

FREEZE UP!

The frantic category **NAME GAME!**

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.
- Consult the dealer or an experienced radio/TV technician for help.

Note: The user is cautioned that changes and modifications made to the equipment without the approval of the manufacturer could void the user's authority to operate this equipment.



Name an
ice cream flavor,
letter T!

Tutti-frutti!

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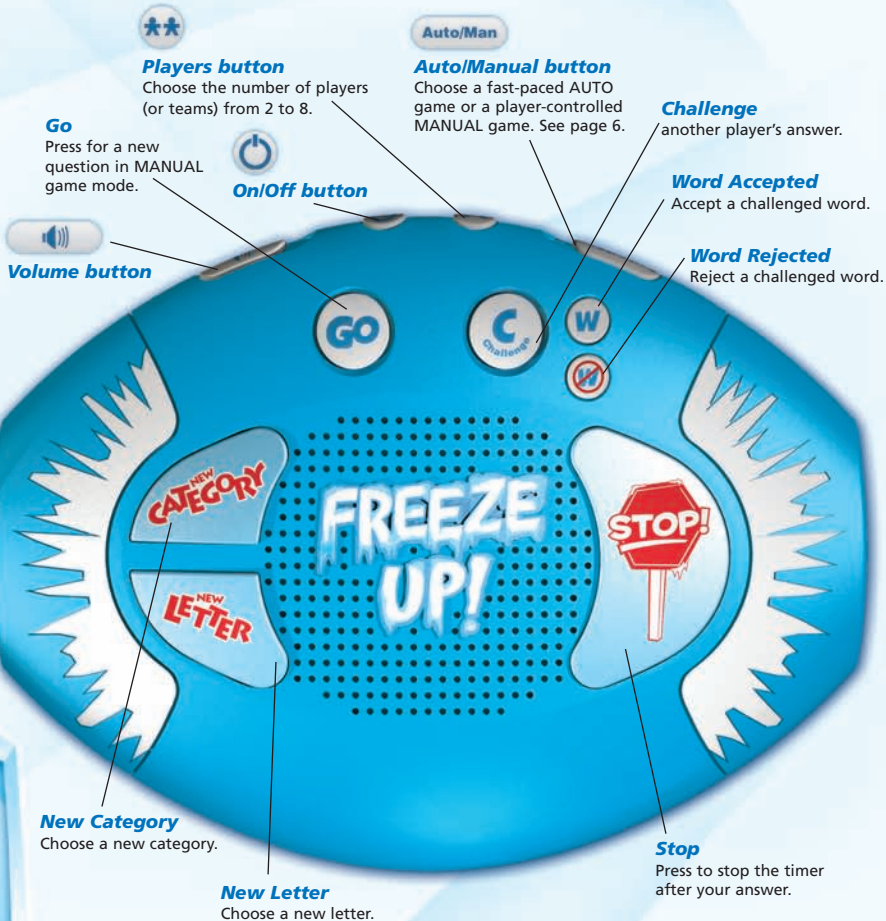
FREEZE UP!

The frantic category NAME GAME!

Let's play Freeze Up, the fast-paced electronic category game that's fun for quick-thinkers of all ages!

Freeze Up's Cool Features

Install 3 AA batteries according to the instructions on page 7. Then take a few minutes to get familiar with Freeze Up's features.



Object of the Game

To be the last player with time remaining in the game.

At the beginning of the game, players each have 60 seconds. As the timer ticks down during his or her turn, a player must name something in a specified category (such as *fruits*) that begins with a specific letter (such as *P*). The faster a player responds, the less time deducted from his or her allotted time. As the categories and letters keep coming and players' time runs out, they are eliminated. The last player in the game with time remaining is the WINNER.

Getting Started

Decide on the number of players. Because you pass Freeze Up around, sit close to one another in the order that you will play (Player 1, Player 2, Player 3, etc.).

Playing Freeze Up

1. Turn Freeze Up on by pressing the On/Off button.
2. Choose the game mode (Auto or Manual). See page 6 for a description of game modes.
3. Press the Players Button until you hear the number of players (from 2 to 8) or teams for your game. Wait several seconds until the unit acknowledges the number of chosen players.
4. Press the GO button. In Auto Mode, Freeze Up immediately announces Player 1's turn, chooses a category and letter at random (for example, "Name a sport, letter T"), and starts the timer ticking.
5. Player 1 quickly thinks of an answer, (for example, "tennis"). Player 1 shouts it out, presses the Stop button to halt the timer, and passes the unit to the next player.
6. The game continues with players passing Freeze Up around and taking turns answering questions.

Player 1 has 60 seconds remaining.

Name a sport, letter T.

Brain Freeze!

It's easy to freeze up when the timer is ticking! If you get stuck, don't lose your cool. You have **OPTIONS!**



Press the **New Category** button for a new category with the same letter (for example, "Name a flower, letter T").



Press the **New Letter** button for a new letter with the same category (for example, "Name a sport, letter B").



Pressing either button results in a **3-second penalty**, but if you're freezing up, it can be worth it!

Winning the Game

The last player in the game with time remaining on the clock is the Freeze Up champion!

Player 1, you're the Freeze Up ch-ch-champion!

"Hey, I think that answer is wrong!"

If you disagree with a player's answer, challenge it. However, you can only challenge the player immediately before you. For example, Player 1 says a word and presses STOP. Player 2 disagrees with Player 1's word choice and, on his turn, presses the CHALLENGE button. The timer is stopped while the rest of the players discuss the challenged word and vote to accept or reject it. The majority rules. In case of a tie vote, the challenged player presses the Challenge Button again to start his turn over with a new category and letter.



W

If the group votes to **ACCEPT** the word, the challenger presses the Word Accepted button. The challenger loses five seconds from his or her remaining time.

If the group votes to **REJECT** the word, the challenger presses the Word Rejected button. The challenged player loses five seconds from his or her remaining time.



Note: In the case of a two-player game, players may consult a dictionary or encyclopedia to check the challenged word.

Changing Game Mode



Auto/Manual button

Freeze Up has two fun game modes – Auto and Manual.

Auto Mode

In an Auto mode game, the next player's turn is announced and begins automatically after the previous player has pressed the Stop button following his or her answer.

Manual Mode

To play a slower-paced, player-controlled game, switch to Manual mode. In a Manual mode game, **each player must press the Go button to start his or her turn** after the previous player has pressed the Stop button.

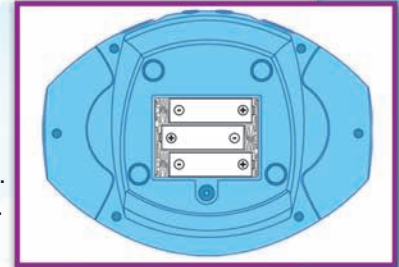
Name a store
at the mall,
letter S!

Caring for Freeze Up

Clean Freeze Up with a damp or dry cloth. Do not immerse in water or spray liquid on Freeze Up.

Battery Installation Instructions

1. Open the battery compartment door on the back of Freeze Up and insert 3 AA batteries (not included).
 - Do not use rechargeable batteries.
 - Do not mix old and new batteries.
 - Do not mix different types of batteries: alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
 - Non-rechargeable batteries are not to be recharged.
 - 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.
 - Exhausted batteries are to be removed from the toy.
 - The supply terminals are not to be short-circuited.
2. Close the battery compartment door and secure.



Name a
T.V. show,
letter A!

Name
something round,
letter L!

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