PASSWORD

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.

CARDS IN THE 50TH ANNIVERSARY EDITION ARE NUMBERED 1-50 (A&B).

2. CARD HOLDERS - The 2 CARD HOLDERS should be separated. The are used to reveal the words, one at a time. Password cards are marked "TOP". 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. The SCORING INDICATOR is used to keep track ofthe point value of each Password throughout the game.

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

Each team is composed of one "A" player and one "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 the other holder. The "A" word list is seen only by the A's; 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 CARD HOLDERS.
2. Decide which A player will go first. The starting "A" player takes the ARROW and places it at position 10 on the SCORING INDICATOR. He then gives a ONE WORD CLUES to his "B" partner.
3. Refer to the "RULES FOR CLUES" section of the instruction sheet.
4. If the "B" player does not guess the correct Password after the first CLUE, the ARROW on the SCORING INDICATOR is moved to 9 and given to the opposing "A" player who gives a ONE WORD CLUE to his "B" partner. As long as the correct Password is not guessed, the turns continue, alternating between teams with the "A" players giving CLUES to the "B" players. Each time a clue is given, the ARROW is moved to the next lower number.
5. When a "B" player guesses the correct Password, he scores the point value shown on the SCORING INDICATOR. For example, If three clue words had been given, the point value for that Password would be 8.
6. If the Password has not been guessed after 10 CLUES (5 given by each player) - neither "B" player scores 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 own word No. 2 and so on. Word No. 5, marked with an asterisk (*), counts for DOUBLE POINT VALUE. For example, if the ARROW is set 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 SCORING INDICATOR is recorded on the Score pad. The player who guessed the Password scores the points, while his opponent scores zero (0) for that word. SEE EXAMPLE OF SCORING A GAME on right side.
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 plater GIVES CLUES 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 ONE CLUE to both RECEIVING players at the SAME TIME. Each time a clue has been given, the arrow on the scoring indicator is moved to the next lower number.
2. The RECEIVERS may make ONE GUESS 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. Ifboth players respond with the correct Password simultaneously, both score the points.
4. A game consists of 5 Passwords, the fifth word scoring double. THE WINNER IS THE PLAYER WITH THE HIGHER SCORE.

SCORING A GAME

	WORD						WORD					
PLAYER A	1	2	3	4	5*	PLAYER B	1	2	3	4	5*	TEAM TOTAL
JENNY	0	5	5	0	12	DAN	8	8	17	17	31	43
	0	5	5	12	12		8	0	17	17	31	
JAKE	8	8	0	8	12	KIM	0	7	7	9	9	29
	8	8	8	8	20		0	7	0	9	0	

The score for the round is written in the small box while the total is carried forward below it.

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 ARROW was at position 6 on the indicator, so his score for that word was 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 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" may not be used for "chemistry, "steal" may not be used for "stolen", and "monk" may not be used for "monkey".
5. Hand 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 permissible 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 his next response isn't the exact Password, no one scores on that word.