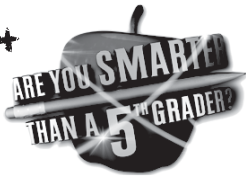


8+



MULTI-PLAYER ELECTRONIC GAME

INTRODUCTION & GAME SET UP

Find out who's the smartest "kid" in the room by playing the electronic tabletop game based on the hit TV game show, Are you Smarter than a 5th Grader? Play alone or with up to 4 players or teams!

CONTENTS

- 1 Chalkboard Housing
- 1 Wireless Eraser Remote Control
- 1 Instruction Sheet

GAME SET UP

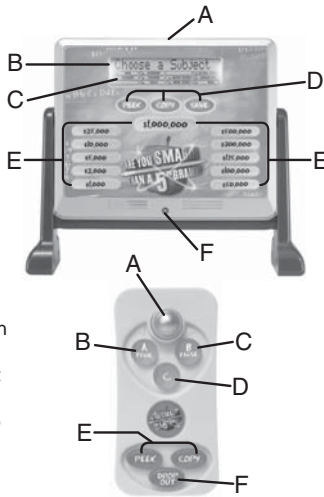
Remove the chalkboard housing and eraser remote control from the box and place on a table. Insert 3 AA batteries into the chalkboard housing and 2 AAA batteries into the eraser remote control. See Battery Installation section for more information. Slide the power switch on top of the chalkboard housing to the ON position. The remote control does not have a power switch.



GAME FEATURES

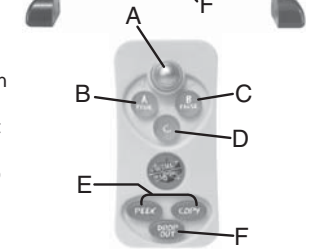
CHALKBOARD

- A. ON/OFF SWITCH: Slide to turn the game on and off.
- B. SCROLLING SCREEN: Questions, comments and answers are displayed here.
- C. SUBJECT BOX: Displays 10 subjects per game.
- D. PEEK, COPY & SAVE: Lights indicate which features are available.
- E. MONEY: Lights indicate how much money a player has won and the current question.
- F. IR: Receives signal from remote control.



ERASER

- A. LOCK-IN BUTTON: Use to confirm a selection and to lock in answers.
- B. A/TRUE/Scroll Left (<): Push to select A or True. Use to scroll left when selecting a subject or adjusting the game settings.
- C. B/FALSE/Scroll Right (>): Push to select B or False. Use to scroll right when selecting a subject or adjusting the game settings.
- D. C/Settings Button (SET) : Push to select C. Hold down for 2 seconds to enter the settings menu. Push C again to exit the settings menu.
- E. PEEK & COPY: Push to use these features.
- F. DROP OUT: Push to drop out of the game with your current earnings.



PLAYING THE GAME

OBJECT

Compete against up to 4 players or teams in a head-to-head battle to find out who's the smartest "kid" in the room!

In single player mode, answer questions based on 1st through 5th grade subject matter and earn up to 1 million dollars.

In multi-player mode, players/teams compete against one another and the player/team who walks away with the most money wins the game. Players/Teams take turns selecting subjects and answering questions to advance to the next round. Just like the game show, players/teams can use classmates to "help" them when they are unsure of the answer to a question. Players/Teams win money for correctly answering questions. If a player/team can answer 11 questions correctly, they win 1 million dollars!

GETTING STARTED

Slide the ON/OFF switch to the ON position to turn on the game. You will hear the theme music and will then be asked if you are ready to begin. Push the LOCK-IN button to begin the game.

Throughout the game, various comments (not questions) that scroll across the screen can be skipped by pushing the LOCK-IN button on the remote control.

SETTINGS

You can adjust the Text Speed, Volume, and Screen Contrast by holding down the C button for 2 seconds. This feature cannot be accessed when the game is in question/answer mode.

Use the A (left), B (right), and Lock-In (enter) buttons to adjust the following features:

- VOLUME: Adjust the volume from setting 0 (OFF) to setting 5 (loudest).
- TEXT SPEED: Adjust the speed of the scrolling text from setting 1 (slowest) to setting 5 (fastest).
- CONTRAST: Adjust the screen contrast from setting 1 (lightest) to setting 5 (darkest).

CLASSMATES

Five classmates will help you throughout the game. Every two rounds, a player will be asked to select a new classmate for the group to share (each classmate can only be selected once per game). Players take turns selecting classmates to help them along, starting with Player 1. Screen text will remind the players whose turn it is to select a classmate.

When all players have used all help features or have reached the Million Dollar Question, the classmates will return to their desks and no longer participate in the game.

SUBJECTS

This game includes 13 different subjects: Art, Animal Science, Ancient History, Astronomy, Cultural Studies, Geography, Health, Language Arts, Literature, Math, Modern History, Music, and Science & Technology.

The game will randomly select 10 subjects at the beginning of each game. There are two subjects represented for each grade level, 1st-5th grade. Scroll through the subject boxes shown onscreen by pushing the A (scroll left) or B (scroll right) button on the remote control. Push the LOCK-IN button to confirm your selection. All subject boxes except the one selected will disappear from the screen. A question from the selected subject will scroll across the top of the screen and will continue to scroll until you are ready to answer the question, use a cheat, or drop out of the game.

If there are two or more players, Player 1 will choose the first subject for round 1. If Player 1 chooses 4th grade Math, all contestants will have to answer a 4th grade Math question. Player 2 will then choose the next subject for round 2 and so on.

QUESTIONS & ANSWERS

There are 2 types of questions that you will be asked to answer: True or False, and Multiple Choice questions. Use the remote control to answer the questions.

- When a True or False question is asked, push A/True if you think the answer is true or B/False if you think the answer is false; then push the LOCK-IN button to submit your answer. If you make a selection but wish to change your answer, you can do so by pushing another letter, but once you have pushed the LOCK-IN button, your answer will be submitted and can no longer be changed.

- When a multiple choice question is asked, push the letter that corresponds with what you believe is the correct answer (A, B or C) and then push the LOCK-IN button to submit your answer. If you make a selection but wish to change your answer, you can do so by pushing another letter, but once you have pushed the LOCK-IN button, your answer will be submitted and can no longer be changed.

If you pushed A/True, B/False, or C, but then decide you would like to read the question again, wait 5 seconds and the question will scroll across the top of the screen again. There is no time limit for answering questions, so take your time!

If you answer the question correctly, you will earn money and the game will continue. The money lights will show you how much money you have won throughout the game. See the Money section of the instructions for information on how much money each question is worth.

Throughout the game, any subjects that have already been selected will no longer appear on the screen - only the subjects that are remaining to be selected will be visible.

CHEATS & SAVE

Just like the show, this game includes two "cheats" that can be used only once per game when you are unsure of the answer to a question.

- Push PEEK to "peek" at your classmate's answer. His/her answer will appear onscreen. Press A to accept your classmate's answer or B to reject it. If you reject your classmate's answer, you will have to submit your own answer. If you accept your classmate's answer, but his/her answer is incorrect, the game will end for that player. Once you have used this feature, the PEEK light on the chalkboard will turn off.
- Push COPY to "copy" your classmate's answer. His/her answer will appear onscreen. You do not have the option of accepting or rejecting your classmate's answer when you use the copy feature. If your classmate's answer is incorrect, the game will end for that player. Once you have used this feature the COPY light on the chalkboard will turn off.

The first time you answer a question incorrectly, there is the possibility that you can be "saved" by your classmate. The game will let you know when you have answered a question incorrectly and then it will display your classmate's answer. If your classmate's answer is correct, you will be "saved" and the game will continue (notice the SAVE light will turn off). If your classmate's answer is incorrect, then the game will end for that player.

Once the cheat and save features have been used during a game, your classmate will return to his desk and no other classmates can be selected for the remainder of the game.

MILLION DOLLAR QUESTION

If one or more players correctly answer the first 10 questions, you will reach the Million Dollar Question. A randomly selected 5th grade subject will appear on the screen. You will now have to decide whether you want to go for the million dollars or "drop out" of the game with \$500,000. Push the DROP OUT button on the remote control to drop out of the game or push the A button to answer the Million Dollar Question.

Classmates cannot help you answer the Million Dollar Question, even if you have not used the cheat or save features during your game. If you answer the question correctly, you will win 1 million dollars and win the game! If you answer the question incorrectly, you will end with \$25,000 and will not win the game.

MONEY

Each of the 11 questions asked during a game is worth a different amount of money, and the dollar amounts increase as the game continues. The list below shows how much money you will earn for each correctly answered question.

Question 1 = \$1,000	Question 6 = \$50,000
Question 2 = \$2,000	Question 7 = \$100,000
Question 3 = \$5,000	Question 8 = \$175,000
Question 4 = \$10,000	Question 9 = \$300,000
Question 5 = \$25,000	Question 10 = \$500,000
Question 11 = \$1,000,000	

During questions 1-4, if you answer a question incorrectly and cannot be "saved", you will end the game with \$0. Once you answer question 5 correctly, you are guaranteed to win at least \$25,000. So, during questions 6-11, if you answer any question incorrectly and cannot be "saved", you will end the game with \$25,000.

You can "drop out" of the game at any time during questions 2-11 and end the game with your current earnings (dropping out on question 1 will not win you any money). For questions 2-10, you can "drop out" of the game after you have read the question. For the Million Dollar Question, you can only view the subject before deciding to "drop out" of the game. Once the Million Dollar Question is read, you can no longer "drop out", so if the question is answered incorrectly, you will end the game with \$25,000.

GAME OVER & SLEEP MODE

At the end of a game, you will be asked if you want to play again. Push any button on the remote control to play again and the game will reset. If you no longer wish to play, slide the switch to OFF. The game will also enter into sleep mode after 4 minutes of inactivity. To resume the game, push any button on the remote control. To fully power down the game, slide the ON/OFF switch on the top of the housing to the OFF position. We recommend fully powering down the game to save the battery life.

OPERATING & SAFETY INSTRUCTIONS

BATTERY INSTALLATION (batteries not included)

- Unscrew the battery covers to the chalkboard housing and eraser remote control housing with a Phillips screwdriver (⊕).
- Insert 3 "AA" batteries into the chalkboard housing (see Fig. 1) and 2 "AAA" batteries into the eraser remote control (see Fig. 2) with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment.
- Replace the covers.

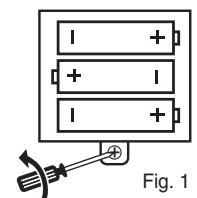


Fig. 1

SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- 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.
- Do not dispose of batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

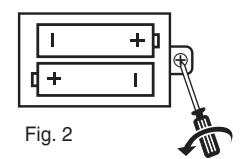


Fig. 2

CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, switch to ON or OFF to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case switch OFF and then switch back to ON.
- If the product malfunctions after switching to ON, switch back to OFF and wait for 1 to 2 second, then switch to ON again.

CAUTION: Changes or modifications 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 experienced radio/TV technician for help.

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