

They will try to earn the balance of cards that have not yet been guessed. For example, if Team 1 got 4 cards during their turn, there are 11 more left to guess from the stack. **Remember to use the same 15 cards until all of them have been guessed.** And remember: you'll use the same 15 cards for an entire Round, all 3 Levels of play!

Scoring Points

You get 1 point for each guessed card, so count up the cards you guessed during your team's turn. On the Score Pad, write down your point tally. There is a space to subtotal your score per Round. Both team's total tally will always add up to 15 (unless you've lost or eaten a card, which we don't recommend).

Ending A Level

For each Level, teams keep alternating turns until all 15 cards have been guessed. This ends that Level of play.

Beginning A New Level

Use the same 15 cards for each Level of play. Shuffle and reload them face-up into the Name Dropper Unit. **The team with the fewest points goes first in the new Level.** Yes, that gives them the chance to catch up! Be sure to have the chosen color face up each time you re-load the Name Dropper Unit. Remember which clues you may give for each level.

Beginning A New Round

Select 15 new cards and start again with Level 1.

Winning

Once you have played 3 Rounds, with 3 separate stacks of 15 cards, the game is over. Tally the points on your Score Pad, and the team with the most points wins! If it's a tie, well then, you'll just have to keep name dropping...

BATTERY SAFETY INFORMATION

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the game before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely. Do not dispose of in a fire as batteries may explode or leak.

Note:

- For longer life use alkaline batteries.
- Replace batteries when the music distorts.



name dropper™

game

4 or more players,
in 2 teams

Adults

Contents

1 Name Dropper Unit
(electronic card dispenser
with a 30-second timer)

400 Cards in Card Holder

1 Score Pad

1 Instruction Sheet

**Requires 3 AAA alkaline
batteries (not included)**

*Please remove all contents
from package, and compare
them to the list above. If any
items are missing, please call
1-800-524-8697.*

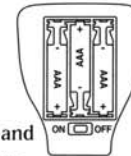
*Keep these instructions for future
reference as they contain important
information.*

Inserting the Batteries

1. Insert batteries at the base of
the Name Dropper Unit.

2. Place 3 AAA size alkaline
batteries (not included) into the
battery box, matching the "+"
and "-" symbols
to the diagram
inside.

3. Replace the
battery box door and
tightly screw it shut.



How to Play

What's in a name? Winning the game! From movies to TV shows, celebrities to songs, get your team to guess which names are on the cards. Players take turns giving clues to their team. Get three chances to drop names: Level One: Say anything...Level Two: Say 1 thing...Level Three: Say nothing. Inspired by the game of Celebrity, Name Dropper is the pop culture game where you get three chances to drop famous names!

Object

Get your teammates to guess the most names of the people, places or things on the cards.

Set Up

- Players divide into 2 teams (as evenly as possible).
- Pick a team name and write it in the space on the Score Pad.
- Decide who will be the first team **Clue Giver** by picking the person who is wearing purple or yellow (the colors of the cards). If your colors don't match up, then just flip a coin to see who goes first.

The **Clue Giver** is the player who tries to get his teammates to guess what's written on the cards. How does he do this? By giving clues, of course. He's the only person who sees the cards on each team's turn. He's the only one who is floundering with his words and flailing with his arms. **And he's the only one who can help his team name drop to win the game!**

On each turn, the **Clue Giver** is the only person who may see the cards; it is he who loads and dispenses cards from the Name Dropper Unit. Don't let anyone else peek!

The first Clue Giver should randomly pick 15 **Name Dropper cards** into the unit to play in the first Level of play. Without

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studying the cards, choose the color of the cards you'll be playing. Each color contains items and names from all 4 categories, so you never know which name you'll have to drop! Categories are written underneath each name.

The Clue Giver should shuffle the **15 chosen cards** and place them inside the Name Dropper Unit.

NOTE: Be sure to load the cards with the chosen color at the top of the Name Dropper Unit and the names facing you!

Let's Play!

Each game consists of 3 Rounds of play. Each **Round** consists of the 3 **Levels** of clue-giving: Say Anything, Say 1 Thing and Say Nothing. Teams alternate turns during each Level, trying to guess the names on the cards. After all 15 cards have been guessed and points earned in scoring, move onto the next Level in that Round.



At A Glance

1 Team's Turn = 30 seconds on the timer (activated by pressing the Name Dropper Unit once)

1 Level of Play = Teams alternate with **same** 15 cards until all have been guessed

3 Levels = 1 Round

1 Round = 15 cards

3 Rounds = 1 Game
(45 cards total)

On Your Team's Turn

On each team's turn, players rotate so everyone gets a chance to be the **Clue Giver**.

To Begin:

The Clue Giver presses the button on the front of the Name Dropper Unit. Voila! The first of 15 cards will be revealed and the timer will begin. You have 30 seconds to get your team to drop as many names as possible!



Give Clues:

Quickly give clues to get your teammates to guess what's on the card. The clue-giving rules are different for each Level. (See Clue-Giving Rules.) If you give the wrong kind of clues for a Level, you do not score a point for that card.

As you give clues, your teammates may shout out as many answers as they want, in any order. As soon as one of your teammates guesses correctly, take that card out of the top of the Name Dropper Unit and lay it **face-down** in front of you or your team members. Then, press the button on the front of the Unit to reveal the next card and keep playing!

Passing:

If your team is having trouble getting one name, it's OK; just remove that card from the Name Dropper Unit and set it aside face-down in a separate pile. If there's time later on your turn, you may pick up these cards and try again. **Cards count as points, so make sure you distinguish the piles of those cards your team has "guessed" from those your team "passed" on.**

NOTE: Put the cards face-down so the other team can't sneak a peek at them!

When the 30-second timer buzzes, it's the other team's turn to play the cards that have not been guessed.

After 30 seconds, the Name Dropper Unit will run out of time and you'll hear the buzzer. Gather any of the cards your team passed on and reload them into the Unit. Passed cards should be put in first and on top of any cards still inside the Unit. Be sure to load the cards with the same color and names facing you at the top of the Unit. **Both teams must play the same color cards per Level.**

Clue-Giving Rules for Each Round

LEVEL 1 CLUES: SAY ANYTHING!

Say **ANYTHING** to get your teammates to drop the name on the card except a variation of the words or any portion of them.

For example, if the card reads "Nightline," you cannot give the clue: "It's a show on at night." In this Level, you may also say the category name written below the name. **But, this is only OK in Level 1.**

NOTE: Even though you can say anything in this round, you may not use gestures as clues. Determine before you start to play what counts as a gesture.

LEVEL 2 CLUES: SAY 1 THING!

You may give only **ONE** word as a clue.

NOTE: It may help to use a word you used or heard in the first round. For example, if someone used "red-headed anchorman Ted Koppel" to get your team to say "Nightline," "Koppel" is a good 1-word clue for Level 2.

LEVEL 3 CLUES: SAY NOTHING!

Shh! Not a peep! **ACT OUT** what's written on the card. You may not talk or use sound effects (singing, humming).

NOTE: We cannot be held responsible for the gestures you will likely use in the course of Level 3. If you want to make a Ted Koppel face and put yourself in a TV-shaped box, then that could be wise....

Name Dropper Categories

Movies

TV shows

Famous People

Pop-pourri—This could be anything from a cartoon character to a magazine, famous car, song or band.