

PASSWORD™

the classic word association game

PASSWORD, the home version of the classic TV game, will provide many hours of stimulating entertainment. The OBJECT of the game is to score points by guessing the correct "PASSWORD" from one-word CLUES given by a partner.

EQUIPMENT USED IN THE GAME

1. PASSWORD CARDS - "A" cards and "B" cards each contain two DIFFERENT SETS of five words on each side. The ★ after the card number indicates the reverse side of the card. The words in BLUE are HIDDEN by an overprint of "Password" in RED.
2. Leatherette CARD HOLDERS - The 2 CARDHOLDERS should be separated. They reveal the words, one at a time. Password cards are marked "TOP" with arrows pointing up. These are slid into the BOTTOM opening of the HOLDER and pushed up as directed by the arrows, until the top word on the card appears in the RED WINDOW. "A" players use "A" words; "B" players use "B" words.
3. A SCORING PANEL and CLIP are used to keep the point value of each Password throughout the game. PANEL is located on the side of the bottom half of the game box.
4. The SCORE PAD is for keeping score and also contains rules for clues.

RULES FOR PARTNER PLAY - 4 players. Home version differs from TV. No MC required.

Each team is composed of one "A" player and "B" player. The A's (two) sit side-by-side facing their "B" partners. A's use ONE HOLDER between them and B's use other holder. The "A" word list is seen only by the A'; the "B" words only by the B's. The A and B players alternate as GIVERS and RECEIVERS of the CLUE words.

1. "A" players start as GIVERS of CLUES for Password No. 1 on the "A" word list. Both "A" players look at the same Password in their CARDHOLDERS.
2. The starting "A" player takes the SCORINGCLIP and places it at a position 10 on the SCORING PANEL. He then gives ONECLUEWORD to his "B" partner.
3. REFER to the "RULESFORCLUES" printed on the instruction sheet.
4. If the "B" player does not guess the correct Password after the first CLUE, the CLIP on the SCORING PANEL is moved to 9 and given to the opposing "A" player who gives ONECLUEWORD to his "B" partner. As long as the correct Password is not guessed, the turns continue, alternating between teams with "A" players giving CLUES to the "B" players. EACH TIME A CLUE is given, the CLIP is moved to the next lower number.
5. When a "B" player guesses the correct Password, he scores the point value as shown on the SCORING PANEL. For example, if three clue words had been given, the point value for that Password is 8.
6. If the Password has not been guessed after 10 CLUES (5 given by each player) - neither "B" player scores 00000 for that word.
7. After Password No. 1 has been guessed (or missed) the "B" players, using word No.1 on their "B" word list GIVE CLUES to the "A" players. Teams alternate in giving the first clue, following rules 2 through 6 above.
8. The game continues with "A" players using their word No.2. GIVING CLUES, then "B" players using their word No. 2 and so on. Word No.5 marked with an asterisk (*), counts for DOUBLEPOINT VALUE. For example, if the CLIP is at 7 when Password No. 5 is guessed, the score for that word is 14.
9. Scoring - after each Password is correctly guessed, the point value, as shown on the PANEL, is recorded on the Score pad. The player who guessed the Password scores the points, while his opponent scores zero (0) for that word. SEEEXAMPLEOF SCORING A GAME in the instruction sheet.
10. The game is ENDED when word No. 5 on the "B" list is completed. Add the point scores of "A" and "B" players of each team to find the total TEAM SCORES.

THE PARTNERS WITH THE HIGHER TEAM SCORE ARE THE WINNERS.

GAME FOR THREE PLAYERS - A Variation of the Standard 4 player game

In this game, ONE player GIVESCLUES to TWO PLAYERS who compete in guessing the CORRECT PASSWORD. Use the same rules for clues and scoring as in the standard 4 player game.

1. The GIVING player, using any word list, gives ONECLUE to both RECEIVING players AT THESAMETIME.
2. The RECEIVERS may make ONEGUESS for each clue given, if desired, a receiving player may PASS, and not give a response.
3. As soon as each guess has been made, the GIVING player indicates whether it is the correct PASSWORD. The player to respond FIRST with the correct password, receives the point score for the word. If both players respond with the correct Password simultaneously, both receive the point score.
4. A Game consists of 5 Passwords, the fifth word scoring DOUBLE.

THE WINNER IS THE PLAYER WITH THE HIGHER SCORE.

PASSWORD WITH LIGHTNING ROUND: Additional equipment used in lightning round

1. LIGHTNING ROUND CARDS-These are 48 Cards with 8 words on each. These words are used as Passwords for the Lightning Rounds.
2. TIMER-Designates ONEminute when all of the sand passes from one chamber into the other.

PASSWORD WITH LIGHTNING ROUND RULES

First, the game of Standard password is played, exactly as outlined in the preceding rules, THEN-the winning team can score extra points in a Lightning Round. The total of the winning team's score for the Standard game plus the Lightning Round is their score for that game. The first team that wins 2 games wins the "Rubber." The team winning the "Rubber" totals their score for the 2 games they have won to determine their score for that "Rubber" (the losing team receives zero). Then another "Rubber" is played-THE TEAM HAVING THE HIGHEST SCORE AFTER TWO RUBBERS IS THE WINNER OF THAT MATCH!

RULES FOR LIGHTNING ROUND

1. One member of the winning team is the clue giver for the entire Lightning Round. That player shuffles the Lightning Round Cards and places them FACEDOWN nearby.
2. The other teammate selects a number from 1 to 8. This number designates a Password on each card that will be

used in this round. For example, if number 3 is selected, always use the #3 Password on each card drawn in this Lightning Round.

3. The clue giver begins the Lightning Round by setting the TIMER so that the EMPTY glass chamber is DOWN. At the same time he draws ONE card from the pile and gives his partner a one word clue for the Password. refer to the "RULES FOR CLUES" on page 3.

4. Each time a player guesses a correct Password, his partner continues to draw new cards UNTIL THE ONE MINUTE TIME LIMIT EXPIRES. There is no set limit on the number of Passwords that can be used in a round. ALL responses are legal if they are given within the 60 second time period.

5. For each wrong guess a player makes, his partner may give a new clue word. However, a response must be made for each clue before a new clue can be given, even if a player just says "NEXT."

6. If a GIVER gives an ILLEGAL CLUE the Password is thrown out and play proceeds to the next Lightning Round Card.

7. If either player feels he is stuck on a Password, after three clues have been given, he may say "PASS" and play proceeds to the next Lightning Round Card.

8. When a Password is correctly guessed, place that Lightning Round Card, FACEDOWN, in a discard pile. If a Password is thrown out for an illegal clue or "Passed," place that Lightning Round Card, FACEDOWN, in a SEPARATE discard pile.

9. Scoring-At the end of a round, count the number of Correctly Guessed Passwords. The first FOUR Passwords are scored 10 points each. ALL ADDITIONAL Passwords are scored 20 points each.

10. Both teams play another Standard Password game. If the team that lost the first game wins the second, then a third is played to determine the winner of that "Rubber." The first team to win 2 games that "Rubber" and gets the total scores for their 2 standard games plus the 2 Lightning Rounds as their score for that "Rubber." The losing team gets zero.

11. Both teams play another "Rubber." The team with the highest score at the end of 2 "Rubbers" is the WINNER OF THE MATCH!

WORD					WORD					TEAM TOTAL		
PLAYER A	1	2	3	4	5*	PLAYER B	1	2	3		4	5*
JENNY	0	5	5	12	12	DAN	5	5	17	17	51	43
JAKE	5	5	0	0	20	KIM	0	7	7	9	9	29

The team of Jenny and Dan have WON the game. Their total score is 43 points, while Jake and Kim scored only 29 points. The "A" players, Jenny and Jake scored as shown. Jenny scored on words 2 and 4. Jake scored on words 1 and 5. The fifth word was guessed by Jake when the CLIP was at position 6 on the panel, so his score for that word is doubled, making it a 12 point word. Zero (0) was scored on word 3 as neither guessed it within 10 clues. For the "B" players, Dan guessed word 1, 3, and 5 (Doubled), while Kim scored on words 2 and 4.

RULES FOR CLUES

The Password is always a SINGLE word, not hyphenated and NOT a proper noun.

1. The CLUE word must be a SINGLE, non-hyphenated word. For example, the clue "well-to-do" would not be allowed.

2. If the opposing team CHALLENGES a clue as being 2 words or hyphenated, it is looked up in the dictionary. The point value of the Password at that time goes to the team that was right.

3. Proper nouns may be used as CLUE words. Thus, "Hitchcock" may be given for the Password "mystery".

4. No part or form of the Password may be used as a clue. "Chemist" could not be used for "chemistry", "steal" could not be used for "stolen, and "monk" could not be used for "monkey".

5. Specific gestures and pantomime are NOT ALLOWED. For example, a player may not "curve" with his hands. Players ARE ALLOWED to show facial expressions and use voice inflections. For example, a player may whisper "silence" to get "quiet" as a response.

6. A previously given CLUE word may be repeated by either player. It is also proper to link a clue to previous CLUE words. For example, "race", "horse", and "rider" may be three separate CLUE words linked together to get "jockey" as a response.

7. NO SPELLING of a CLUE word is allowed.

If a FORM of the Password is given as a RESPONSE, the responding player is given ONE CHANCE to correct the word to the exact Password. For example, if "mud" is given for the Password "muddy", the player is told that they have given a form of the word and have one chance to correct it. If they don't come up with "muddy" in their next response, then the Password is thrown out and no one scores on that word.



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