

RADICA:



MODEL 77014

For 1 player / Ages 5 and up

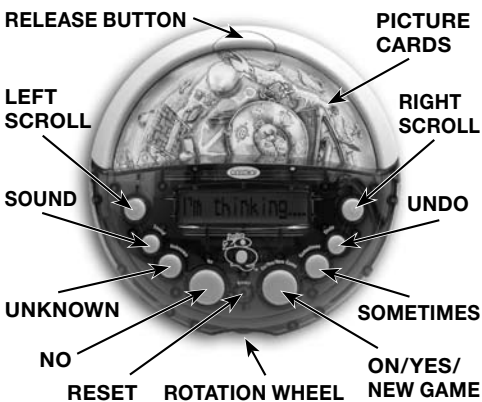
INSTRUCTION MANUAL

P/N 823A5600 Rev.D

I KNOW WHAT YOU'RE THINKING!

Now early readers will be amazed as they discover the classic game of Twenty Questions. 20Q Junior has been developed with simplified questions and answers, big button design and an easy to read display. Players can challenge 20Q by thinking of any object or using the 10 themed pictures for help. Now anyone can challenge the all knowing 20Q.

BUTTONS AND FEATURES



ON/YES/NEW GAME – Press this button to turn the unit ON. This button will also allow you to answer YES to a question or prompt. To start a NEW GAME, press and hold this button until the unit clears and a new game begins.

NO – Use this button to answer “NO” to a question.

SOMETIMES – Press this button to answer “depends” or “maybe” to a question or prompt.

UNKNOWN – Press this button if the question is irrelevant or if the answer is UNKNOWN.

UNDO – This button will allow you to change your previous answer by going back to the last question.

SOUND – Press this button to turn the sound ON or OFF. A high tone indicates SOUND is ON, a low tone indicates when the sound has been turned OFF.

SCROLL BUTTONS – Use these two buttons to move forward or backward through a menu, or to return to a previous section. Also, press the LEFT SCROLL button to increase the speed of the scrolling text, and press the RIGHT SCROLL button to slow it down.

PICTURE CARDS – There are 5 cards with a total of 10 themed pictures on the front and back. There are over 150 images that you can identify. These cards help you think of an object before starting a game of 20Q.

CARD HOLDER – This round disk will allow you to store four picture cards while displaying the fifth, or top card.

RELEASE BUTTON – Press this button slightly and pull to release the CARD HOLDER.

ROTATION WHEEL – This button allows you to view the picture cards by turning or spinning the wheel.

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.

SLEEP MODE – After 60 seconds of inactivity, the game will automatically shut down, going into SLEEP MODE. To turn it on again, simply press the ON button and the game will start where you ended play.

CHANGING PICTURE CARDS – There are 5 picture cards with a total of 10 images. The images have fun themes with over 150 different images that you can identify. The themes include:

DISK 1

Beach / Under the sea

DISK 2

Farm / Zoo

DISK 3

City / Fun Features(People)

DISK 4

Castle / Construction

DISK 5

Home / Playground

The above picture cards are held in a removable CARD HOLDER. To remove, press the RELEASE BUTTON slightly and slide the CARD HOLDER out of the top of the unit. Once the CARD HOLDER is clear of the unit, you can remove the cards by turning the CENTER TAB. Once you have freed the cards, place the card you would like to play face-up on top of the stack. Insert all five CARDS back into the CARD HOLDER and turn the TAB. Slide the CARD HOLDER back into the UNIT until the RELEASE BUTTON clicks. Now you're ready to begin to play 20Q Junior!



LET'S BEGIN

Although you won't win, I'll tell you how to play anyway!

Press the ON button to turn the unit on or to wake the unit from SLEEP MODE. To start a new game, press and hold the NEW GAME button until the current game clears, and then I will ask if you are READY to play. If you're ready, press the YES button and think of anything OR look at one of the ten picture cards for help.

Once you think or choose an object, I will ask you a series of five questions that begins with “Is it... Animal?...Vegetable?...Mineral...Other, or Unknown?” Use the LEFT SCROLL and RIGHT SCROLL buttons to toggle between the options. When making your selection, keep in mind that Animal, Vegetable and Mineral each has a broader meaning. Consider the object you have selected and think of its primary substance. For example, if you are thinking about a “wool sweater,” you should say, “Animal,” because it's made of wool, which comes from sheep, which are animals. You should answer “Mineral” for an “arrow” because most of its parts are made of metal and “Vegetable” for a “T-shirt,” because it's made of cotton, which is a plant.

There are two ways to select among the first five options (Animal, Vegetable, Mineral, Other or Unknown). First, you can answer each question with YES or NO as I advance to the next question. Or, you can toggle between these five options by pressing the LEFT SCROLL or RIGHT SCROLL buttons to identify the option that is correct and answer YES.

When I ask the remaining questions, answer honestly by pressing one of the answer buttons (YES, NO, SOMETIMES, UNKNOWN). If you answered a question incorrectly, press the UNDO button

to return to the prior question. I will try to guess what you are thinking before I have asked twenty questions. However, if I ask you a total of twenty questions, I will stop and try to guess what you're thinking. If I guess correctly, press the YES button. If for some strange reason I guess incorrectly, I will ask you five more questions, then guess again.

When I guess what you are thinking, I win! If all my guesses are wrong, you win. But don't worry, that will never happen.

Good luck! You're going to need it!

BATTERY INSTALLATION

This game is powered by two (2) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) 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.

CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **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.**

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

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 in-

stallation. 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.

RECYCLING

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.

The crossed out wheellie-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.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that 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.

90-DAY LIMITED WARRANTY (This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days 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 90-day 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.

Distributed by:
RADICA USA Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



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