

AGES 12+

4-8 PLAYERS
C3379

HEARING THINGS™

Contents

game headphones with built-in sounds and timer • 150 cards

Object

Read your teammate's lips and correctly guess the phrase on the card. The team with the most correctly guessed phrases at the end of the game wins.

Get Ready!

1. Split the group into teams of two.
2. Pick a color to play this game (then use a different color next game to keep it fresh).
3. Put the deck of cards in the middle of the playing space with the color you've chosen face down. So, if you decided to play the orange for this game, you'll have the yellow/green side up.

Each team will take three turns.



The Headphones

The headphones have a one-minute built-in timer. Once the START button is pressed, a light will turn on and sounds will automatically run for 60 seconds.

The sounds limit the hearing of the player wearing the headphones.

When putting them on, the player should make sure the **START** button is on their **right** ear.



Let's Play!

The person who last misheard someone goes first.

On your team's turn:

1. Flip over the top card, without letting your teammate see the phrase.
2. Your teammate puts on the headset, adjusting it so their ears are fully covered.
3. When they're ready to go, they press the START button located on the right headphone.
4. Once you see the red light, softly whisper the phrase to your teammate.
5. Your teammate must guess **exactly** what you are saying, so you should keep saying it until they guess it. **You may not gesture or pass.**
6. If they guess correctly, draw another card and whisper *that* phrase.
7. Play cards until the light turns off and the sound stops.
8. Keep any earned cards as points.
9. Pass the headphones to the next team, who starts over at Step 1.

NOTE: When you are wearing the headphones, guess everything that you think your teammate is saying! You might be closer than you think.

Don't cheat. If you can hear your teammate speaking, let them know.

Did You Win?

The team that correctly guessed the most phrases after three turns wins!

In the event of a tie, since you read the rules, you get to pick the winner.

Alternate Cooperative Way To Play With Two Players

1. Each player takes turns wearing the headphones while the other whispers phrases.
2. Keep any cards that were guessed correctly.
3. After each player has had three turns, add up all of the cards. This is your score together.
4. How did you do?
0-5 points – Did you even try?
6-10 points – Not bad, but your listening skills need work.
11-15 points – Good, but I bet you cheated a little.
16-20 points – Wow, nice job. Slightly impressed.
20+ points – Excellent. You should read lips for a living!

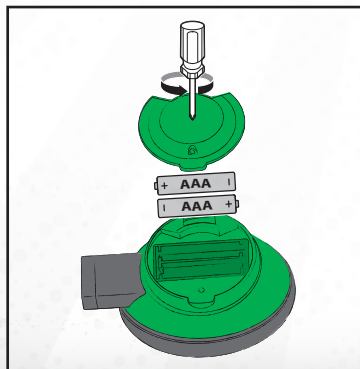
NOTE: The game headphones cannot be used with any other electronic device.

NOTE: Headphones are intended to be used for gameplay purposes only. Remove after your turn is over.

BATTERY INFORMATION TO INSERT BATTERIES:

Use a Phillips/cross head screwdriver (not included).

 **x2 1.5V AAA**
ALKALINE BATTERIES REQUIRED
NOT INCLUDED



IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. AS WITH ALL SMALL BATTERIES, THE BATTERIES USED WITH THIS GAME SHOULD BE KEPT AWAY FROM SMALL CHILDREN WHO STILL PUT THINGS IN THEIR MOUTHS. IF THEY ARE SWALLOWED, PROMPTLY SEE A DOCTOR AND HAVE THE DOCTOR PHONE (202) 625-3333 COLLECT. IF YOU RESIDE OUTSIDE THE UNITED STATES, HAVE THE DOCTOR CALL YOUR LOCAL POISON CONTROL CENTER.
2. TO AVOID BATTERY LEAKAGE
 - A. ALWAYS FOLLOW THE INSTRUCTIONS CAREFULLY. USE ONLY BATTERIES SPECIFIED AND BE SURE TO INSERT THEM CORRECTLY BY MATCHING THE + AND – POLARITY MARKINGS.
 - B. DO NOT MIX OLD BATTERIES AND NEW BATTERIES OR STANDARD (CARBON-ZINC) WITH ALKALINE BATTERIES.
 - C. REMOVE EXHAUSTED OR DEAD BATTERIES FROM THE PRODUCT.
 - D. REMOVE BATTERIES IF PRODUCT IS NOT TO BE PLAYED WITH FOR A LONG TIME.
 - E. DO NOT SHORT-CIRCUIT THE SUPPLY TERMINALS.
 - F. RECHARGEABLE BATTERIES: DO NOT MIX THESE WITH ANY OTHER TYPES OF BATTERIES. ALWAYS REMOVE FROM THE PRODUCT BEFORE RECHARGING. RECHARGE BATTERIES UNDER ADULT SUPERVISION. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
3. SHOULD THIS PRODUCT CAUSE, OR BE AFFECTED BY, LOCAL ELECTRICAL INTERFERENCE, MOVE IT AWAY FROM OTHER ELECTRICAL EQUIPMENT. RESET (SWITCHING OFF AND BACK ON AGAIN OR REMOVING AND RE-INSERTING BATTERIES) IF NECESSARY.

FCC STATEMENT

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 UNDESIRABLE OPERATION. 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.
- CONSULT THE DEALER OR AN EXPERIENCED RADIO/TV TECHNICIAN FOR HELP.

CAUTION: 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. CAN ICES-3 (B) / NMB-3 (B)

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