

INSTRUCTIONS

FOR 2 PLAYERS

CONTENTS

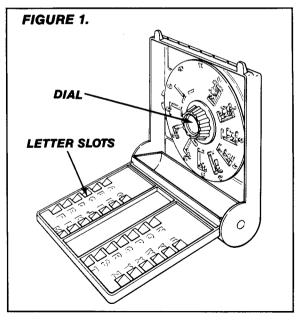
2 Hangman trays with dials Letter tiles

OBJECT:

Be the first to guess your opponent's concealed word.

SET-UP

- 1. Each player takes one tray and the matching color letter tile sheet.
- 2. SETTING UP THE TRAY: Open your tray and place it in front of you so that your letter slots face you. Your opponent should only see the display window on the front of your tray. Your opponent does the same. See Figure 1.

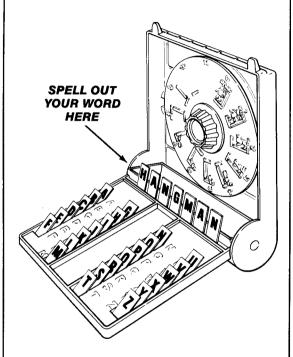


3. Turn the dial clockwise so that the number 11 appears at the top. Your opponent does the same. Your display window on the front of your tray will be blank.

NOTE: The dial shows the hangman in 10 different stages of completion and 1 blank stage. Each stage is numbered. At 0, the hangman is complete. Each time you turn the dial one space in a clockwise direction, a new number (1 less than before) appears at the top and a more complete hangman appears in the display window.

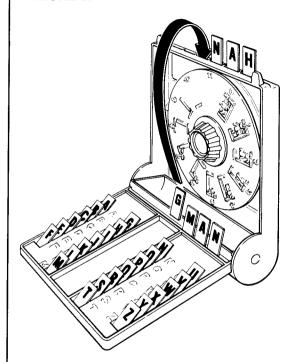
- 4. SETTING UP THE LETTER TILES: Separate the letter tiles from the sheet. Place your letter tiles in your tray next to their corresponding letters. Start with the three "A" tiles in the slot labeled "A" and continue throughout the alphabet. Your opponent does the same. See Figure 2 for properly set up tiles.
- 5. CHOOSING AND PLACING YOUR WORD: Do the following in order:
- A. You and your opponent decide how many letters will be in the words you will make. Choose the same number of letters. Do not exceed eight letters.
- B. Think of a word that contains the stated number of letters and spell it out in your tray in the position shown in Figure 2. Your opponent does the same.
- C. Place each letter of your word in reverse order, facing you, in a slot on the top of your tray (so that when the letters are turned, your opponent will read them left to right). See Figure 3. Your opponent does the same.

FIGURE 2.



Form your word in your letter tray. Make sure the word is spelled correctly.

FIGURE 3.



Move your word letter-by-letter to the slots at the top of your tray.

4

5

LEGAL WORDS

Only words found in a standard dictionary may be used. Proper nouns, people's names, abbreviations, slang and foreign words are not allowed. Contractions and hyphenated words are not allowed. Make sure your word is spelled correctly! You will lose the game if you misspell your word!

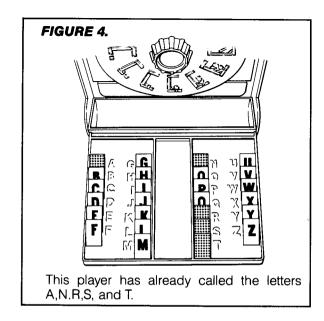
GAME PLAY

- 1. Younger player goes first.
- 2. ON YOUR TURN: Guess a letter by calling it out loud to your opponent. Any letter may be selected.

If the letter you call is contained in your opponent's word, your opponent turns the letter on top of his or her tray around so that you can read it. Your turn is over. NOTE: If the word contains more than one of the called-for letters, your opponent must turn around all of those particular letters.

If the letter you call is NOT contained in the word, your turn is over. Your opponent turns the dial one space in a clockwise direction, to reveal a more complete hangman in his or her display window.

HINT: Keep track of your already-guessed letters by marking the slots of such letters in your tray with a flipped over, facedown letter tile. See Figure 4.



- 3. GUESSING A WORD: You may, on your turn, try to guess your opponent's word in addition to guessing a letter. Here's how: Announce you are making a guess and call out the word. If you guess incorrectly, as a penalty, your opponent turns the dial one space and reveals a more complete hangman.
- 4. Alternate turns and continue playing until a player wins the game.

WINNING THE GAME

There are 3 ways you can win the game:

- 1. Guess your opponent's word before you get "hanged." See Figure 5.
- 2. Your opponent gets "hanged" before he or she guesses your word -- your dial will be turned to the "0" position and a complete hangman will appear in your display window. See Figure 5.
- 3. Your opponent misspells his or her word.



If this figure appears in your opponent's window, you are "hanged"!

FOR A GREATER CHALLENGE:

You and your opponent do not have to form your concealed words with the same number of letters.