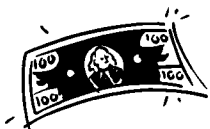




# ASK ZANDAR<sup>TM</sup>

I N S T R U C T I O N S

1 TO 4 PLAYERS



★  
ACCORDING TO MY CRYSTAL BALL...  
★



★  
DEFINIT  
★

## OBJECT

Be the first player with 5 gems on the gameboard to win and then have Zandar read your fortune.

## CONTENTS

Zandar game unit, gameboard, 68 question cards, 4 ASK AGAIN cards, 24 fortune disks, 20 plastic gems, 4 YES/NO tokens

## THE FIRST TIME YOU PLAY

**Insert Batteries.** Open the battery door on the bottom of the game unit and insert 4 "AA"-size alkaline batteries into the battery compartment, following the illustration in Figure 1. Be sure to match up the "+" and "-" signs with those in the diagram inside the battery compartment. Then replace the battery door.

**Test Batteries.** Test Zandar's batteries by sliding the switch on his base to the "GAME" position as shown in Figure 2. You should hear a crash of thunder and see the ball in Zandar's hand flash with light. If this doesn't happen, the batteries may be weak or improperly installed.

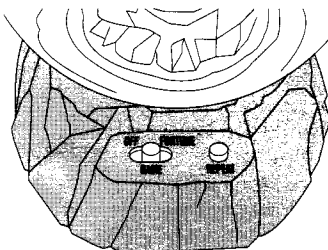


Figure 2

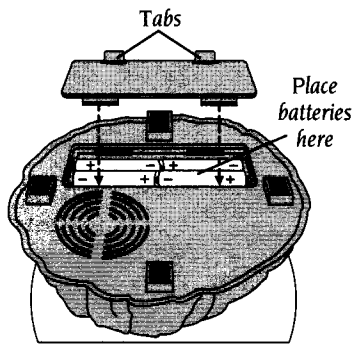


Figure 1. Push tabs to pull out battery door.

**CAUTION: Batteries may leak if improperly installed. Remove batteries when game is not being used for extended periods of time.**

**Take this time to find out how Zandar works!** Wave your hand (both hands, if you like) over the top of the "crystal" ball (see Figure 3). You'll hear a mystical sound and see a flash of light coming from the ball in Zandar's hand. Now wave your hand(s) over Zandar again. You'll hear another mystical sound and this time Zandar will speak as if answering a question. If Zandar does not respond, wave your hand over him again.

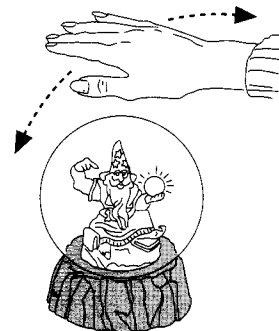


Figure 3. Wave your hand over Zandar twice to hear him speak!

**Note the switch and button** on the base of the game unit. Their functions are described below. Refer to Figure 2.

- ★ Use the "GAME" position of the switch when you start a game with your friends.
- ★ Use the "FORTUNE" position of the switch when someone has won the game and gets to have her fortune read.
- ★ Press the "REPEAT" button whenever you want Zandar to repeat the last thing he's said.

After testing Zandar, slide the switch on his base to "OFF" until it's time to play a game. If you forget to turn off the game unit, Zandar will "remind" you every couple of minutes with a crack of thunder.

**NOTE:** Be sure the room you play in is not too dark, or Zandar might not be able to "see" your hand.



ELY!



THIS WILL MAKE YOU FAMOUS



EXCELLE

## SET UP THE GAME

1. Remove the four cards that say "The Wizard Could Be Wrong—Ask Again!" from the two decks of cards. Give one of these cards to each player. Place any extra ASK AGAIN cards out of play. ASK AGAIN cards should be faceup in front of each player.

Shuffle the remaining cards into one deck and place it facedown within reach of all players.

2. Shuffle the 24 fortune disks, keeping them facedown (fortune-side down). Place a fortune disk facedown on each of the 18 colored circles on the gameboard. Place the six extra disks out of play.

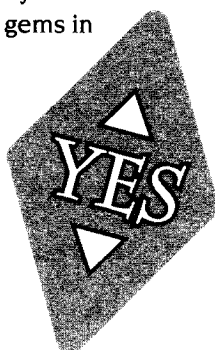
3. Place the Zandar game unit in the center of the gameboard, within reach of all players. Slide the switch on its base to "GAME."

4. Each player selects one color gem to collect. No two players may collect the same color gem. Take one gem of your chosen color and place it in front of you. All players do the same. Place the remaining gems in a pile within reach of all players.

5. Take a YES/NO token and place it in front of you. All players do the same. Place any extra tokens out of play.

6. Choose a player to go first and be the Questioning Player. Play continues clockwise (to the left).

What You  
Want To Be  
Someday



## HOW TO PLAY

On your turn as the Questioning Player, follow these steps:

**Step 1.** Draw a card and read a question.

**Step 2.** Guess how Zandar will answer.

**Step 3.** Ask Zandar your question.

**Step 4.** Players reveal guesses.

**Step 5.** Place, win or pay a gem.

These five steps are described in detail below.

**NOTE:** If you have three or more gems at the beginning of your turn, you may do something special! For more on how to do this, be sure to read the SPECIAL 3-GEM RULE on page 5.

### Step 1. Draw a card.

Take the top card from the deck. There are two questions on the card. Choose either question to ask Zandar and read it aloud to your friends. At the end of your turn, discard the card faceup next to the draw pile.

### Step 2. Guess how Zandar will answer.

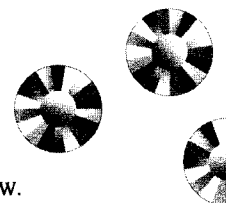
How will Zandar answer your question — with a "yes"/positive answer or a "no"/negative answer? Announce what your guess is and turn your YES/NO token so your guess is faceup. You must guess on your turn and everyone gets to see your guess.

**Secret Guesses from Other Players.** Now any other players may also guess, if they wish, but they must do it secretly, by covering their YES/NO tokens with their hands. Correct guesses will earn them gems, but wrong guesses will cost them gems!

If any other player does not want to guess, she must say so now.

### Step 3. Ask Zandar!

After players are ready with their guesses, it's time to Ask Zandar! As the Questioning Player, ask him your





question, then wave your hand over him twice to hear his answer. You'll hear a magical sound each time you wave your hand over Zandar. If you don't hear a sound, try again!

Zandar will give a "yes"/positive answer (such as **"EXCELLENT CHANCE!"** or **"ABSOLUTELY!"**), or a "no"/negative answer (such as **"I DON'T THINK SO!"** or **"IT'S VERY DOUBTFUL."**).

Zandar might say **"WHAT WAS THE QUESTION?"** If Zandar asks you what the question was, just ask him again!

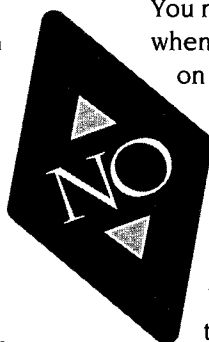
Zandar might also say **"ASK ONE OF YOUR FRIENDS!"** If he tells you to ask one of your friends, pick any other player (even a player who has not guessed) and ask her to answer the question. If you ask a player who guessed, she must show you the answer on her token. If you ask a player who has *not* guessed, she must give you a "yes" or "no" answer.

This player's answer counts as Zandar's answer!

#### Step 4. Reveal guess(es).

Now the players who guessed secretly reveal their YES/NO tokens at the same time. *All* players whose guesses "match" Zandar's answer ("YES" for a positive answer, "NO" for a negative answer) have guessed correctly! See Step 5 to see what you and the other players do after guesses have been revealed.

**ASK AGAIN Cards:** If Zandar's answer doesn't match your guess, you can ask him your question again just to make sure! Just announce this to the other players, turn your ASK AGAIN card facedown and Ask Zandar your question again. He might change his mind (or he might not!).



You may play your ASK AGAIN card on another player when it's her turn, and any other player can play hers on you when it's your turn, but:

- \* You must play your card immediately after players reveal their guesses.
- \* Only one ASK AGAIN card may be used per turn.

Whenever all players' ASK AGAIN cards are turned facedown, players may all turn them faceup again and re-use them.

#### Step 5. Place, win or pay a gem.

*As the Questioning Player, when **you** guess correctly:*

- \* If you already have one or more gems in front of you, place one of your gems on any fortune disk on the gameboard. Your turn is over.

**NOTE:** Don't place more than one of your gems on any one fortune disk! You may, however, place a gem on a disk already occupied by another player's gem.

- \* If you don't have any gems, take one of your chosen color from the pile and place it in front of you. You may not take a gem from the pile and place it on the gameboard! Your turn is over.

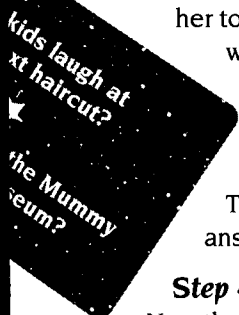
*As the Questioning Player, when **you** guess incorrectly:*

- \* If you have one or more gems in front of you, you must pay one gem to the pile. Your turn is over.

- \* If you don't have any gems, do nothing. (You never have to take any gems off the gameboard.) Your turn is over.

*On your turn, when **other players** guess correctly:*

- \* If any other player guessed correctly, she wins a gem of her chosen color from the pile.







# YOUR HOPES ABOUT THIS WILL COME TRUE



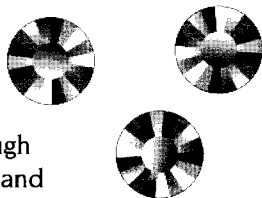
On your turn, when **other players** guess incorrectly:

✱ If any other player guessed incorrectly, she must pay one gem to the pile (if she has one).

**Remember, you can only place a gem on the gameboard on your own turn!**

## SPECIAL 3-GEM RULE

If you have at least three gems at the beginning of your turn you may, if you wish, skip Steps 1 through 5. Place one gem on a fortune disk and pay two back to the pile. Since this takes up your whole turn, you do not ask Zandar a question.



## PLAY EXAMPLE

It's your friend Allison's turn in a 4-player game.

**Step 1.** Allison takes a card from the top of the deck, chooses a question and announces, "I'm going to ask Zandar if my job will pay a lot of money!"

**Step 2.** Allison must guess what Zandar's prediction will be. She turns her token so that "YES" is faceup. Now it's time for you, Dawn and Chris to decide if you want to guess, too! You need more gems, so you want to guess! So does Dawn. Chris doesn't want to risk losing a gem, so she decides not to guess.

Hmmmm...will Allison get a nice job that will pay her big bucks? You hope so. Secretly, turn your YES/NO token so that "YES" is faceup. Cover it with your hand so no one else can see it. Dawn also guesses secretly.

**Step 3.** Allison asks Zandar her question and waves her hand over Zandar, twice. Whoosh! Whoosh! Zandar speaks: "**ACCORDING TO MY CRYSTAL BALL...DEFINITELY!**"

**Step 4.** You and Dawn, who guessed secretly, both reveal your tokens.

**Step 5.** Allison guessed "YES." She already has a gem, so she gets to place it on a fortune disk. You guessed "YES." You get to take a gem of your color from the pile. Dawn guessed "NO." Since she guessed wrong, she must pay one gem to the pile. Chris didn't guess, so she neither wins nor loses a gem.

Allison's turn is now over.

## WINNING THE GAME: LISTEN TO YOUR FORTUNE!

If you're the first player to get all five of your color gems on the gameboard, you win! You're the lucky player who gets her personal fortune read by Zandar! Follow these steps:

1. Remove the five fortune disks from under your five gems and place them facedown in front of you. Don't look at what's on the other side of the disks yet!

2. Slide the switch on Zandar's base to "FORTUNE." You'll hear a long roar of thunder, Zandar will give you (the winner) a message and then he'll wait for the reading to begin.

3. Now choose one of your five fortune disks and wave it over Zandar twice to hear your fortune. For example, he might say, "**YOU WILL GET A PHONE CALL ABOUT THIS!**" After Zandar speaks, turn the disk over to see what he was talking about. Your disk reads: **A Boy You Like!** Continue passing each fortune disk over Zandar and listening to what he says about it. Your friends will help you interpret Zandar's predictions. When you hear a roar of thunder after the fifth reading, the game is over!

**NOTE:** After the final roar of thunder, you must slide the switch to "OFF" before starting a new game.

ASK ONE OF YOUR FRIENDS



SURE, WHY NOT?



## SOLO PLAY

For solo play, take the fortune disks and shuffle them. Spread them facedown on a flat surface in front of you. Now select five fortune disks at random, without looking at the other sides. Make sure the switch on the base of the game unit is on "FORTUNE." Follow the rest of the directions under "Winning the Game: Listen to Your Fortune!"

### 90-DAY LIMITED WARRANTY

This game is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries excluded). This warranty is void if this game has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials. Milton Bradley Company shall not be liable for incidental and/or consequential costs, expenses or damages incurred by the purchaser.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, this game will be repaired or replaced with a reconditioned product of an equivalent value (at Milton Bradley's option) without charge to the purchaser when returned with a dated sales receipt,

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This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

### POST WARRANTY REPAIR POLICY

After the 90-day warranty period has expired, Milton Bradley Company shall, for a period of one year from the date of purchase, either repair your game or replace it with a reconditioned game on the condition that you return the product, shipping prepaid, to the address listed below along with your check or money order in the amount of \$10.00. Milton Bradley Company shall not be obligated to perform this service if this game has been abused, misused, improperly serviced or damaged due to accident.

### GENERAL INSTRUCTIONS

Important: Before returning your game for repair, we recommend that you test the game with fresh, alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

### MAILING INSTRUCTIONS

Please read carefully and retain this important information for future reference. Remove the batteries—do not return them. If the original packaging is available, repack this game in its packing and box. If not available, wrap carefully, making sure to surround the game with adequate padding. If the 90-day warranty period has expired and your purchase date is still within our one year time limit, send in the unit along with your check or money order in the amount of \$10.00 and a copy of your dated sales receipt. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the game.

Milton Bradley Company, Attn: Electronic Repair Service,  
330 Chestnut Street, Door #1, East Longmeadow, MA 01028

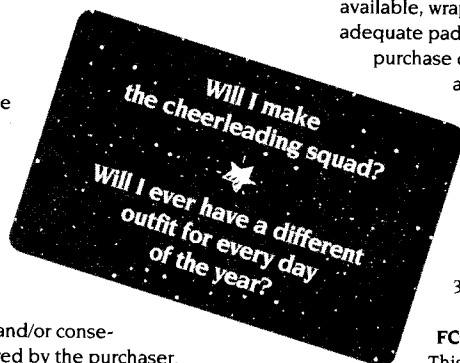
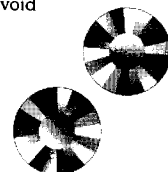
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This equipment generates, uses, and can radiate radio frequency energy and, if not installed in accordance with the instructions, may cause harmful interference to television or radio reception. It has been tested and found to comply with the limits 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. However, there is no guarantee that interference will not occur in a particular installation. If this game 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 the receiver.
- \* Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- \* Consult the dealer or an experienced radio/TV technician for help.

**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.

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A Trip  
You Want  
To Take