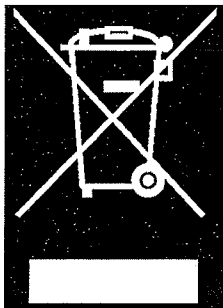


The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

Some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.



The crossed out whee-lie-bin symbol on this product is to remind you that Waste electrical and electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site. Alternatively you may take your old product (of similar function) back to the store where you purchased your new product within 15 days of purchase. You must take proof of purchase of your new product when returning your old product to the store.



# Don't Say It

Where a slip of the tongue can lose you the game  
For 2 or more teams of players aged 6 +

## Object:

The first team to get 100 or more points wins.

## Contents:

Card holder, 100 game cards, timer, score pad, pencil.

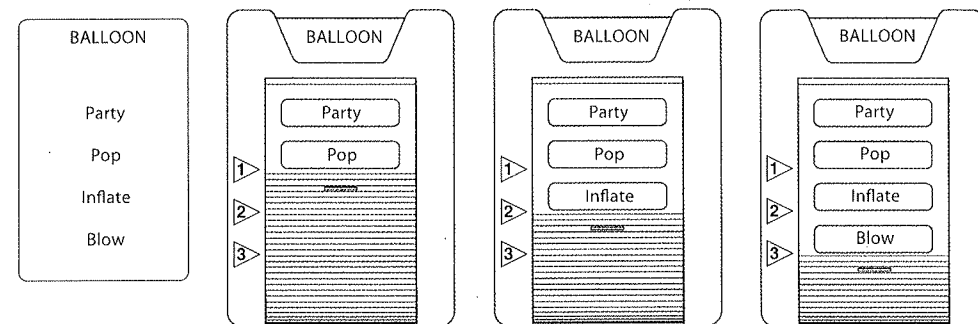
## Set Up:

### Timer Set Up

Remove the door of the battery compartment and place three AAA batteries inside in the directions shown. Replace the door.

Divide into two teams determined by age, with older players on one team and younger players on the other team.

Decide whether you will play Easy, Medium or Difficult levels. The difficulty levels are determined by how many words you are NOT allowed to say as you try to get your team to guess the main word. Younger players may choose Easy (can't say two words) while the older members may choose Medium (can't say three words) or Difficult (can't say four words). (see illustrations).



Shuffle half the cards together and place them in the top of the holder. The younger team starts the game and gets possession of the card holder.

## Playing

One player on the starting team moves the cover down to their difficulty level: 1, 2, or 3. This team member shows the main word and the forbidden words to the opposing team and presses the buzzer to start the turn.

If the player is able to get his/her team to guess the main word and there's still time left, they pull out the guessed card and start playing using the new main word and forbidden words on the second card. Game play continues in this way until the buzzer sounds.

## Forbidden Words:

If the player mentions any of the forbidden words, a member of the opposing team presses the buzzer - BOING! The card is removed from the holder and the points for the card will later be subtracted from the team's score. Meanwhile, the timer and the game continues with the player using the card just revealed.

## End of a turn

After 60 seconds the buzzer will give one final long beep. At that time, the team's turn ends and their score is calculated as follows:

Yellow card = 1 point  
Blue card = 2 points  
Green card = 3 points  
Red card = 4 points

Deduct any points, using the same colour guide, for cards you were not successful with.

The next team takes their turn and the game continues as above.

## Ending and Winning the Game:

The first team to reach or pass 100 points wins.

Under license and copyright ISL Hong Kong and B S Randle 2007. All rights reserved

## Replacing batteries:

This game requires 3 x AAA Batteries type.

Removal and replacement of batteries should be carried out by an adult or under adult supervision:

1. Unscrew the battery cover from the back of the game.
2. Replace the batteries, ensure the batteries are inserted with the correct polarity.
3. Screw back the battery cover

### CAUTION

- Take special care to ensure batteries are inserted correctly, observing (+) and (-) marks on battery and product.
- Removal and replacement of batteries should be carried out by an adult or under adult supervision.
- Do not attempt to recharge non-rechargeable batteries.
- Rechargeable batteries must be removed from game before recharging.
- Removal and recharging of rechargeable batteries should be carried out by an adult or under adult supervision.
- Avoid short circuiting the contacts in the battery compartment or the battery terminals.
- Remove exhausted batteries from product.
- Do not mix old (used) and new batteries or batteries of different types eg. Rechargeable and alkaline.
- Do not attempt to power battery products by the introduction of mains supply or separate power supplies, and do not attempt to plug any part of this product into the mains supply.
- Dispose of exhausted batteries safely, and never dispose of batteries in a fire.
- Remove batteries from product after use or if storing for long periods.
- Periodically examine product for signs of damage to electrical parts and do not play with until damage has been properly examined.
- Only use batteries of the same or equivalent type to those recommended.
- Please retain the above information for future reference.

**USE OF RECHARGEABLE BATTERIES IS NOT RECOMMENDED FOR THIS PRODUCT**