

**P6624**  
For up to 4 players / Ages 8 and up  
**INSTRUCTION MANUAL**  
P/N 823D2100 Rev.B

Are you ready for the first multiplayer version of 20Q™? This transformation of the classic handheld game fires up friends and family as you go head-to-head with 20Q™ and the other players. The first player to outwit 20Q™ and the other players wins! Sound easy? Guess again.

## BASIC GAME RULES

Up to 4 friends and family **PLAYERS** will try to outwit 20Q™. The **DEALER** selects two 20Q™ **CARDS** and chooses an object from one of the cards. The 20Q A.I. asks questions and reads the **DEALER'S** mind. The first **PLAYER** to guess the **DEALER'S TARGET OBJECT** keeps the 20Q™ **CARD**. The first **PLAYER** to collect three 20Q™ **CARDS** wins!

## BUTTONS/MODES

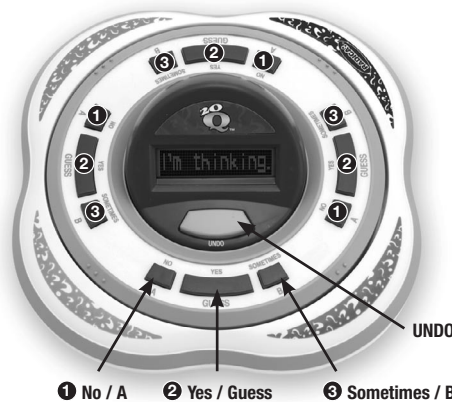
**ON/OFF** – This switch is located on the bottom of the unit and will turn the electronic game board **ON** and **OFF**.

**RESET** – This button is located on the bottom of the electronic game board. When a blunt point is inserted and pressed, it will reset the game to its original settings.



**QUESTION MODE** – A **PLAYER** can choose between 2 questions (“A” and “B”) that are shown on the 20Q™ electronic display.

**ANSWER MODE** – Once a question has been selected by a **PLAYER**, the **DEALER** answers the question (“YES”, “NO”, or “SOMETIMES”).



**YES/ENTER/GUESS** – Use the **ENTER** button at the beginning of each game to identify the number of **PLAYERS**. When the game is in **ANSWER MODE**, the **DEALER** will use this button to answer “YES” to questions. **PLAYERS** use the **GUESS** button when they want to guess which **OBJECT** the **DEALER** is thinking of. **DEALERS** use the **GUESS** Button when they want to force 20Q™ to guess the **TARGET OBJECT**.

**NO/“A”** – When the game is in **QUESTION MODE**, use this button to select Question “A”. When the game is in **ANSWER MODE** the **DEALER** will use this button to answer “NO” to a question.

**SOMETIMES/“B”** – When the game is in **QUESTION MODE**, use this button to select Question “B”. When the game is in **ANSWER**

**MODE** the **DEALER** will use this button to answer “SOMETIMES” to a question.

**UNDO** – This button allows you to go back to the previous question if you or the **DEALER** mistakenly select or answer a question incorrectly. **PLAYERS** can only use the **UNDO** Button once per round.

## ROLES/FUNCTIONS

**DEALER** – 20Q™ randomly selects the **DEALER** at the beginning of each round. The **DEALER** takes two 20Q™ **CARDS** and selects an object from the cards. This is the **TARGET OBJECT** that the other 1-3 **PLAYER(S)** are trying to guess.

**PLAYER(S)** – The 1-3 person(s) who are trying to guess which **TARGET OBJECT** the **DEALER** has selected from the 20Q™ **CARDS**.

**20Q™ CARDS** – The game includes 50 playing cards that contain 20 **TARGET OBJECTS** on each card.

**20Q™ CARDS “+2”** – These 5 cards should be randomly shuffled throughout the deck and played the same way as the standard 20Q™ **CARDS**. If a “+2” card is drawn at the beginning of a round, the **PLAYER** who correctly guesses the **TARGET OBJECT** receives both cards on the table.

**TARGET OBJECTS** – The 20 items on each of the 50 20Q™ **CARDS**.

## GETTING STARTED

To start, turn the unit on using the **ON/OFF** switch on the bottom of the electronic game board. When prompted, press the **YES** Button to start a new game. Each **PLAYER** will need to press their **ENTER** Button to indicate they are playing. 20Q™ will confirm the number of players is correct. Once established, 20Q™ will randomly select a **PLAYER** to be the **DEALER**. 20Q™ will ask the **DEALER** if he/she is ready. Press **YES** to confirm everyone is ready. If 20Q™ does not have the correct number of players, press **NO** to go back and select the correct number of **PLAYERS**.

Note: The **DEALER** is playing with 20Q™ and collects a 20Q™ **CARD** only if 20Q™ guesses the correct **TARGET OBJECT** first. So, it is important and to the **DEALERS** advantage to answer the questions correctly.

## HOW TO PLAY

Once the **DEALER** is selected by 20Q™, the **DEALER** should pull two 20Q™ **CARDS** from the deck. The **DEALER** selects one of the 40 **TARGET OBJECTS** and writes it down on a piece of paper and turns it over. The **DEALER** should not allow the other **PLAYERS** to see what he/she has selected. The 20Q™ **CARDS** will then be placed face up so the other 1-3 potential **PLAYERS** can view the **TARGET OBJECTS** on each card.

20Q™ will first ask the **DEALER** if the **TARGET OBJECT** is an “ANIMAL, VEGETABLE, MINERAL or OTHER” – the **DEALER** answers “YES” or “NO” to each question and then announces which category the **TARGET OBJECT** falls under to the other **PLAYERS**.

With a total of twenty questions, each **PLAYER** takes turns, rotating the electronic game board in a clockwise direction so the player can read the question on the display. The 20Q A.I. will scroll two questions across the LCD screen. **PLAYERS** will use the “A” or “B” buttons to select the question they wish the **DEALER** to answer. Once the question is selected, the **DEALER** will answer the question “YES”, “NO”, or “SOMETIMES”.

NOTE: After each question is asked and answered the 20Q™ electronic game board must be rotated clockwise and locked into position before the next player will be allowed to select their question.

During game play, it is recommended that each **PLAYER** take notes. This will help each **PLAYER** keep track of questions and answers to identify and eliminate potential **TARGET OBJECTS**.

At any point in the game, a **PLAYER** can press the **GUESS** Button to guess the potential **TARGET OBJECT**. Also, the **DEALER** can press the **GUESS** Button at any time to force 20Q™ to make a guess.

If the **PLAYER**, including 20Q™ representing the **DEALER**, guesses incorrectly, gameplay continues and the incorrect guesser is out of the game. If all **PLAYERS**, including 20Q™, have guessed incorrectly prior to question 20, all **PLAYERS** will be brought back into the game to continue playing. Once this happens, **PLAYERS**, including the **DEALER**, can press the **GUESS** Button at any time to make a second guess. This process continues throughout the twenty questions.

After twenty questions are asked and answered, the game will give the remaining **PLAYER(S)** a 5 second countdown to press the **GUESS** Button to make their guess. If multiple **PLAYERS** remain, the first **PLAYER** who presses the **GUESS** Button will be allowed to guess. If that **PLAYER** is correct, the game ends and he/she receives the **20Q™ CARD(S)**. If the **PLAYER** is incorrect, all **PLAYERS** are brought back into the game for the **LIGHTNING ROUND**.

## LIGHTNING ROUND

The LCD screen will indicate "EVERYBODY'S BACK IN" to begin the **LIGHTNING ROUND**. Once this animation has scrolled past, **PLAYERS** including the **DEALER** must try to be the first to press the **GUESS** Button. The first **PLAYER** to press the **GUESS** Button is given another opportunity to guess. If that **PLAYER** is correct, the **20Q™ CARD(S)** is awarded. If this **PLAYER** is incorrect, **20Q™** will randomly select the next **PLAYER** to guess. If all **PLAYERS** are incorrect in the **LIGHTNING ROUND**, the game is over and the two **20Q™ CARDS** should be placed at the bottom of the deck.

Note: The random selection in the **LIGHTNING ROUND** can include **20Q™**.

At the end of a game, **20Q™** will prompt to begin a new round by asking if you want to "Play Again". If you press **YES**, **20Q™** will confirm the number of players, select a new dealer, and begin a new game. If you press **NO**, the unit will turn off.

## SLEEP MODE

After 2 minutes of inactivity, **20Q™** will go into **SLEEP MODE**. To wake the unit, press the **UNDO** Button and the game will wake-up at the point in the game where it went to sleep.

## BATTERY INSTALLATION / REPLACEMENT

This game is powered by two (2) AAA (LR03) batteries (not included).

- Using a screwdriver (not included), loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) batteries as indicated inside the battery compartment.
- Replace the battery compartment door and

tighten the screw with a screwdriver. Do not over-tighten.

- For longer life use only alkaline batteries.
- Replace the batteries when the product does not function properly.
- Remove batteries and dispose of them safely.

## 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 short-circuited.
- 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.**

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- (1) this device may not cause interference, and
- (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes :

- (1) Il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.



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

Hereby, Mattel declares that this toy is in compliance with the essential requirements and other relevant provisions of Directives 2004/108/EC, 88/378/EEC. Suitable for use in all EU member states. A copy of the Declaration of Conformity may be obtained from Mattel UK Ltd.

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Play at <http://20Q.net>



**CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.**

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RADICA USA Ltd. [www.radicagames.com](http://www.radicagames.com) Helpline 1.800.803.9611 or [service.mattel.com](mailto:service.mattel.com) Consumer Relations – Mattel, Inc. 636 Girard Avenue, East Aurora, NY 14052, U.S.A.

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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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