **SCOREKEEPER:** Team 2 also chooses one player to be the Scorekeeper. That player will keep tab on the timer, keep track of any bonus points earned and write them on the score pad.

**Score**

- The Scorekeeper on the Stealing Team starts the Timer just as the card flipper is flipped.
- The Solving Team has six seconds to solve all three puzzles and score points. The faster you gab, the more you score! Each Mad Gab® Puzzle is worth 1 point.

**Instructions**

**COACHING**

- The Coach (or supervisor) are able to coach the Guesser by directing him how to say the puzzle. The Coach cannot look at the puzzle clue but may give clues on which words to emphasize in order to get the answer. Tell your Guesser to emphasize certain syllables, or say the puzzle faster or slower. Example: “Blond the first and second word together!” (the coach may NOT give hints as to the topic or answer of the puzzle such as “It’s an actor.”) The Coach’s most important role is to get the Guesser to say the Mad Gab® puzzle out loud so they can hear the answer!

**PASSING**

- The solving team can pass on 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 back from the flipper and put the card face down to the side. The card is now “dead” 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 heard all three puzzles, the Stealing team may now try to steal the puzzles that have been passed or are visible in the flipper (i.e., only cards that the other team has yet to solve). However, they may not look at the pass card before the Stealer tries to steal it from the flipper! They have about 10 seconds for this – no stalling, you big Stealer!

**Scoring**

- Each Mad Gab® puzzle is worth one point.
- Teams score one point for each Mad Gab® puzzle they have solved and passed from the flipper once time expires.
- Each allowable 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 of them, they do not get any bonus points.
- It a team has solved all their puzzles, you may get a BONUS! Note where the arrow is pointing on the timer and award points accordingly. If the arrow is still in the section of the timer with a 3, add on 1 extra bonus points to your score. And off you go for the sections indicating 2 and 1 points.
- The Scorekeeper records the score on the score pad for one or both teams.

**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 wouldn’t be challenging). Players simply try to figure out the three puzzles on their own 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 them to the Coach. Players 2 is the Guesser of the puzzles, and Player 3 is the Stealer. Puzzles 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 fest and remember…

**It's Not What You SAY...**

*It's What You HEAR!®*
**It’s Not What You SAY... It’s What You HEAR!®**

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200 Cards with 800 Mad Gab® Puzzles

1 Card flipper

1 Card Box

1 Timer

1 Score pad

**OBJECT**

Be the first team to reach 30 points. Points are earned when a team solves a Mad Gab® puzzle. The puzzles consist of a set of unrelated words that, when read aloud, sound familiar phrases, names, places, etc. (For example: European lace forehand sounds like “Your Place or Mine” once you say it loud.) Teams try to ask three puzzles before the timer runs out. If you solve three puzzles correctly, you score bonus points! 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 you 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. 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 cards should be played through in the following order: puzzle A (blue side), puzzle B (blue side), puzzle C (orange side), puzzle D (orange side).

**Determine which team will be the “Solving” team first; this is Team One. The other team will be the “Stealing” team; they’re Team Two.**

**COACH – Team One chooses one player to give the clues, load the card flipper and coach the puzzle Guesser. (More on coaching later.) That player “loads the card flipper” by putting three cards in the flipper face down with the chow color facing out of the flipper.**

**PLAYER – Team One chooses one player to be the puzzle Guesser. The Guesses 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, don’t be shy! The Coach feels free to laugh out loud as you’ll know what the Guesser is trying to say while he will not!**

**GUESSES(r) – 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 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.**

**SCOREKEEPER – Team 2 also chooses one player to be the Scorekeeper. That player will step in and start the time, keep track of any bonus points earned and write them on the score pad.**

**The 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® puzzles. You must solve all three puzzles in order to earn bonus points! So... a 4-player game should look like this:**

**TEAM 1 – Solving Team**

<table>
<thead>
<tr>
<th>Player 1 – The Coach</th>
<th>Loads, info, coaches and judges if the puzzles are solved</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player 2 – the Guesser(s)</td>
<td>Sounds out puzzles, guesses answers</td>
</tr>
</tbody>
</table>

**TEAM 2 – Stealing Team**

<table>
<thead>
<tr>
<th>Player 1 – The Stealer</th>
<th>Listens to and looks at puzzles read by opponent, with the possibility of stealing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player 2 – the Scorekeeper</td>
<td>Operates the timer and awards any bonus points</td>
</tr>
</tbody>
</table>

**NOTE:** It’s Not What You SAY... It’s What You HEAR!®

**TEAM 1 & TEAM 2 – 3-PLAYER GAMES**

**Step 1**

**TEAM 1 – Solving Team**

- 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. Come on, don’t be shy! The Coach feels free to laugh out loud as you’ll know what the Guesser is trying to say while he will not!

- The Scorekeeper on the Stealing Team starts the Timer just as the solving team has flipped up the puzzle card.

**TEAM 2 – Stealing Team**

- 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. Come on, don’t be shy! The Coach feels free to laugh out loud as you’ll know what the Guesser is trying to say while he will not!

**PASSING**

- The solving team can pass on a puzzle if it’s too hard or if you’re just plain tired of working 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 “dead” 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, but may try to steal them if all three puzzles have been solved or passed on.

**SCORING**

- Each Mad Gab® puzzle is worth one point.
- Teams score one point for every Mad Gab® puzzle they have solved and passed out of 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 a puzzle or not solved all three, they do not get any bonus points.
- If a team has solved all their puzzles, you may get a BONUS!

**STEALING**

- If the “Solving” team has not solved all their puzzles, the “Stealing” team may now try to steal the puzzles that have been passed on or are visible in the flipper (i.e., only cards that the other team has tried to guess). However, he may not look at the passed card! He may try to steal it from memory! You have about 10 seconds for this-- no holding, you big Stealer!"