

ELECTRONIC A TO Z JUNIOR

instructions

PLAYERS:

For 2 to 4 players or teams; Ages 6+

CONTENTS:

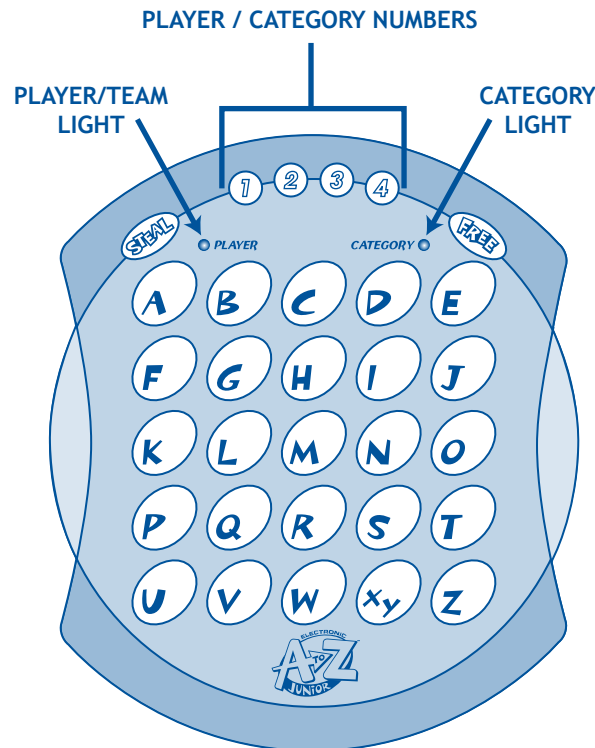
Electronic Game Unit and 56 Category Cards (cards are in the storage compartment in the back of the game unit)

OBJECT:

Be the first player to use every letter of the alphabet by calling out words to specific categories, and TURNING OFF corresponding letter lights before time runs out.

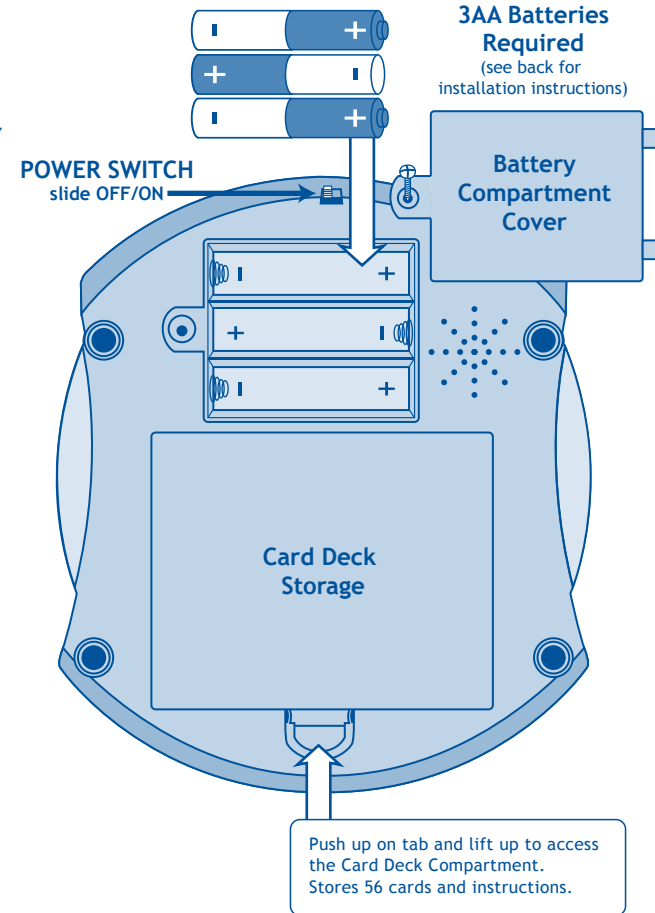
SET UP:

- Assign a number (1-4) to each player or team.
- This number will be your player (or team) number throughout the game and will be used by the A to Z Game Unit to identify you.
- Place the Game Unit in front of player/team 1. Put the card deck, face down, in the center of the playing area. The card deck is stored in the back of the Game Unit.



The game that covers everything from A to Z!

- Turn the Game Unit on (the power switch is located on top of the game unit). The lights will blink and music will play. Then the Player/Team indicator will light up and the four numbered buttons will blink.
- Press a numbered button to designate the number of players (or teams)—for example, if you have three players, press the 3 button. The button you press will light up, and the Player light will go out.



GAME PLAY:

Turn off your letter lights as fast as you can!

- The A to Z Jr. Game Unit will immediately indicate the first player's (or team's) turn by blinking their number while the Player light is on.
- The Category light will illuminate with lights and sounds. The Game Unit will randomly light a number to designate a Category and light up all the letters.
- An opposing player should take the top card of the deck and read aloud the category that corresponds with the lit number. Press the same number to start the timer. **You have 30 seconds.**

- Go! Yell out items that fit your category, and press the corresponding letter lights on the game board. *For example, a category might be: Types of Nuts. You'll say things like, "Almond!" and press the A button; "Walnut!" and press the W button; "Brazil Nut!" and press the B button, and so-on. (Note: For two word answers, such as names, you may use only one of the letters. For example, "Abraham Lincoln" can be used for A or L but not both letters in the same turn.*
- As you press letter lights, they'll go dark.
- If you make a mistake and need to re-light a letter light, just press it again to turn it back on.
- The 30-second timer will be ticking as you play, and when you run out of time the buzzer will sound.
- The letter lights you have left will blink and remain lit until you press your number button to confirm the end of your turn. Pass the Game Unit to the next player, and play the same way.
- When it comes back around to your next turn, notice that the same letter lights you left on your last turn, remain lit now. **You only have to work with letters you haven't used before.**

STEAL:

Turn ON an opponent's letter lights!

- If the Steal button lights up on your turn, you get to look at the progress of your opponents, and take away from one of them.
- Press each of the other player's blinking numbers and look at their letter lights, comparing who has the most turned off.
- You may steal from the player of your choice.
- To confirm which player you want to steal from, hold their number button down for several seconds.
- **This allows you to use your turn to TURN BACK ON as many of your opponent's letter lights as you can.** Just play the same way as before, but instead press the letter lights that are NOT lit, turning them ON as you go.
- Play the same as before: the Game Unit will select a category number, an opponent should read it aloud and start the timer.
- You will have **15 seconds** to turn on as many letter lights as you can.
- Then your turn ends. Press your own number button to confirm the end of your turn, and pass the Game Unit to the next player.

FREE:

Turn OFF ONE of your letter lights!

- If the Free button lights up on your turn, your unused letters will be shown.
- Choose one "free" letter light to turn off.
- Then your turn ends. (you DO NOT need to press your number to end your turn)

WINNING:

If you're first to turn off all your letter lights, you win! Celebrate as the Game Unit plays the victory music and light show!

The players that lost to you may review their final game board by pressing their blinking Player number.



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Item #2494

EXAMPLE GAME PLAY:

- Player light is illuminated and the 2 light is blinking – it is Player 2's turn.
- Music plays and lights blink on the Game Unit. The Category light is illuminated and the 4 light is blinking – the #4 category is read aloud from the card by an opponent.
- Player 2 immediately presses the blinking 4 button to start the 30-second timer. She calls out names of nuts – as many as she can think of, and presses the corresponding letter lights, to turn them off.
- The buzzer sounds and Player 2 presses the blinking 2 button to confirm her turn has ended. The game unit will record how many letter lights she turned off and remember them on her next turn.



Battery Installation Instructions: (see front for diagram)

1. Use philips head screwdriver to remove battery compartment screw and cover.
2. Insert new batteries (3 AA) as shown. Be sure to match +/- symbols with those on the battery cavity.
3. Replace battery compartment cover and secure with screw.

BATTERY SAFETY INFORMATION

- Never mix old and new batteries (replace all batteries at the same time).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always replace all batteries at the same time.
- Alkaline batteries are recommended for best performance.
- Rechargeable batteries are to be removed from the toy/game before being recharged.
- Rechargeable batteries are only to be recharged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Do not mix different types of batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- Supply terminals are not to be short-circuited.
- Dispose of batteries safely (Do not dispose of batteries in fire, batteries may explode or leak).

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