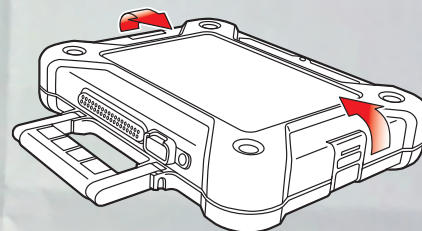


PUTTING THE GAME AWAY

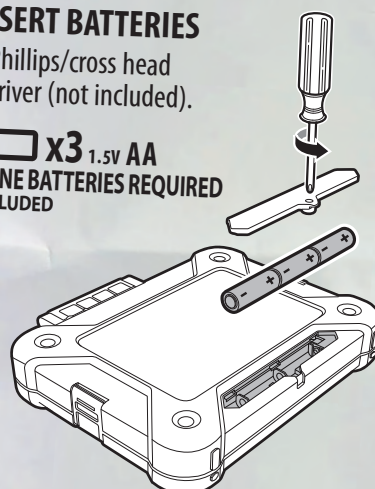
1. Press the red button on the front of the unit. All the lights will turn off.
2. Put the cards back in their trays.
3. Remove the top half of the unit from the stand, then place it back on the bottom half.
4. Close the latches on either side of the unit.



TO INSERT BATTERIES

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

X3 1.5V AA
ALKALINE BATTERIES REQUIRED
NOT INCLUDED



IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. 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 charging. Recharge batteries under adult supervision.
2. 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.

DO NOT RECHARGE OTHER TYPES OF BATTERIES.

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 undesired 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)

Retain this information for future reference.
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AGES
16+

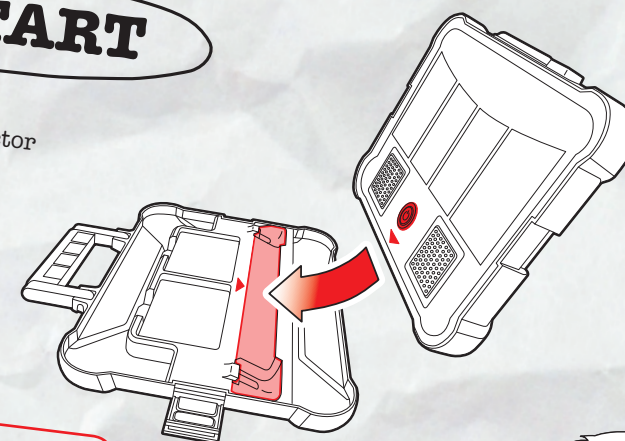


E4641

THE LIE DETECTOR GAME

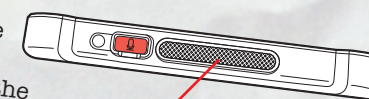
QUICK START

1. Remove the top half of the Lie Detector and stand it up in the bottom half so the display faces the card trays.
2. Press the red power button below the screen.
3. Take turns asking each other questions from the deck.



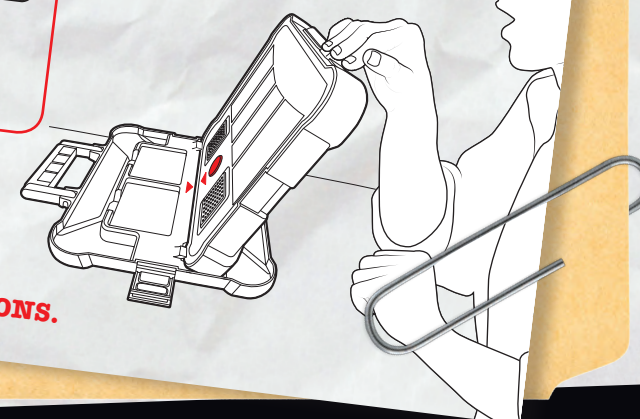
To answer, press and release the red microphone button on top of the unit.

Answer "yes" or "no" into the microphone after you hear the beep and see the red light come on.



microphone

4. If you told the truth, you'll hear a ding and the screen will light up green. If you hear a buzzer and the light turns red, you lied!



SEE INSIDE FOR COMPLETE INSTRUCTIONS.

THE LIE DETECTOR GAME

FOR BEST RESULTS ASK THE JUICIEST QUESTIONS!
Insignificant questions won't work as well with the Lie Detector's voice analysis technology.

"DO YOU WEAR THE PANTS IN YOUR RELATIONSHIP?"

"IS THE SKY BLUE?"

CONTENTS

Lie Detector Unit • 64 Cards (126 Questions)

OBJECT

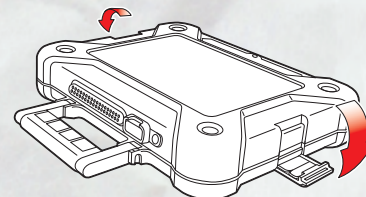
Earn points by telling the truth and catching other players in lies. The player with the most points at the end of the game WINS!

THE FIRST TIME YOU PLAY

Insert batteries as shown on back page.

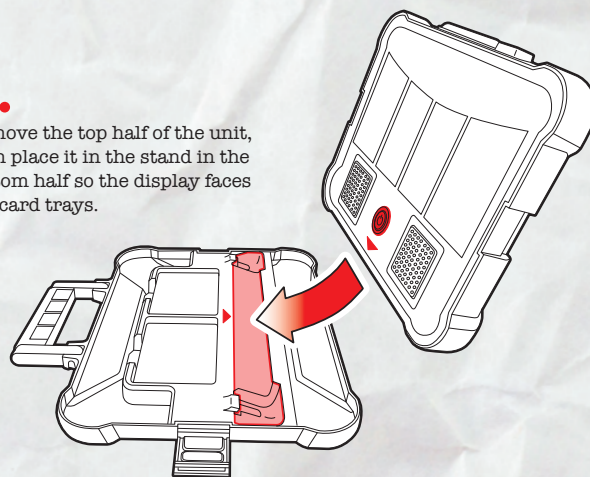
GET READY!

1. Place the Lie Detector on a flat surface and open the latches on either side of the unit, as shown.



2.

Remove the top half of the unit, then place it in the stand in the bottom half so the display faces the card trays.



3.

Shuffle the cards, then place them back in the tray. Grab a pen and paper to keep score.

4.

Press the red button on the front of the unit. The green and red display lights will turn on. Now you're ready to play!



LET'S PLAY!

The player who believes they have nothing to hide takes the first turn in the hot seat as the **Respondent**. The other players begin as the **Interrogators**.

1. **Respondent:** sit directly behind the unit, facing the Interrogators. The Interrogators should be able to see the screen; the Respondent should not.
2. **Interrogators:** grab a card from the deck and choose a question to read aloud. The Interrogator to the left of the hot seat asks the first question.
 - If it's a fill-in-the-blank, get creative and fill it in with the word or phrase of your choice.
3. **Respondent:** press and release the red microphone button on top of the unit when you're ready to answer. Once you hear a beep and see the red light come on, simply state "yes" or "no" into the microphone. When you hear two beeps, the unit has stopped recording.

Suggested distance from mouth to microphone is 4-6 inches.

4. The Lie Detector unit will then analyze your voice and give a response:

- If you were honest, the display will light up green and you'll hear a ding! Give yourself a point.
- If you lied, the display will light up red and you'll hear a buzzer! The point goes to the Interrogator.
- If two lights on either end of the display flash and the unit beeps twice, that means it couldn't pick up your answer. Answer again, making sure there are no background noises.

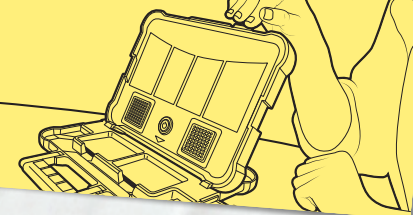
5. Play continues until each Interrogator has asked the Respondent one question. Then it's the next player's turn in the hot seat, and play continues as above.

WIN!

When all players have taken one turn in the hot seat, count up your points. The player with the most points wins!

Listen for the beep and wait for the red light to come on before answering into the microphone.

4-6"



TIPS

- The unit analyzes your voice, so the more personal the question, the better. Questions like "Is the sky blue?" will not work well, because the Respondent won't have any consequence on the line.
- Limit background noise when answering the question.
- Only answer with "yes" or "no." And try not to laugh when answering!
- If there's a tie, have the tied players each take a turn in the hot seat—whoever is honest the most during their turn wins!

2-PLAYER GAME

One player sits in the hot seat, while the other player takes five cards and asks one question from each card. Then, switch places! Whoever earns the most points after one round wins!

Need more help?
Check out our how-to videos at:
consumercare-howto.hasbro.com