



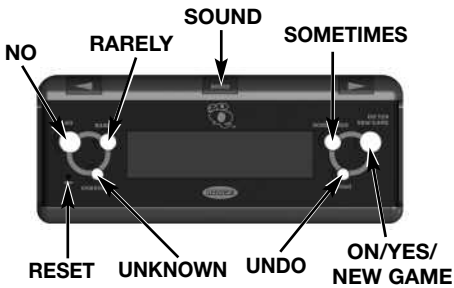
Model 75065
For 1 player / Ages 8 and up
INSTRUCTION MANUAL

P/N 82393300 Rev.A

I KNOW WHAT YOU'RE THINKING!

All you need to do is think of something, anything and answer my questions. If I guess your thoughts within 20 questions or less I win. If not, you win! However, once you lose, there should be no excuses with a Big Screen display to answer each question. You'll actually be amazed as I guess your thoughts. So, take your best shot!

BUTTONS AND FEATURES



ON/YES/NEW GAME – Press the ON button to turn the game on. Press the YES button to answer “yes” to a question or prompt. Press and hold the NEW GAME button to start a new game.

NO – Use this button to answer “no” to a question or prompt.

SOMETIMES – Press this button to answer “sometimes” or “maybe” to a question or prompt.

RARELY – Press this button to answer “rarely” or “hardly ever” to a question or prompt.

UNKNOWN – Press this button to answer “unknown” to a question or prompt.

UNDO – Pressing this button will allow you to go back to the last question and change your answer. You will not be able to UNDO any prior answers to previous questions.

SOUND – This button turns the sound ON and OFF.

LEFT & RIGHT SCROLL BUTTONS – Use these two buttons to SCROLL forward and backward through the first question which asks if you’re thinking of an animal, vegetable, mineral, other, or unknown. After you’ve answered the first question, the LEFT SCROLL BUTTON will increase the text scrolling speed. Pressing the RIGHT SCROLL BUTTON will slow it down.

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RESET – Insert a blunt point into this button to reset the game to its original settings.

SLEEP MODE – After 1 minute of inactivity, the game will automatically shut down, going into “sleep mode”. To turn it on again and resume your game, simply press the ON/YES/NEW GAME button.

HOW TO PLAY

Although you’ll never beat me, I’ll tell you how to play anyway!

First, press and hold the NEW GAME button to begin a new game. Once you have started the game, think of something, anything and answer my questions.

I’ll begin by asking if you’re thinking of an animal, vegetable, mineral, other, or unknown. The **LEFT SCROLL** and **RIGHT SCROLL BUTTONS**, on the top of the unit, can be used to toggle through the above answer choices. Please press YES or NO to respond to the question. Once this question is answered, game play advances and displays the next question.

I’ll ask you a series of questions that should be answered honestly by pressing the YES, NO, SOMETIMES, RARELY, or UNKNOWN button. Prior to 20 questions, I may try and guess what you’re thinking. However, once I’ve guessed, I’ll ask you if I’m correct and you should respond by pressing the YES or NO button. If you tell me that I’m correct, I win and the game is over. However, if I’m not correct, I will continue to ask additional questions and guess again.

When I guess what you’re thinking, I win! If all my guesses are wrong, you win. But don’t worry, that will never happen.

BATTERY INSTALLATION

This game is powered by two (2) AA (LR6) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AA (LR6) batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION

- As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the device and battery manufacturer’s instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.
- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.

- Do not disassemble this device. If a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This product 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.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without

charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.**

Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Good Luck! You're going to need it!

Look out for other 20Q games!

Thoughts? Comments? Check out www.radicalgames.com and post your own message on 20Q.



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