

# Instant Replay™

## A Spinning Double Trouble Challenge Game

For 2 to 4 players/Ages 8 to adult

Rules © 1987, Parker Brothers, Division of Kenner Parker Toys Inc. (KPT), Beverly, MA 01915.  
Printed in U.S.A.

### OBJECT

To be the first player to make **exact** copies (INSTANT REPLAY!) of "tile teasers" created by your opponents.

### EQUIPMENT

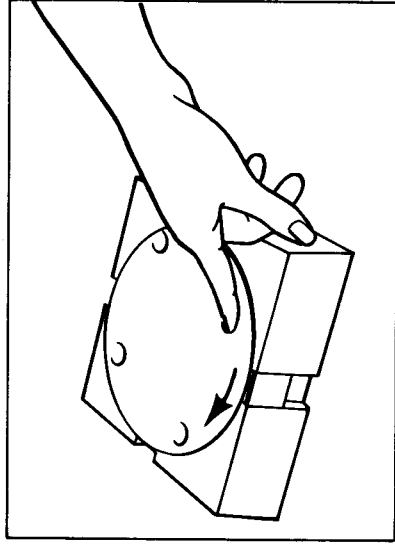
1 INSTANT REPLAY turntable • 32 plastic tiles; 8 each of 4 different colors

### OPERATING THE INSTANT REPLAY TURNTABLE

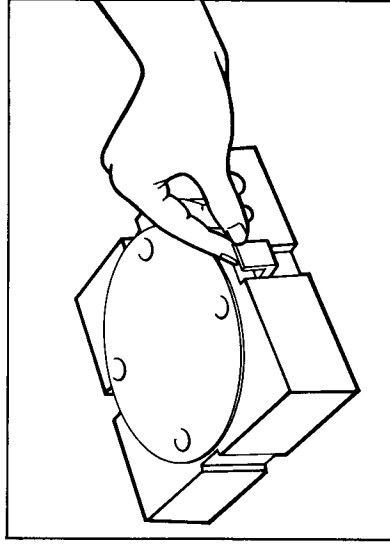
a. Before each players' turn, wind the top of the turntable in a **CLOCKWISE** direction with your fingers until it stops.

#### **CAUTION**

**DO NOT EXERT UNNECESSARY FORCE WHEN WINDING THE TURNTABLE OR YOU MAY DAMAGE THE MOTOR.**



b. Starting and Stopping the Turntable. To start the turntable spinning, pull out the button on its side. To stop it, push in the button.



## SETUP

1. Place the INSTANT REPLAY turntable in the center of the playing area.
2. Each player chooses a tile color and takes all the tiles of that color.
3. Choose the level of gameplay difficulty by deciding upon the number of tiles to be used. The more tiles used, the greater the challenge.
4. Have paper and a pencil handy to keep score.
5. Choose a player to go first. This player is the challenger and creates a tile teaser. Play then passes, in turn, to that player's LEFT.

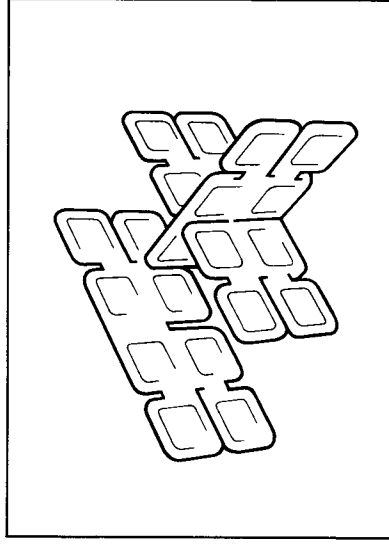
## PLAYING

When it is your turn to create a tile teaser, do the following:

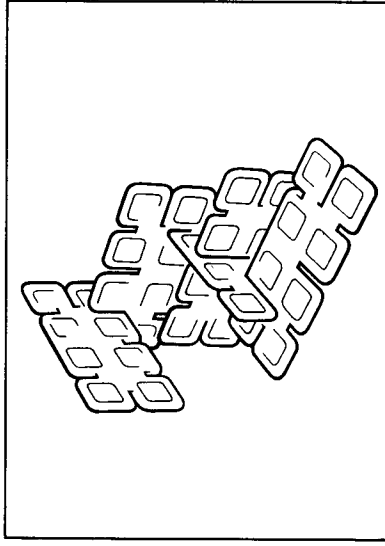
1. Without letting the other players see, slide together your tiles to create an unusual design or tile teaser. **USE ONLY THE NUMBER OF TILES AGREED UPON AT THE BEGINNING OF THE ROUND.**

Tiles can be slid together in any pattern to make a tile teaser. The more unusual the design, the better! Here are some examples:

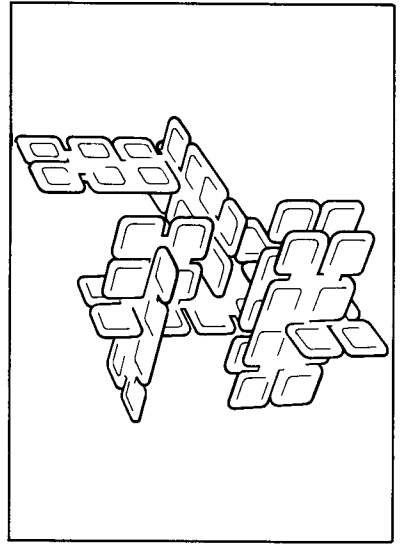
A 3-tile teaser



A 5-tile teaser



An 8-tile teaser



2. When finished, quickly place your tile teaser onto the turntable and pull out the button to start it spinning.
3. All at the same time, the other players try to make an **exact** copy or **INSTANT REPLAY** of your turning tile teaser **BEFORE THE TURNTABLE STOPS SPINNING! No one may touch or stop the turning tile teaser!**
4. Each player hands you his or her tile design as soon as it is completed. Place each one to your right in the order in which you received it so that you know which was first, second, etc.
  - \* Players cannot take back their tile designs, once they've been handed to you.
5. Once you have everyone's tile designs, or the turntable stops spinning, gameplay ends.

Side-by-side, compare the first tile design to your tile teaser. If it is an exact copy, the player who made it scores one point. If the design is not an exact copy, no point is scored. In order, continue to compare tile designs to your tile teaser until one winner is found. Only the **first** exact copy scores a point.

**IF NO ONE HAS MADE AN EXACT COPY OF YOUR TILE TEASER, YOU SCORE ONE POINT.**

### **END OF GAME AND WINNING**

The game ends when one player has scored five points.



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**Instant Replay™**  
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