



HearSay™



Model G71029

For 1-4 players / Ages 8 and up

INSTRUCTION MANUAL

P/N 82351900 Rev.A

Listen closely...what was that word? Now it's your turn! Put your memory to the test and see if you can keep up with HearSay's tongue-twisting challenges. Play it by yourself or with a group of friends—and hang in there as long as you can! Good luck!

BUTTON FUNCTIONS

Off/Game Switch - Slide this switch up to select Game 1, 2 or 3. This switch also turns the unit on and off.

Start • Enter - Starts a game. Pressing this button also locks in your selection.

Player # • Level - Scrolls through the Number of Players (1–4) and Game Levels (1–3).

Reset - Resets the game.

BASIC GAME RULES

HearSay will say a word and ask you to repeat it. (Remember to wait for the beep before you repeat a word!). If you repeat a word correctly, HearSay will add a new word to the sequence. In multi-player mode, each

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player will be asked to repeat the word sequence.

GETTING STARTED

To turn the game on, slide the Off/Game switch up and select:

Game 1 - HearSay (1-4 players) - Players take turns repeating the word sequence.

Game 2 - Random HearSay (2-4 players) - Players are called at random to repeat the word sequence.

Game 3 - Team HearSay (2-4 players) - Players collaborate to repeat the word sequence.

SELECTING A GAME LEVEL

Once you have selected a game, HearSay will ask you to **“Choose a level.”** To choose a level, press the Player # • Level button to scroll through the levels:

“Level One” - uses 3 of the 11 words to create the sequences (pop, snap, fizz)

“Level Two” - uses 7 of the 11 words to create the sequences (pop, snap, fizz, lumpy, dusty, squishy, soggy)

“Level Three” - uses all 11 words to create the sequences (pop, snap, fizz, lumpy, dusty, squishy, soggy, enchilada, sarsaparilla, rutabaga, alfalfa).

When you hear the level you'd like to play, press the Start•Enter button to lock in your selection.

NUMBER OF PLAYERS

Next, HearSay will ask **“How many players?”** To select the number of players, press the Player # • Level button until you hear the correct number of players. Press the Start•Enter button to lock in your selection.

HearSay will confirm your selections: **“You're playing Game One, Level One, One Player.”**

SINGLE PLAYER MODE

In the single player mode, HearSay will say a word and ask you to repeat it. Listen closely!

HearSay will say **“Repeat after me: Fizz! Now you say it.”** Wait until you hear a beep and then repeat the word: **“Fizz!”**

If you repeat the word correctly, HearSay will

add another word: **“Repeat after me: Fizz...Snap! Now you say it.”** Wait for the beep before repeating each word.

Example: Fizz, Snap, Enchilada, Squishy, Snap - should be repeated as: (beep) Fizz, (beep) Snap, (beep) Enchilada, (beep) Squishy, (beep) Snap. **You got it!**

HearSay will continue adding words to the sequence. When you make it to the end without missing a word, you win by beating your highest score.

MULTI-PLAYER MODE

In the multi-player mode, each player will be asked to repeat a specific word or word sequence. Listen closely.

HearSay will call on one of the players: **“Repeat after me: Lumpy! Now you say it, Player Three.”**

Player Three will wait for the beep and repeat the word: **“Lumpy!”**

If the word is repeated correctly, HearSay will call on the next player and add a new word: **“Repeat after me: Lumpy...Dusty! Now you say it, Player One.”**

Player One will wait for the beep and repeat the word sequence.

The objective in multiplayer Games 1 & 2 is to be the last one playing. If a player fails to repeat the list, he/she is dropped from the game while the remaining players continue. The Winner is the last player left. Scores are given for each player only as a reference.

Game 3 is a shared game. A score is given to the team. However, players that fail to repeat their word(s) are dropped from the game. Please note: The third player must wait until player 1 or player 2 has missed a word.

REPEATING THE WORDS

If you repeat a word correctly, HearSay will congratulate you: **“You got it!”**

WORD LIST:

Pop	Dusty	Sarsaparilla
Fizz	Squishy	Rutabaga
Snap	Soggy	Alfalfa
Lumpy	Enchilada	

If HearSay does not understand your response, it will ask you to repeat the word again and offer suggestions: “**Louder**”, “**Softer**”, “**Say that again!**”

If you forgot to wait for the beep before repeating the word, HearSay will ask you to “**Wait for the beep**”.

If you do not repeat the correct word, HearSay will eliminate you in multiplayer games: “**You’re out Player One!**” or end the game “**Game Over!**” in single player games.

HELPFUL HINT:

If HearSay incorrectly ends your game, but you are sure you answered correctly, push the Player # • Level button to skip the error and continue playing.

GAME OVER

The object of HearSay is to repeat as many words as possible. However, if you repeat a word sequence of 100 words, you have become a HearSay Master and the game will end.

SCORING

HearSay will announce your score with “scoring” sound effects and flashing lights. **For example:** For 1 point scored, the game plays a sound effect and flashes green. For 10 points scored, the game plays a different sound effect and flashes red.

NEW GAME

To begin a new game at the same level and same number of players, press the Start•Enter button. Otherwise you will need to move the Off/Game switch to another game and back again to reselect level and player options for the game.

SLEEP MODE

HearSay will automatically go to sleep approx. one minute of inactivity. Press any button to wake the game and resume playing.

BATTERY INSTALLATION

This game is powered by three (3) AA-size batteries. The battery compartment is located on the back of the game.

- Using a screwdriver, loosen the screw until

the battery compartment door can be removed.

- Insert three AA-size 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 game 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 game 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.

MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or temperature extremes.
- Do not disassemble this game. If a problem occurs, press the Reset button or remove and replace the batteries to reset the computer, or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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 game.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity.

Keep this package because it contains important information.

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.

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