

TRUE You

Personality Profiler™

Electronic Talking Game

For 1 to 4 Players • Ages 8 and Up

How well do you know your friends?

It's a talking electronic personality quiz. At the end of each game, you will have profiles of your own and your friends' personalities!

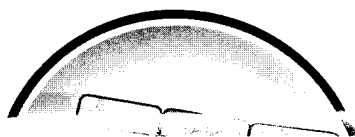
In each game, you'll answer 10 multiple-choice questions in six fun categories. *True You Personality Profiler™* builds a profile of what kind of person you are, depending on which of the four answer options you pick. Each option represents a different personality type, so how you respond to the question at that moment affects your final personality profile.

You can just hear your profiles, or you can add to the fun ... by guessing how one of your friends will answer or figuring out whose profile is whose!

IMPORTANT

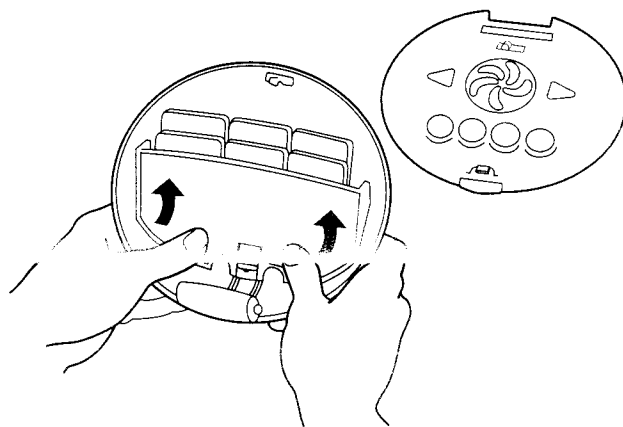
- If this game malfunctions, turn off, wait a few seconds, and turn on again, or try new batteries.
- Please keep these instructions for future reference.

A Look at the Game Unit



Setup

- Disconnect the entire cover (with the cardholder) from the game unit. To make the cards easier to access, hold the cardholder in front of you, then press in and up with your thumbs where it says PRESS HERE. This should make the cardholder stick out at an angle (see illustration below). Place the cardholder within easy reach of all players.

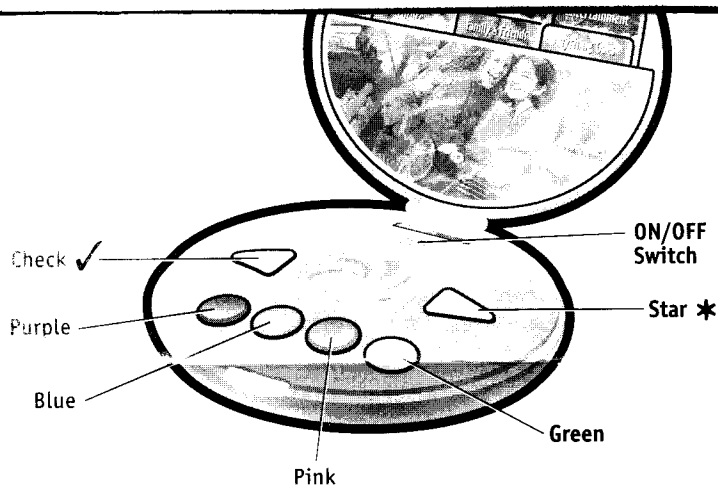


- Turn on the game unit by sliding the ON/OFF switch to the ON position. The unit will ask you to choose a color so that it can recognize you throughout the game.
- After the first player chooses a color, the unit will ask the next player to choose a color, and it will add the colors of all players, press the star button. **Note:** If the star button is pressed after the first player, the unit will automatically go to the "Personality Profiler" quiz for one player.
- After every player has chosen a color, press the ★ button. The unit will ask you to choose a game:

"To Play Whose Profile is Whose?, press blue."

"To Play Hot Spot™, press pink."

Press the color button of the game you want to play.



Contents

- True You Personality Profiler game unit
- 120 Question cards (double-sided)

CAUTION:

To Avoid Battery Leakage

- 1) Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- 2) Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- 3) Always remove weak or dead batteries from the product.

Inserting Batteries

Loosen the screw on the battery compartment on the bottom of the unit, and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

GAME 1: Personality Profiler

OBJECT: Find out what you're really like!

Answer the questions on the profiler cards, then have *True You Personality Profiler* analyze and read your personality profile.

HOW TO PLAY

The unit will announce "Personality Profiler." It will then say to choose 10 cards — for best results, choose the cards randomly from the six card categories.

The unit will ask you to slide the first card into the slot and input the color code from the bottom.

The unit will announce the card's category and designate a player to read the card. That player should also press the ***** button when the players are ready to input their answers.

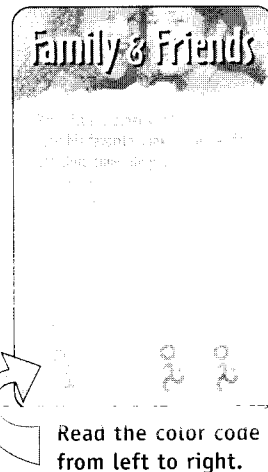
The designated player reads the card's question and the four possible answers out loud for all the players to hear. Each player then decides which answer she will choose, and the designated player presses the ***** button. The unit will then prompt for each player in turn to input her answer by pressing the A, B, C or D button.

The unit will repeat this sequence until all 10 cards have been played.

The unit will then analyze, read out all the profiles and tell whose profile was first, second, etc. (**Note:** If more than one player has the same profile, the unit will announce that).

ENDING THE GAME

The game ends when all players have heard their personality profiles. (There is no "winner").



GAME 2: Whose Profile Is Whose?

OBJECT: Find out how well you and your friends know each other!

Try to guess whose profile is whose — including your own — after answering the questions on the profiler cards.

HOW TO PLAY

The unit will announce “Whose Profile is Whose?” It will then say to choose 10 cards — for best results, choose the cards *randomly* from the six card categories.

The unit will ask you to slide the first card into the slot and input the color code from the bottom (see GAME 1 for reference). The unit will announce the card's category and designate a player to be on the Hot Spot (the player who tells everyone her answer for that question). The unit will also designate a player to read the card and to press the ★ button when the players are ready to input their answers.

The designated player reads the card's question and the four possible answers out loud for all the players to hear. Each player then decides which answer she will choose. One player presses the ★ button.

The unit will tell the player on the Hot Spot to **tell everyone** her answer, and for a designated player to input that answer by pressing the A, B, C or D button. The Hot Spot player's answer should give you a hint for guessing her profile later!

The unit will then prompt for each remaining player in turn to **secretly** input her own answer by pressing the A, B, C or D button.

The unit will repeat this sequence until all 10 cards have been played.

The unit will read out the profiles. (**Note:** If more than one player has the same profile, the unit will announce that). The unit will then repeat the profiles one at a time, asking the players in turn to input their guesses for whose profile it is, until all of the profiles are heard.

The unit will announce the winner — the player who knows herself and her friends the best. (**Note:** There can be multiple winners).

Solo Play

After you choose a color, press the ★ button. The unit will automatically go to the “Personality Profiler” quiz for one player.

To Start A New Game

At the end of each game, the unit will ask if you want to play another game. If you want to play again, press the ✓ button. Slide the ON/OFF switch to turn the unit off, then turn ON again to start a new game.

Helpful Hints

- Press the check [✓] button if you want the unit to repeat the last sentence it just said.
- If you input the wrong color code, or if the unit announces the wrong category for the card you chose, quickly press the ★ button and input the code again.
- If you try to play the same card more than once in a game, the unit will warn you.
- In the “Whose Profile is Whose?” game, if you try to choose a player more than once, the unit will warn you.
- If the unit is not quite sure which profile is right for a player, it will ask her to read another card and to choose between two revealing answers.
- More than one player may have the same profile at the end of a game. The unit will announce it if that happens.
- Throughout all games, the unit will automatically shut off after 5 or 10 minutes if no button is pressed. If you are done playing, be sure to turn the unit off in order to avoid excessive battery drain when your game is not in use.

WINNING

The winner is the player who correctly identifies the most personality profiles.

GAME 3:

Hot Spot

OBJECT: Find out who knows you (or your friend) the best!

Try to guess how the "Hot Spot" player will answer the questions on the profiler cards.

HOW TO PLAY

The unit will announce "Hot Spot." It will then say to choose a player to be on the Hot Spot throughout the game. If no one is chosen (within 30 seconds), the unit will choose a player at random to be on the Hot Spot!

It will then say to choose 10 cards — for best results, choose the cards *randomly* from the six card categories.

The unit will ask you to slide the first card into the slot and input the color code from the bottom (see GAME 1 for reference). The unit will announce the card's category, remind you which player is on the Hot Spot and designate a player to read the card.

The designated player reads the card's question and four possible answers out loud for all the players to hear.

The Hot Spot player then decides her answer, presses the * button, and secretly inputs her answer by pressing the A, B, C or D button. The unit will then prompt for each remaining player in turn to *secretly* input her guess of what the Hot Spot player answered by pressing the A, B, C or D button.

The unit will announce the players who were correct and reveal the Hot Spot player's answer.

The unit will repeat this sequence until all 10 cards have been played.

The unit will announce the winner as the player who knows her Hot Spot friend the best. (**Note:** There can be multiple winners). The unit will then read out the Hot Spot player's profile.

Restorage

Slide ON/OFF switch to off position. Put all of the cards back into the cardholder, push the cardholder back down into the cover, and reattach the cover to the game unit.

Maintenance

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture.
- To keep the game looking like new, wipe with a soft, dry cloth. Do not use abrasive household cleaners, which will scratch the game's surface.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries or turn the unit off, wait one minute and then turn on.

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.
- Consult the dealer or an experienced radio/TV technician for help.

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, or phone: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

MB. PROOF OF
PURCHASE
SEAL
Milton Bradley

True You
Personality
Profiler™