

PLAYERS: 2-8 PLAYERS AGE: 8+

THINK WORDS!

CONTENTS:

1 x Electronic Gaming Unit

36 x Cards (with 2 questions on each sides = 144 questions)

This info leaflet

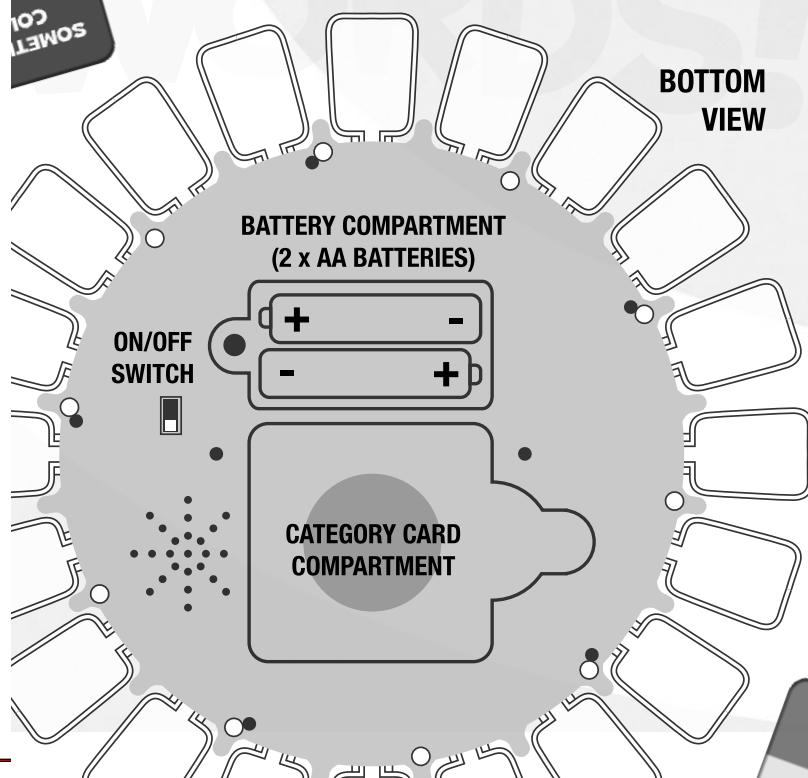
OBJECT OF THE GAME:

It's really simple - name answers for a selected category card using available letters on the gaming unit wheel. Be the last player left in each round to win the category card. Collect the most cards to win.

SET UP:

- Remove the category cards from the storage compartment in the base of the gaming unit. Insert 2 x AA batteries and switch the unit on.
- Shuffle the cards and place them in a pile next to the unit.

BOTTOM VIEW



HOW TO PLAY - QUICKPLAY RULES:

- Player 1 reads out a subject category.
- Player 1 presses the timer button.
- The player to the left of Player 1 has 10 seconds to name an answer beginning with an available letter button.
 - a) Name the answer
 - b) Press down the letter button
 - c) Press the timer
- Play moves to the next player to the left.
- If a player fails to complete a, b & c within 10 seconds, the bell sounds and they are out of the round.
- Play continues with the same category until 1 player remains.
- Win the most rounds to win the game.

HOW TO PLAY - FULL RULES:

- The oldest player starts by turning over the top category card from the pile and reading out the subject written on it. He/she must then immediately press the timer button in the middle of the gaming unit which starts a 10 second countdown for the next player.
- On your turn, you have 10 seconds to call out an answer that corresponds with the subject on the category card and starts with any available letter on the wheel. Note: An available letter is a button which has not already been pressed down.
- For example: The letters S, E, P and B are still available and the subject on the card is 'SOMETHING YOU HAVE FOR BREAKFAST' – you can call out "Sausage" and press down the 'S' letter button and reset the timer.



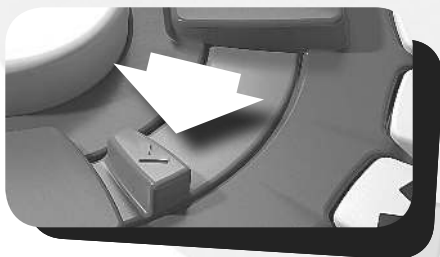
SAUSAGE!



- If you think of a correct answer, call it out and immediately press down the corresponding letter button. Then quickly press the timer to reset it back to 10 seconds. Your turn is now over and the timer is already counting down for the next player who must now think of another answer using the remaining available letters.
- Players should only call out one correct answer during their turn. If they can think of more answers, they must wait until it is their turn again, hoping that the corresponding letters are still available of course!
- The same subject card is used until either i) only one player is left in the round or ii) until all the letter buttons have been pressed down, so that more letters are available (see Shoot Out Round).
- Play moves clockwise.

THE TIMER:

- If a player fails to call out a correct answer, press down the corresponding letter button and press the timer within the 10 seconds time limit, then they are out of the round and must wait for the next subject card in order to be back in play.
- If a player cannot think of a correct answer starting with an available letter button and the bell rings, they are out of the round.
- If a player calls out an answer that starts with a letter which is unavailable, then they must hurry to think of another answer that does start with an available letter before the 10 seconds are up!
- If the majority of other players (who are still in the round) disagree with an answer a player calls out, then that player must either try to convince them they are right or hurry to find a new acceptable answer within the remaining time limit. Majority rules!
- BE CAREFUL! If a player calls out an unacceptable answer AND presses down its letter button (if available) then they are immediately out of the round. The letter button stays down and is no longer available.
- If the timer bell rings, the next player still in the round must press the timer button to restart the clock and continues the round with the same category card.
- As soon as there is only one player left in the round they win the category card and place it in front of them.
- Reset the letter buttons by moving this switch to the left and the winner of the last round reads out the subject category from the next card in the pile.



A SHOOT OUT ROUND:

If more than one player is still in the round when all of the letter buttons have been pressed, then the round results in a draw and a SHOOT OUT round takes place.

Reset the letter buttons and a new card is turned over. Play continues as before except that the remaining players must now provide TWO correct answers each turn and press down both corresponding letter buttons within the 10 seconds time limit. The last player left at the end of the shoot out round gets to keep the previous card and the shoot out card!

THE WINNER:

Players agree between them how many rounds they wish to play and the player with the most cards at that point is named the winner.

BATTERY INFORMATION: Think Words requires 2 x AA batteries (not supplied). We recommend alkaline batteries for optimum performance.

An adult should install the batteries and take note of the following – open the cover on the base of the unit by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and – markings inside the compartment.

- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries such as alkaline and rechargeable, or used and new batteries.
- Rechargeable batteries are to be removed from the toy before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries in the correct polarity.
- Remove exhausted (used) batteries from the toy.
- Remove batteries from the toy if it is not going to be used for a long period of time.
- Do not short-circuit the supply terminals.
- Batteries should be replaced by an adult.
- Do not attempt to power battery products from the mains supply and do not insert connecting wires into electrical socket outlets.
- Dispose of used batteries at a recycling point. Never dispose of batteries in fire.



Disposal of old electrical and electronic equipment. This symbol on the product or its packaging indicates that this product should not be treated as household waste. Instead it should be handed over to the appliance collection point of a recycling centre for electronic and electrical equipment. For more detailed information about recycling of this product, contact your local Civic Office, your household waste disposal service or the place you purchased this item from.



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Customer services (tel): 01480 414361 (email) customerservices@johnadams.co.uk

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