

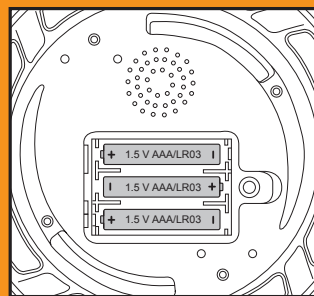
1.5V
AAA/LR03 **x3**

Not included.

IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. As with all small batteries, the batteries used with this product 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 phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. TO AVOID BATTERY LEAKAGE
 - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - c. Remove exhausted or dead batteries from the product.
 - d. Remove batteries if product is not to be played with for a long time.
 - e. Do not short-circuit the supply terminals.
 - f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.



TO INSERT BATTERIES

Use a Phillips/ cross head screwdriver (not included).

3. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

FCC Statement

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

NOTE: 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 receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAN ICES-3 (B) / NMB-3 (B)

12+ | E9580
4+

ULTIMATE CATCH PHRASE



CONTENTS
Game Unit

WHAT'S NEW ABOUT ULTIMATE CATCH PHRASE?

- Tossable game unit designed for quick-on-your-feet, active gameplay
- Updated game rules for more challenging player interaction
- Put the CATCH back in Catch Phrase!

Retain this information for future reference.
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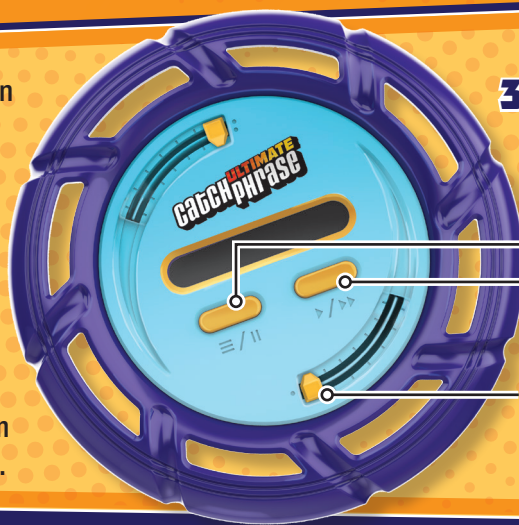


PARENTS:

HASBROGAMING.COM

GET READY

1. Divide into two teams. Alternate players in a circle so that each player is next to a member of the other team. Each player needs to be able to toss the game unit to a member of the other team as quickly as possible. For more of a challenge, have everyone take a few steps back so you're farther apart.
2. The player with the biggest hands goes first with the game unit! That player's team is **TEAM 1**. The opposing team is **TEAM 2**.



3. Wake the game by pressing **Go/Next**. Select a category by pressing the **Category button** repeatedly to scroll through the various options.
4. Reset the score tracker for each team to 0.

CATEGORY BUTTON

GO/NEXT

RESET SCORE TRACKER

OBJECT

Be the first team to reach seven points. To win points, **DON'T GET CAUGHT HOLDING THE GAME UNIT WHEN THE TIMER RUNS OUT!**

LET'S PLAY!

When you're ready, hit **Go/Next** to start the game! A 90-second timer will start and a word or phrase from the chosen category will appear on the screen.

Get your team to guess that word or phrase by giving them clues!

If your teammates haven't guessed the word or phrase after 15 seconds, the unit will beep three times and "PASS TO TEAMMATE" will appear on the screen. Quickly toss the game unit to a teammate, and they'll automatically get a new word or phrase.



DO:

- Make any physical gesture and/or give almost any verbal clue to get your team to say the word.

DON'T:

- Say a word that **RHYMES** with the word.
- Give the **FIRST LETTER** of the word.
- **SAY A PART OF THE WORD** in the clue (ex. "banana" for "banana split")

GUESSED IT?

Once your team guesses the word, toss the unit to the player on your left (this should be a member of the opposite team). That person makes sure the previous answer was correct, then clicks **Go/Next**. A new word or phrase will appear on the screen and it's now their turn to give clues and have their team guess. The round ends when the buzzer sounds to indicate time has run out.

DON'T GET CAUGHT HOLDING THE GAME UNIT!

REMEMBER

Remember: your team **MUST** correctly guess the word or phrase before you can toss the game unit to the opposing team!

SCORING

When the buzzer sounds, time's up. The team **NOT** holding the unit gets one point. For an extra point, they can guess the word the losing team couldn't get. If their guess is correct, they get one **BONUS** point (scoring a total of two points for the round).

You can keep track of points using the sliders on the game unit.

After you've scored for the round just played, the team holding the unit begins the next round.

The player holding the unit when the timer went off starts the next round. Pick a category with the **Category button** and press the **Go/Next** button to start the timer.

HOW TO WIN

The first team to reach seven points wins!

To shut the game unit off, press and hold both buttons for 3 seconds.

TIPS & TRICKS

- If you don't recognize the word or phrase, try breaking it up. For example, if the word is "Top Banana", say "The opposite of bottom!" "Top!" "Plus a yellow fruit!" "Banana! Top Banana!"
- The game will go to sleep after 3 minutes of not being used. To wake the game up, just press **Go/Next**.
- The category can't be changed while the timer is running. This is to ensure that the word on the screen during gameplay is from the category the players intended to play.
- To pause the game in the middle of a round, press the **Category button**. Press it again to resume play.