

AGES 6+



INSTRUCTIONS

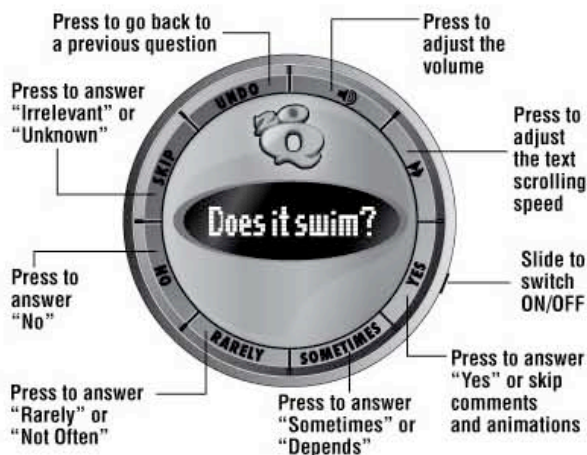
THINK OF SOMETHING,
ANSWER MY QUESTIONS
AND I'LL READ YOUR MIND
IN TWENTY QUESTIONS OR LESS!

PREPARE TO BE AMAZED!

GAME SET UP

The batteries included are only for game demonstration.
Please replace them with new alkaline batteries for optimal performance.

BUTTONS & GAME FEATURES



POWER SWITCH – Turn the game **ON** or **OFF**.

YES – Press this button to perform any of the following functions:

- Answer "Yes" to a question.
- Skip comments and animations that appear on screen.
- Wake up the unit from SLEEP MODE.

NO – Press this button to answer "No" to a question.

SOMETIMES – Press this button to answer "Sometimes" or "Depends" to a question.

RARELY – Press this button to answer "Rarely" or "Not Often" to a question.

SKIP – Press this button if the answer to the question is "Irrelevant" or "Unknown".

UNDO – Press this button to go back to a previous question to change your answer.

SOUND – Press this button to adjust the volume from Level 0 (off) to Level 5 (highest).

SCROLL SPEED – Press this button to adjust the text scrolling speed from Level 1 (slowest) to Level 5 (fastest).

HOW TO PLAY

- Slide the power switch to the **ON** position to bring 20Q to life!
- 20Q will ask you to think of something...anything you want (i.e. giraffe, cell phone, pear).
Note: If you think of inappropriate objects...20Q may have to tell your mother!
- Once you have thought of an object, push the **YES** button and 20Q will begin to magically read your mind.
- 20Q will start by asking you the first question, "Is it...Animal, Vegetable, Mineral, or Other?"
These four categories are defined as the following:

Animal Any member of the animal kingdom or something primarily derived from an animal.

Examples: a cat, a snake, a butterfly, a unicorn, a pirate.

Vegetable Any member of the plant kingdom or anything containing or produced from a plant. Examples: a carrot, an apple, a rose, peanut butter.

Mineral A substance found naturally in the earth (i.e. metals, gems, salt, etc.) that is neither an animal nor a vegetable. This also includes objects that are primarily made from a mineral.

Examples: a rock, silver, a diamond ring, an ice cube.

Other Something that is neither an animal, vegetable or mineral.

Examples: love, the color blue, a stapler, a teddy bear.

- Once you have answered the first question, continue the game by pressing one of the answer buttons (i.e. YES, NO, SOMETIMES, RARELY, SKIP) for each question 20Q asks. Answer honestly to avoid steering 20Q in the wrong direction.

Important Tips!

- If you need to change an answer to a previous question, press the **UNDO** button.
- If the question does not relate to the object you are thinking of or if you do not know the answer, press the **SKIP** button.
- On the 20th question, 20Q will magically reveal what you are thinking. However, if there is a very strong mental connection, 20Q may guess before the 20th question!

If 20Q guesses wrong early, the game will continue until the 20th, and final, question.

Prepare to be AMAZED!

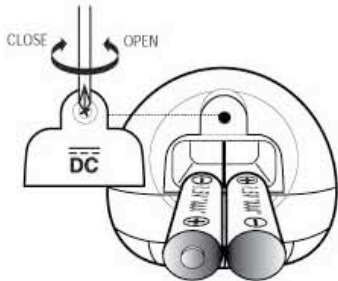
GAME OVER & SLEEP MODE

At the end of a game, "Play Again?" will appear on screen. Press YES to start a new game or NO to stop playing. Turn the game completely off by sliding the power switch to OFF.

20Q will enter sleep mode after 90 seconds of inactivity. To resume the game, push the YES button.

BATTERY INSTRUCTION

- Unscrew the battery cover with a Phillips screwdriver (⊕).
- Insert 2 x AAA/R03 (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment.
- Replace the battery cover and tighten the screw.



SAFETY BATTERY USAGE

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Dispose of batteries safely.
- Non-rechargeable batteries are not to be recharged.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Different types of batteries or new and used batteries are not to be mixed.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Do not dispose the batteries in a fire, batteries may leak or explode.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 6.
- May contain small parts.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries with new batteries.
- After replacing with new batteries, slide the power switch from **OFF** to **ON** to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case, slide the power switch to **OFF** and then back to **ON** to reset the product.

CAUTION: Changes or modifications 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.

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.

This Class B digital apparatus complies with Canadian ICES-003

Product specifications and colors may vary.

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Play online at www.20Q.net

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MADE IN CHINA

Questions? Comments?

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