

The Game of ...

# MAD GAB

**"It's not what you SAY, it's what you HEAR!"™**

**For 2 to 12 Players in Teams**

**For Ages 10 to Adult**

## Contents

Timer  
Card flipper  
300 cards with 1,200 Mad Gab® Puzzles  
Card box  
Score pad

## 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, "Europe Lace Sore Mind" sounds like "Your Place Or Mine" once you say it out loud. Teams try to solve three puzzles before the timer 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 that 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 OK if they don't have the same number of players.
- Mad Gab® cards are color-coded; the blue side is easier, the orange is harder (at least *we* think so). Each card has four puzzles. Players choose which side of the cards 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 A orange side, puzzle B orange side. There are 1,200 puzzles in total!**

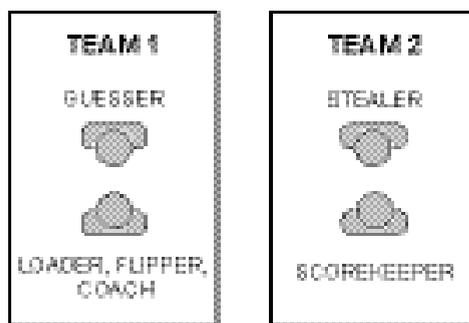


- Determine which team will be the "Solving" team first; this is Team 1. The other team will be the "Stealing" team; they're Team 2.
- **COACH** -Team 1 chooses **one** player to give the clues, load the card flipper and coach the puzzle Guesser. (More on coaching later!) That player "loads the card flipper" by putting three cards in the flipper face down with the chosen color facing out of the flipper.
- **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 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 wind up and start the timer, 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

Player 1-The Coach – Loads, flips, coaches and judges if the puzzles are solved.

Player 2-The Guesser (s) – Sounds out puzzles, guesses answers.

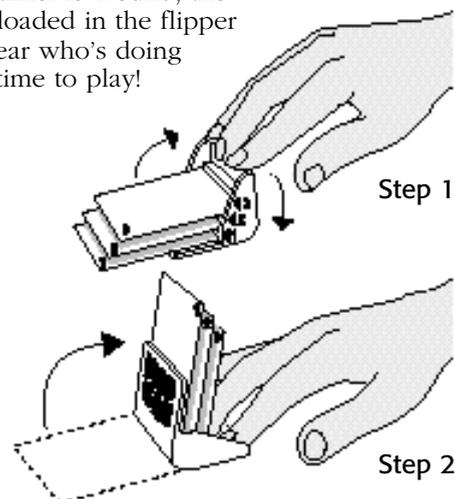
### Team 2-Stealing Team

Player 1-The Stealer – Listens to and looks at puzzles read by opponent, with the possibility of stealing.

Player 2-The Scorekeeper – Operates the timer, administers any bonus points.

## Ready, set, Mad Gab®!

- Once the timer is wound, the cards are loaded in the flipper and it's clear who's doing what, it's time to play!



- The Coach on the Solving team flips up the flipper facing his 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! Coach: *feel 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 card flipper is flipped.

**The Solvers have until the timer runs out to solve all three puzzles and score points. The faster you gab, the more you score! Each Mad Gab® Puzzle is worth 1 point.**

## Coaching

The Coach is (surprise!) 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: "Blend 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 continue to say the Mad Gab® puzzles out loud so they can *bear* the answer!

Once a puzzle is solved, the Coach pulls that card from the flipper and places it down, revealing the next card in the flipper.

## Passing

The solving team can pass on a puzzle if it is 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. That 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.

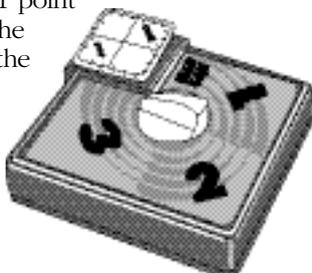
Play continues in this fashion until the timer stops, or until all three puzzles have been solved or passed on. The Scorekeeper stops the timer once all three puzzles have been solved or passed.

## Stealing

If the Solving team has not guessed all three puzzles once the timer stops, the Stealing team now has its chance! The Stealer from Team 2 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 must try to steal it from memory**. You have about 10 seconds for this-no stalling, you big Stealer!

## Scoring

- Each Mad Gab® Puzzle is worth 1 point.
- Teams score 1 point for every Mad Gab® puzzle they have solved and *pulled from the flipper* once the 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 any 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! Note where the arrow is pointing on the timer and award points accordingly. If the timer 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 sections indicating 2 and 1 points.
- The Scorekeeper records the score on the score pad for one or both of the 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 it 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-point 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 ya?). There's also no stealing (you'll be looking at the answer, so that would hardly be challenging). Players simply try to figure out 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 handles the flipper as the Coach, Player 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.

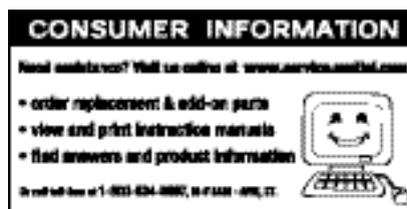
Have a great gab fest and remember...

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it's what you HEAR!"™**

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