

4 or More Players
Ages 8 to Adult

Disney

GUESSWORDS™ Game

Contents

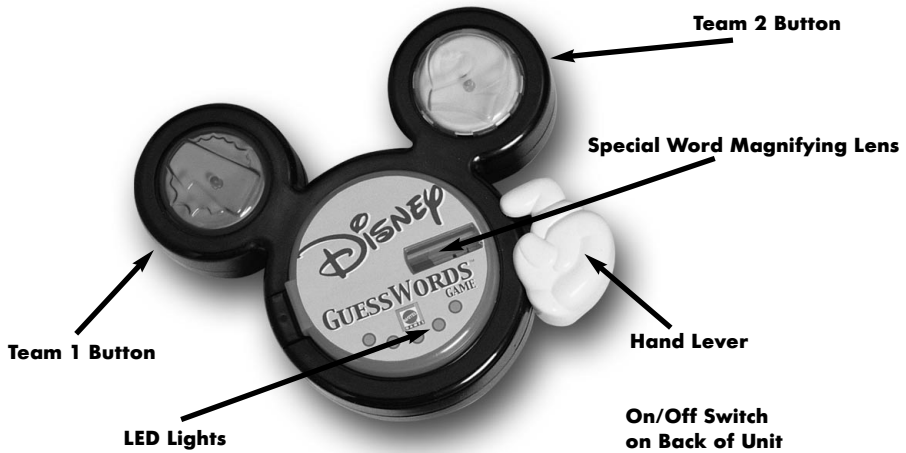
- 1 Disney Guesswords Electronic Game Unit
- 1 Disney Guesswords Game Board
- 55 Disc Cards
- 2 Mover Tokens



Please remove all components from package and compare them to the component list. If any items are missing, please call 1-800-524-TOYS.

One word clue. One right answer.
Guess the Disney Word before time runs out!

A LOOK AT YOUR GAME UNIT:



GAME CONTROLS

On/Off – Turns the game unit on or off.

Hand Lever – Advances the card to the next word.

Team 1 Button – Starts and stops the game timer for Team 1.

Team 2 Button – Starts and stops the game timer for Team 2.

GAME SET UP:

1. Divide into two teams.
2. Select a Mover Token for each team and place them on the start space.
3. Slide the off/on switch to the “on” position.

OBJECT:

The first team to get their Mover Token to the castle wins.

CARD SIDES

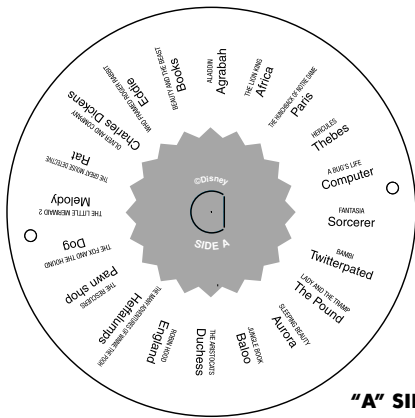
Guesswords cards have an “A” side and a “B” side.

“A” SIDE – EASIER GAME

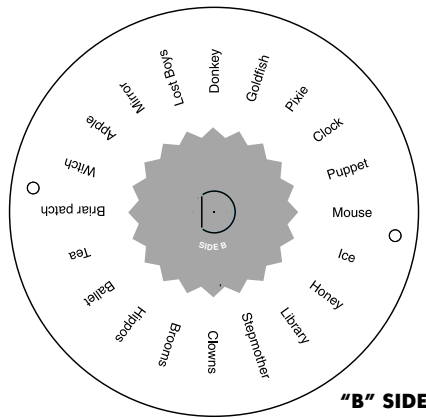
The answers on the “A” side of the cards are matched with the movie they are from to make it easier for the whole family to guess.

“B” SIDE – ADVANCED GAME

The answers on the “B” side of the cards are not matched with a movie. This allows a more challenging game for advanced players.



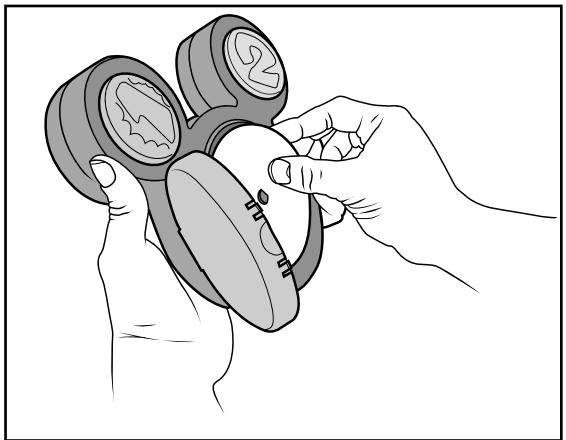
"A" SIDE



"B" SIDE

LET'S PLAY!

1. Team One starts the game.
2. Select a Clue Giver from your team.
3. The Clue Giver selects a card and places it into the game unit with either side "A" or side "B" facing up. Open the unit door and insert card as shown below. Note: The game unit door opens away from Mickey's hand.
4. The Clue Giver may give 1, one-word clue to describe the answer on the card. Then press the **Team 1** button on Mickey's left ear to start the timer. NOTE: If you are using the "A" side of a card, the Clue Giver first tells what movie the clue is from and then gives a one-word clue.
5. As the timer counts down, the red lights on the game unit will start to go out. When the correct answer is given, press the **Team 1** button a second time to stop the timer. If Team 1 gives the correct answer on their initial turn, they may now move their token forward double the number of lights left on when the timer is stopped. (Example: 4 lights = 8 spaces)
6. If Team 1 does not guess the answer on their turn, the game unit is passed to Team 2's Clue Giver who will attempt to get their team to guess the same word. A new one-word clue may be given and the new Clue Giver presses the **Team 2** start button. Play continues in this manner with the game unit being passed back and forth between the teams until the



- right answer is guessed. * If the right answer is guessed after play passes from the initial team, you may only move the exact number of lights left when the timer is stopped. Example: 3 lights=3 spaces.
- After a team guesses the answer, the game unit is then passed to the opposite team who will begin the next round by choosing a new word and Clue Giver.
 - A Clue Giver on a team that **starts** a new word may elect to pass on a word but they must move their team's mover back one space and the next word **must** be played.
 - Press Mickey's hand to choose a new word.

WINNING THE GAME

The first team to get their Mover Token to the castle wins!

BATTERY SAFETY INFORMATION

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- 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.
- Dispose of battery(ies) safely. Do not dispose of in a fire as batteries may explode or leak.
- Products with non-replaceable batteries are not to be disposed of in a fire as the batteries inside may explode or leak.

90 DAY LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for 90 days (unless specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052 for replacement or refund at our option. This warranty does not cover damage resulting from unauthorized modification, accident, misuse or abuse. In no event shall we be responsible for incidental, consequential, or contingent damages (except in those states that do not allow this exclusion or limitation). **Valid only in U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

Send only the product to the address above. Send all correspondence to Consumer Relations, Mattel, Inc., 333 Continental Blvd., El Segundo, California 90245-5012 U.S.A. Or you may phone us toll-free at 1-800-524-TOYS, Monday – Friday, 8:00 a.m. – 6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing.

CONSUMER INFORMATION



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CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

We are dedicated to quality products.



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