



# GAME INSTRUCTIONS

2 TO 6 PLAYERS

AGES 8 THROUGH ADULT



for fun and games™

**OBJECT OF THE GAME:** The first player to run out of cards is the winner.

**GAME SET-UP:** Shuffle both decks of cards together, then deal 7 cards to each player. The remainder of the deck is placed face down on the table and is the **"DRAW DECK"**. The player to the left of the dealer plays first and play continues in a clockwise direction.

## GAME PLAY:

1). The first player selects any card from his/her hand, places it face-up in the middle of the table and says a word from within the category on that card. This player then starts the 20-second **TIMER**.\*

**Example:** If a "SPACE" card is played, the word chosen could be "MARS", "STAR", "MOON", or any other space-related word.

2). The next player (to the left of first player) now has 20 seconds to respond. This player responds by selecting a card from his/her hand in the category of his/her choice and says a word within this new card category. The word must start with the letter that is the same as the **LAST** letter of the previous players' word. This player immediately restarts the 20-second timer.

**Example:** If the previous player's word was "MARS", the last letter was "S". Therefore, the next player's respond word must **START** with the letter "S". If this player's card was "TRANSPORTATION", then the word "SHIP" could be one of many possible respond words from this category starting with the letter "S".

**REMEMBER:** After a player says a word, he/she must immediately restart the timer.

**IF TIME RUNS OUT:** If a correct response is not given within the 20-second time period, the player must draw a card from the deck (adding it to his/her holding cards). This player then restarts the timer and the next player now must respond to the previous card played. Play proceeds in this manner from player to player until a correct response is given.

**"LIGHTNING" CARDS:** There are 2 cards in each of the 18 categories which have yellow borders. These are referred to as "LIGHTNING" cards. Anytime during the game, a player on his/her turn can play a Lightning card from his/her hand. If a Lightning card is played, **any player** can respond within the 20-second time period by playing a card from his/her hand, **even the player who played the LIGHTNING card**. This player then restarts the timer. After a correct response is given, play moves clockwise from the player who gave the correct answer.

**WINNING THE GAME:** Play continues until one player runs out of cards. That player is the winner.

## \* TIMER

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

The timer functions as follows:

**TO START:** 1). Push the large red button on top of the timer. This will start a 20-second timing cycle.

2). The green light flashes throughout the 20-second cycle.

3). A warning beep will sound after 15 seconds and continue for the last 5 seconds until an alarm sound ends the cycle.

**RESTART:** At any point throughout the timing cycle, the red button may be pushed to restart the 20-second time cycle.

**BATTERIES:** Replace batteries (3 required) with three #AG13 or three #LR44 or three #A76 (DC 4.5V - 0.8W).

**CAUTION:** Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.