



SCATTERGORIES®

KNOW & SHOW IT

For 2 - 4 Players

AGES 12+

CONTAINS:

- 4 Player Folders
- 4 Answer Pads
- 1 Die
- 1 3-minute Sand Timer
- 12 Category Cards (48 Categories per card)
- Instructions

ABOUT SCATTERGORIES KNOW IT & SHOW IT

The first Scattergories game featuring a broad range of S.T.E.A.M. (Science, Technology, Engineering, Art & Mathematics) categories.

Players score 2 points for writing down an answer that begins with the letter rolled. They “know it” and “show it!”

In addition, a gameplay twist allows players to score 1 point for an answer that starts with a different letter.

GOAL:

The player with the most points, after four rounds of play, wins.

4. TIMES UP! Stop writing immediately.
5. SCORE! Going one category at a time, take turns reading your answers aloud.
 - Score 2 points for each unique answer that starts with the letter rolled and that no one else wrote.
 - Score 1 point for each unique answer that starts with any letter and no one else wrote.
 - Write down your score at the top of that column on your answer sheet.

STARTING A NEW ROUND:

Select a new list on the Category Card. Roll the Letter Die, start the Timer and begin filling in a fresh column on your answer sheet.

WINNING:

After four rounds, add up your score from each column. The player with the most points wins!

In case of a tie the players (who tied) can play one more round. At the end of the tie-breaker round the player with the highest score wins.

ACCEPTABLE ANSWERS:

Articles (a, an, the) do not count as first letters!

You can’t use the same answer more than once per round. For example: If you write car for TOYS you can’t use it again for THINGS MADE WITH METAL.

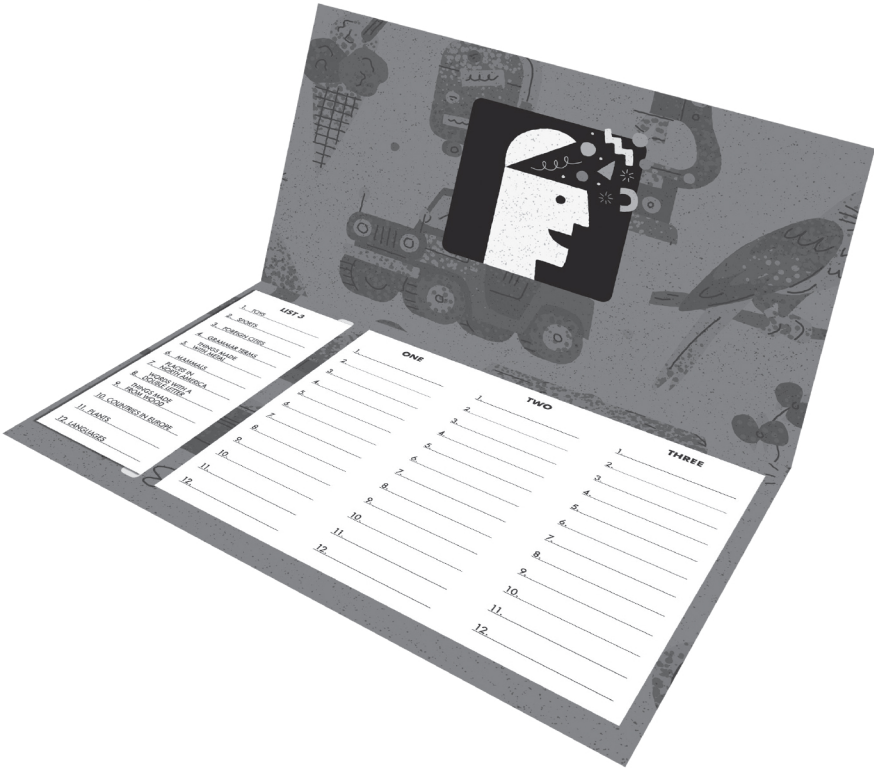
Get creative with your answers! Just be aware you might be challenged!

CHALLENGES:

If you think an answer shouldn’t count, challenge it! All players—even the one being challenged—vote on the answer’s validity. Majority rules! If there is a tie, the challenged player’s vote doesn’t count.

SET UP:

1. Decide which number category list to play.
2. Each player takes:
 - A Category Card with that numbered list on it
 - An Answer Pad and Folder to hold your Answer Pad
 - A pen/pencil (not included)

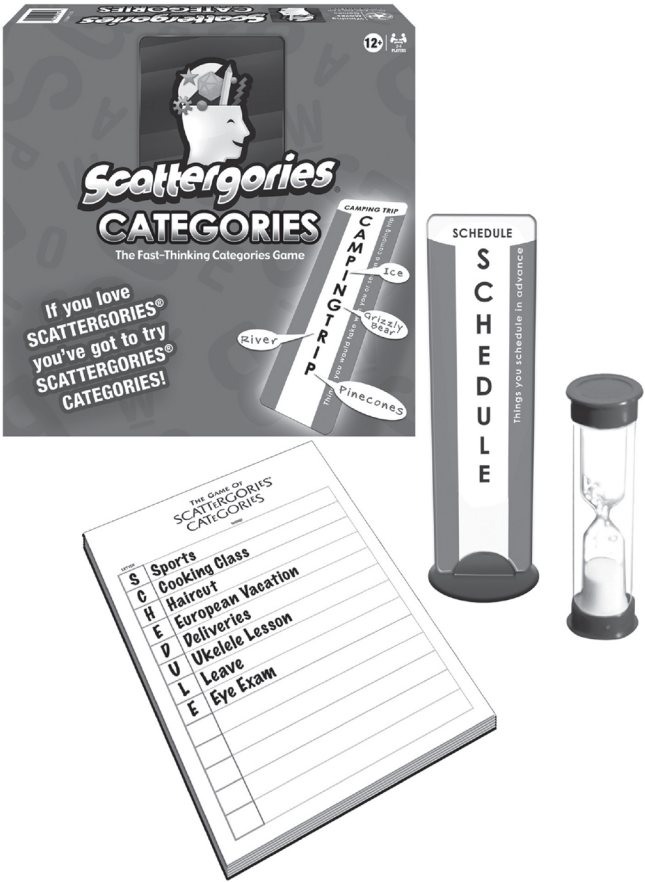


HOW TO PLAY:

The game is played in four rounds. Each round:

1. ROLL the Letter Die and call out that letter.
2. FLIP the 3-minute Sand Timer (or start one on your phone) Everyone plays at once!
3. WRITE down answers that fit the categories and begin with the letter rolled AND/OR WRITE down answers that fit the categories and begin with any letter.
 - You can write one answer per category.
 - You only score for unique answers, so keep your answers to yourself.
 - You score more points for an answer that starts with the letter rolled (and is unique). However, you can still score for unique answers that do not start with the letter rolled.

Also available from Winning Moves Games:



CONTACT US:

We are happy to hear your comments or questions about Scattergories® Know It & Show It!
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winning-moves.com

For more information about Winning Moves product safety and compliance please visit http://www.winning-moves.com/product_safety

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