

FOR 2 PLAYERS
AGES 8 TO ADULT

HANGMAN

Instructions



Object

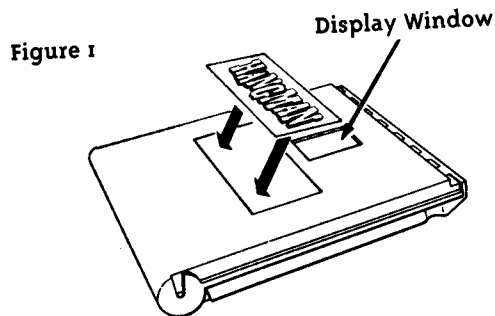
Guess your opponent's hidden word before your opponent guesses yours.

Contents

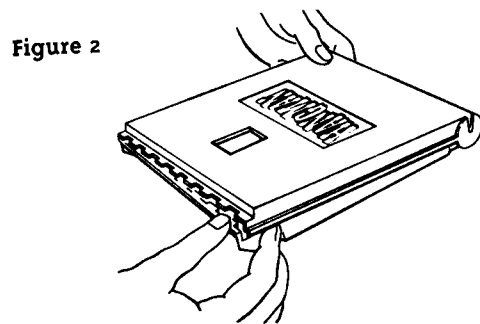
- 2 Hangman trays with dials
- Letter tiles
- Label sheet

THE FIRST TIME YOU PLAY

1. **Apply the labels:** Apply one Hangman label to each tray, as shown in Figure 1. Discard the waste.



2. **Open the trays:** Open each tray by lifting up the corners, as shown in Figure 2.

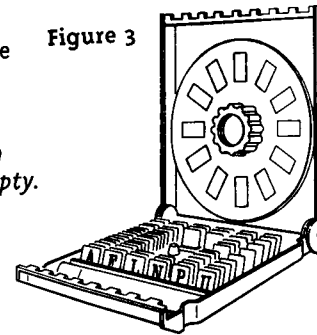


3. **Get the trays ready:** Remove the letter tiles from their plastic wrapping and discard the wrapping. Place the blue tiles in their corresponding slots in the tray with the blue label. Do the same with

the brown tiles, in the tray with the brown label. See Figure 3.

Note: Several slots in each tray will be empty.

Figure 3



SET UP THE GAME

1. Take a tray and turn it so that your opponent can see only the display window on the front. Your opponent does the same.

2. Turn the dial in the direction of the arrows until the number 11 appears at the top. Your opponent does the same. The display window will be blank after you do this.

The hangman: The dial shows the hangman in 11 different stages of completion (and one blank stage). Each stage is numbered. At 0, the hangman is complete. Each time you turn the dial one space in the direction of the arrows, a new number (one less than before) appears at the top, and a more complete hangman appears in the display window.

3. CHOOSING AND PLACING YOUR WORD

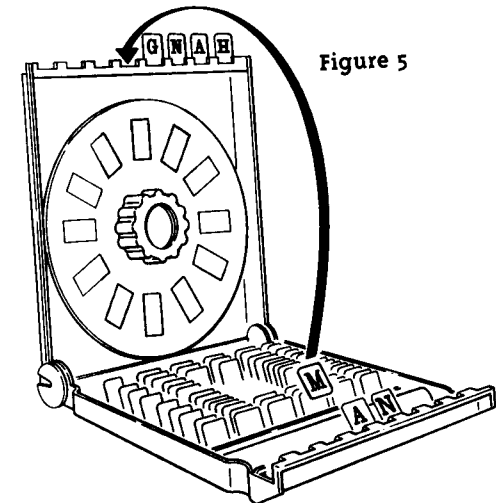
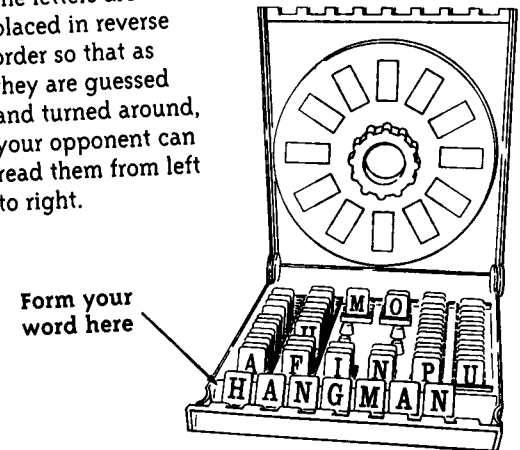
- You and your opponent decide how many letters will be in your words. Choose the same number of letters (no more than eight).
- Secretly think of a word that contains the agreed-upon number of letters. Your opponent does the same.

• Spell the word out in your tray with letter tiles in the location shown in Figure 4. Your opponent does the same.

• Now place each letter of your word in reverse order, facing you, in the slot on top of the tray. Your opponent does the same. See Figure 5.

The letters are placed in reverse order so that as they are guessed and turned around, your opponent can read them from left to right.

Figure 4



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, or you'll lose the game!*

GAME PLAY

The player whose first name begins with the letter closest to "H" goes first. Players then alternate turns.

ON YOUR TURN

Guess a letter by calling it out to your opponent. Any letter may be guessed.

- If the letter you guessed is in your opponent's word, your opponent turns that letter around so that you can read it. Your turn is over, unless you want to guess your opponent's word (see **Guessing the Word**, below).

Multiple letters: If the guessed letter appears in the word more than once, your opponent must turn around *all* of those letters.

- If the letter you guessed does not appear in your opponent's word, your turn is over. Your opponent turns his or her dial one space in the direction of the arrows, to reveal a more complete hangman in the display window.

If you wish, you may keep track of the letters you've already guessed by setting up letter tiles in your tray.

GUESSING THE WORD

You may, on your turn, try to guess your opponent's word in addition to guessing a letter. Here's how: After guessing a correct letter, announce that you are making a guess, and call out the word. If you guess correctly, you win the

game. If you guess incorrectly, your turn is over. Your opponent turns the dial one space and reveals a more complete hangman.

HOW TO WIN

Keep playing until one player's word is completely spelled out or guessed, or the hangman in either display window is complete.

There are 3 ways you can win the game:

1. Guess your opponent's word before you get "hanged." See Figure 6.
2. Your opponent gets "hanged" before he or she guesses your word. Your dial will be turned to the "o" position, and a complete hangman will appear in your display window. See Figure 6.
3. Your opponent misspells his or her word.

Figure 6



Completed Hangman

STORING YOUR GAME

For easy storage and quick setup the next time you play, leave the letter tiles set up in the tray.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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