

E

YES / NEW GAME - Use this button for the following:

Answer "yes" to a question or prompt

Make the unit from "sleep mode"

Start a new game by pressing and holding

NO - Use to answer "no" to a question or prompt

SOMETIMES - Press to answer "depends" or "maybe" to a question or prompt

UNKNOWN - This answers irrelevant or "unknown" to a question or prompt.

SOUND - This button turns the sound on and off (a high tone indicates sound is on, a low tone when sound is off).

LEFTSIDE & RIGHTSIDE SCROLL BUTTON - Use these two buttons to move forward or backward through a menu, or return to a previous section. Pressing the LEFTSIDE SCROLL will also increase the text scrolling speed. Pressing RIGHT SCROLL will slow it down.

RESET - When a blunt point is inserted, this button resets the game to its original settings.

SLEEP MODE - After 60 seconds of inactivity, the game will automatically shut down, going into "sleep mode". To turn it on again and resume your game, simply press the YES / NEW GAME button.

HOW TO PLAY

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

First, press the YES / NEW GAME button to begin a new game.

Next, I will ask if you're thinking of an: animal, vegetable, mineral, other, or unknown.

Use the LEFT SCROLL and RIGHT SCROLL buttons to select your choices. Then press the YES / NEW GAME button to enter your answer.

Now I will ask you a series of questions. Answer honestly by pressing one of the answer buttons. Your answer would be yes, no, sometimes, or unknown.

After a series of 20 questions, I will try to guess what you're thinking. If I guess correctly, press the YES / NEW GAME. If for some strange reason, I guess wrong, I will ask you 5 more questions then guess again.

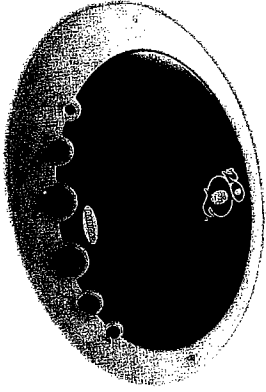
When I guess what you're thinking, I win! If all my guesses are wrong, you win. But don't worry, that will never happen.

Good Luck! You're going to need it!

BATTERY INSTALLATION

This game is powered by two (2) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.



Model 75016

1 player / Ages 8 and up

INSTRUCTION MANUAL

P/N 82387500 Rev.A

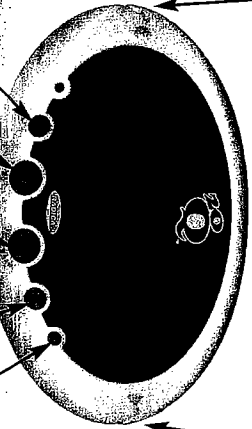
I KNOW WHAT YOU'RE THINKING!

You don't believe me, do you? Well, you soon will! Just think of an everyday object and I will ask you few simple questions. Answer the questions honestly, and I will tell you what you're thinking! Scary, isn't it?

BUTTONS AND FEATURES

Press to increase speed of text and move backward through text

Press to decrease speed of text and move forward through text



Press if "Unknown"

Press to answer Yes or start a new game

Press to turn sound on/off

Press if occurs "sometimes"

- Insert two (2) AAA (LR03) 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 game 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 game 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.

MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or temperature extremes.
- Do not disassemble this game. If a problem occurs, press the Reset button or remove and replace the batteries to reset the computer, or try new batteries. If problems persist, consult your warranty information located at the end of this instruction manual.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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 game.
- The supply terminals are not to be short circuited.
- Insert batteries with the correct polarity.

Please retain this for future reference.

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.

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.



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