

## Round 3: Super Catch Phrase Round

In this Round the Host puts **Super** Catch Phrase cards picture-side-down on each of the six card spaces on the Super Catch Phrase Board.

The cards are played in the same way as the Rapid Fire round. The Host starts with the bottom line. He uses the cards from one row until a player gets **ONE** Catch Phrase right or all the cards have been played, then he moves up to the next row. The bottom row wins £300, the middle row wins £400 and the top row wins £500.

The Host uses the red filter provided to read the answers (printed upside-down below the pictures) on the Super Catch Phrase cards.

## Change of Host

After Round 3 the player to the Host's left becomes the new Host for the next game. Players keep the money they win from Host to Host. The whole game finishes when all the players have taken a turn at being the Host.

## Winner:

The player with the most money after everyone has played Host is the winner.

## 2 Player Rules

Follow the instructions as per the Getting Ready to play and Bonus Catch Phrases sections stated previously in these instructions.

### Round 1:

In this round the player tries to solve the Catch Phrases being shown by the host. The Host takes a card from the **Regular** Catch Phrase set and looks at the answer which is written upside-down on the **other side** of the card.

The host puts the card onto the Mr Chips card holder and turns over the timer to start the guessing. The other player has to guess the Catch Phrase before the timer runs out. If the player shouts out the correct answer before the timer runs out he wins £100. If the Host thinks an answer is "close enough" he can allow it as correct. In this round the player has a maximum of nine Catch Phrases to guess.

If the timer runs out and the Catch Phrase has not been guessed, the player wins no money and the Host takes a new Regular Catch Phrase card for the player to guess.

### Bonus Catch Phrases (Round 1 only):

If a player gets a Regular Catch Phrase right, the Host reveals one square on the Bonus Catch Phrase frame and the player gets **ONE** guess at what the Catch Phrase is. If the player get the Bonus Catch Phrase right they win £300. Also if the player guesses the Bonus Catch Phrase with less than nine correct cards revealed the player receives a £200 bonus for each covered space left in the frame. The covers must be removed in their order from '1' to '9'.

### Round 2: Super Catch Phrase Round

In this round the Host puts **Super** Catch Phrase cards (picture-side-down) on each of the six card spaces on the Super Catch Phrase Board. The host starts with a card from the bottom line. He uses the cards from one row until the player gets **ONE** Catch Phrase right or all the cards have been played, then he moves up to the next row. A correct answer on the bottom row wins £300, the middle row wins £400 and the top row wins £500.

The host uses the red filter provided to read the answers (printed upside-down below the pictures) on the Super Catch Phrase cards.

After Round 2 has been played the player adds up how much money has been won and then swaps to become the Host.

The player with the most money after both players have been the Host is the winner.

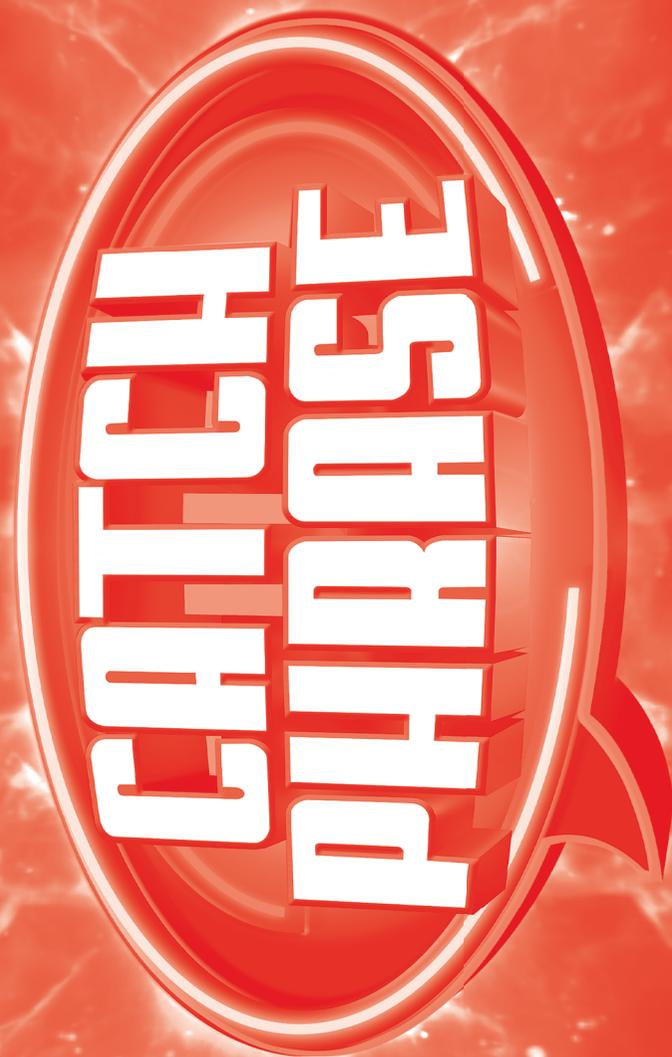


Manufactured by  
Drumond Developments Ltd.

PO Box 790, Ipswich IP1 9GP, UK.

Licensed by DRG – [www.drg.tv](http://www.drg.tv)  
Catch Phrase is owned by Pasetta Productions, Inc.  
Item No. 1640. Made in Ireland.

See and play more great Drumond Park games at  
[www.drumondpark.com](http://www.drumondpark.com)



# CATCH PHRASE

A Game for 2-4 Players  
Ages 8+

## Contents:

96 Double Sided **Regular** Catch Phrase Cards  
15 Double Sided **Bonus** Catch Phrase Cards  
48 Single Sided **Super** Catch Phrase Cards  
1 x Mr. Chips Card Holder  
1 x Bonus Catch Phrase Picture Frame and 1 x Clip  
1 x Super Catch Phrase Board  
9 x Window Covers  
Sand Timer  
Red Filter  
60 Banknotes (30 x £100, 20 x £500, 10 x £1000)

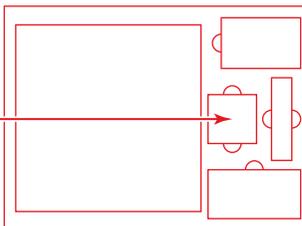


In this game there is a picture frame that holds a Bonus Catch Phrase card.

The nine "window covers" that fit into the frame are printed on a separate "pop-out" sheet.

Carefully press out these window covers before you start the game.

The window covers can be stored in the empty tray section between games.



## Object of the game:

To collect the most money by guessing Catch Phrase puzzles.

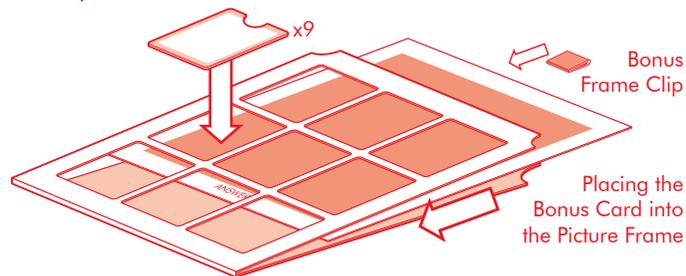
## Getting ready to play:

- Assemble the Mr. Chips card holder.
- Divide the Catch Phrase cards into two sets - one set with a Catch Phrase on ONE side (**Super** Catch Phrases) and the other set with a Catch Phrase on BOTH sides (**Regular** Catch Phrases).
- Lay out the bank notes.
- Decide who will be Host for the first game.
- The Host picks a **Bonus** Catch Phrase card and puts it into the frame (see below).

## Bonus Catch Phrases (large square cards):

The Host picks a **Bonus** Catch Phrase card and looks at the answer **making sure that no other player sees it**. He then slides it into the Bonus Catch Phrase frame. A clip is included to hold the frame shut during play.

The Host then hides the image by putting the nine numbered window covers over the corresponding numbers printed on the Catch Phrase picture. The window covers are laid out in a different order for each picture.



## Round 1: Individual Round

In this round each player tries to solve Catch Phrases on their own. The Host takes a card from the **Regular** Catch Phrase set. He looks at the answer which is written upside-down on the **other side** of the card.

The Host puts the card onto the Mr. Chips card holder and turns over the timer to start the guessing. The player to the left of the Host goes first and tries to guess the Catch Phrase before the timer runs out. If he cannot, the timer is turned over again and all the other players, at the same time, try to guess the Catch Phrase. The first player to shout out the correct answer before the timer runs out wins £100. If the Host thinks an answer is "close enough" he can allow it as correct.

If the timer runs out and the Catch Phrase has not been guessed, nobody wins any money that round and the Host takes a new Regular Catch Phrase card for the next player's individual turn.

## Bonus Catch Phrases (Round 1 only):

If a player gets a regular Catch Phrase right, the Host reveals one square on the Bonus Catch Phrase frame and the player gets **ONE** guess at what the Bonus Catch Phrase is. The player who gets the Bonus Catch Phrase right wins £300. The window covers must be removed in their number order from '1' to '9'.

Round 1 continues with individual player turns until the Bonus Catch Phrase has been guessed or all the window covers have been removed without anyone getting it right.

## Round 2: Rapid Fire Round

The Host again uses Regular Catch Phrase cards for the Rapid Fire round but during this turn everyone plays at the same time.

The Host reveals a Catch Phrase card on the Mr. Chips stand then turns over the timer and all the players shout out as many guesses as they can within a single turn of the timer. The first player to guess the Catch Phrase correctly, within the time, wins £200. If the timer runs out and nobody has guessed the Catch Phrase correctly the Host moves on to the next Catch Phrase card.

Five cards are played in the Rapid Fire round (whether they are guessed right or not), then the game moves on to the Super Catch Phrase round.