

MAD GAB

Mad Gab

For 2 to 12 players in teams

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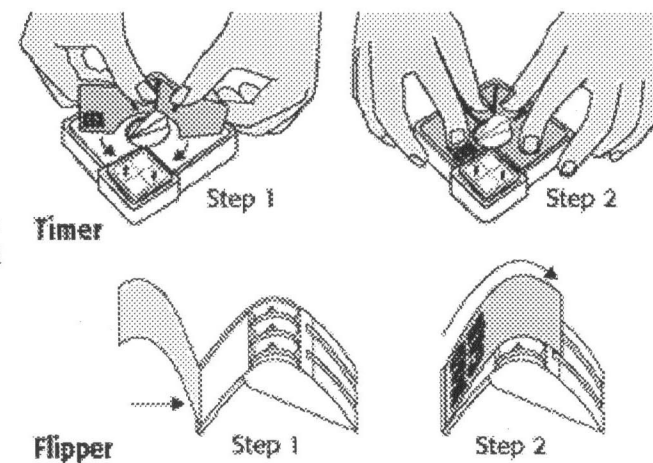
1,200 Mad Gab puzzles on 300 cards, the Flipper, the Timer, Scorepad and Labels.

THE OBJECT

Be the first team to reach 25 points. Points are scored when a team solves a Mad Gab Puzzle. Puzzles consist of a set of unrelated words that, when read aloud, sound like familiar phrases, names, places, etc. **Example: Law Sand Jealous** sounds like: Los Angeles. Teams try to solve three puzzles before the timer stops. Once time expires, the "Stealing" team may then gain points by solving any puzzles that the "Solving" team could not.

GETTING READY

When you first open your game, ready it for play by placing the Mad Gab label/stickers on both the *Timer* and the *Flipper* (See below). Mad Gab is best played by two teams. *See the two and three player/team rule variations also.* The teams need not be equal in number. The Mad Gab cards are color coded. The blue side is for beginners and the orange side is for experts. Start off by playing through the blue side of the deck and then go to the more challenging orange side. Mad Gab is contagious and addictive. The more you play the better you get!



THE SET UP

1. Determine which team will be the "Solving" team first. They will be team A.
2. Team A chooses a player on their team to be the *Coach*. Team B chooses a player on their team to be the *Stealer*. A different *Coach* and *Stealer* are chosen for each turn. More about the *Coach* and the *Stealer* is explained later.
3. The other player(s) on team B (excluding the *Stealer*, who must not be allowed to see the puzzles or answers), draw three Mad Gab cards from the DRAW side of the Mad Gab box. They must familiarize themselves with the puzzles and answers because they will be acting as the judges to determine if their opponents answer correctly. *They also will be in hysterics, since they know what their opponents are saying, even when their opponents do not!* The puzzle answers are at the top of *the opposite* side of the card. **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).
4. Team B (excluding the *Stealer*) loads the *Flipper* by sliding cards into the 1st, 2nd, and 3rd slots, so that the puzzles to be played are in the order that they were drawn. (See the illustration below.) Team B next winds the Mad Gab timer to the "Average" point (Please feel free to vary the time as you get better at solving the puzzles). Finally, team B slides the *Flipper* *face down*, over to Team A's selected *Coach*. Team A's *Coach* places the *Flipper* in front of themselves so that once it's flipped up, the puzzle on card #1 is facing their teammates.

