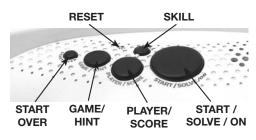


L7273/ L9139/ M3434 Up to 5 players / Ages 8 and up INSTRUCTION MANUAL P/N 823A9100 Rev.A

Are you ready to unscramble famous phrases?

Yes! Well it's time to frantically juggle pop culture phrases as you race to place them in the right order. This is a fast-paced challenge for the whole family, with jumbled phrases from popular movies, music, TV, and pop culture. So, everyone has the opportunity to play along!

BUTTONS AND FEATURES



START/SOLVE/ON – Press the ON button to wake the unit from SLEEP MODE. During a game, press the SOLVE button once you feel that you have solved the puzzle. Once pressed, the unit will read the puzzle and determine if you have solved the puzzle correctly. Once you have set up the game, press the START button and the game will ask "Are you ready?" Press the START button again and the game will begin.

PLAYER/SCORE – Before a game begins, press the PLAYER button to select the number of players who will be participating in the game. The maximum number of participants is five players. At any time prior or during a game, a player can press the SCORE button to find out his or her score.

HINT: If in Time Mode, the time you have to solve the puzzle will not pause while listening to a players SCORE.

SKILL LEVEL – When selecting how many players are in the game, you can adjust the skill level for each player. To do so, press the SKILL button while a player's light is highlighted. See below for an explanation of the different skill levels and to determine which skill level is appropriate for each person playing. Since each ball represents a portion of a phrase, the game becomes easier when fewer balls need to be unscrambled.

- Hard All five balls are scrambled
- Medium One of the five balls will not be scrambled. It will be in the right order.
- **Easy** Two of the five balls will not be scrambled. They will be in the right order.

GAME/HINT – Before a game begins, press the GAME button to choose which game you will play. There are four game modes: Time Mode, Guess Mode, Extreme Time Mode and Extreme Guess Mode. Press this button one time to toggle through each of the four game modes. If you do not change the GAME MODE, the game will automatically default to TIME MODE. The following are the four game modes that can be played by a SINGLE PLAYER or MULTIPLE PLAYERS.

• Time Mode – Solve puzzles with only a specific amount of time.

HINT – Speed is the key! Quickly solve the puzzle by pressing the SOLVE button as many times as you need to hear the puzzle.

• Guess Mode – Unscramble puzzles with only a certain number of guesses.

HINT – Listen! Carefully listen to the puzzle each time it is played. You're limited in the number of times you can push the SOLVE button to hear the puzzle.

• Extreme Time Mode – Solve puzzles within :10 seconds.

HINT – No time to think! Only the most skilled hands will master this mode.

• Extreme Guess Mode – Unscramble puzzles with only one guess.

HINT – Don't forget! You only get to hear the puzzle one time before you have to try and solve the puzzle.

During a game, press this button to reveal a HINT about the puzzle you are playing. A HINT will reveal the category in which the phrase you are playing was made famous. (For example..."Made famous by movies")

HINT: There is no deduction for using the HINT button; however, if in Time Mode, the time you have to solve the puzzle will not pause while listening to a HINT.

START OVER – Before or during a game, you can reset or START OVER a game by pressing and holding this button.

RESET – If the game begins to malfunction, insert a blunt point and press the RESET button. This action will RESET the game to its original settings.

NUMBER OF PLAYERS – Up to five players can play at one time.

SCORING – You will receive 1 point for each puzzle you solve.

SINGLE PLAYER GAMES:

ROUNDS – Each of the four GAME MODES has five rounds which becomes more difficult each ROUND. A single player will advance to the next ROUND regardless of whether the puzzle was solved correctly or not. The following provides an overview of the difficulty for each ROUND and for each GAME MODE.

Round	Time Mode	Guess Mode	Extreme Time Mode	Extreme Guess Mode
1	:30 sec	5 Turns	:10 sec	1 Turn
2	:25 sec	4 Turns	:10 sec	1 Turn
3	:20 sec	3 Turns	:10 sec	1 Turn
4	:15 sec	2 Turns	:10 sec	1 Turn
5	:10 sec	1 Turn	:10 sec	1 Turn

MULTI-PLAYER GAME:

The first player to 5 points wins the game and the number of ROUNDS required to win is based on each player's ability.

Time / Guess Mode – The game will increase or decrease in difficulty level which is dependant on the players ability. For example, if most of the players are solving puzzles, the difficulty level will increase. If players are struggling to solve puzzles, the difficulty level will decrease. **Extreme Time / Extreme Guess Mode –** The game will stay at the same TIME (:10 sec.) and number of GUESSES (1 Turn) for each ROUND of play.

SLEEP MODE – Say What! will go into SLEEP MODE after five minutes of inactivity. Once the unit automatically turns off, the current game will not be saved. Pressing the START button will wake the unit and you can begin a new game.

LET'S BEGIN!

To begin, press the ON button to wake the unit from SLEEP MODE. The unit will turn on and state, "Ready to unscramble famous phrases?" At this point, you should designate the number of PLAYERS, the SKILL LEVEL, and the GAME MODE you would like to play. If you are a single player, you only need to designate the SKILL LEVEL and GAME MODE. Once you have set up the game, press the START button again and the game will ask "Are you ready?" Press the START button again and the game will begin.

Enjoy the struggle to juggle and unscramble famous phrases!

BATTERY INSTALLATION

This game is powered by four (4) AA (LR6) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four (4) AA (LR6) batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- 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 product.
- The supply terminals are not to be shortcircuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CAUTION

- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.
- In an environment with radio frequency interference, the product may malfunction and require user to reset the product.

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.

WARNING: Changes or modifications to this unit 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.

Keep these instructions for future reference as they contain important information.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

6-MONTH LIMITED WARRANTY FOR USA (This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 6-month warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA. Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

6 MONTH PRODUCT WARRANTY FOR UK (This product warranty is valid in the United Kingdom only)

All products in the **RADICA®** range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 01628500303.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.



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RADICA USA Ltd., 13628-A Beta Road, Dallas, TX 75244-4510. www.radicagames.com Helpline 1.800.803.9611. Retain this address for future reference.

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1-800-524-8697.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB, Helpline 01628500303.

Mattel Australia Pty., Ltd., Richmond, Victoria. 3121.Consumer Advisory Service - 1300 135 312.

Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867.

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