



AGES: 8+
PLAYERS: 2-8

CONTENTS: 1008 Tip of the Tongue questions on 84 Trivia Cards (double sided) all enclosed in the Buzzer Case, with built-in Tongue-Two-Second-Timer.

OBJECT: Be the player with the most points when the game ends (see Rounds). One point is awarded for each correct answer a player can spit out within two seconds.

SET UP: Remove the Buzzer Case lid. Place one deck of trivia cards in the top section of the Buzzer Case, the other deck may remain in the bottom section of the Buzzer Case, for storage until later use. Players should decide to begin play with the red side of the deck or the blue side of the deck. The questions on both sides of the cards are all of equal difficulty.

The oldest player (you know who you are) begins the game by being the first "reader." The player to the right of the reader is the scorekeeper for Round 1. The scorekeeper should write each player's name and the number of rounds on a piece of paper similar to below.

		PLAYERS			
		Ben	Tina	Gary	Kelly
ROUNDS	1				
	2				
	3				
	4				

GAME PLAY: The reader holds the Buzzer Case so they can easily read the top card through the window in the case (other players should not be able to see it). Place a thumb on the Tongue-Two-Second Timer for easy buzzing. On the card there are six Tip of the Tongue questions. The correct answer for each question is indicated **in bold** after each question.

Starting with question #1 and beginning with the player to his left, the reader asks each player a question (in order) on the card. If there are more than six players, the reader will need to advance to the next card in the Buzzer Case in order to make sure each player gets to answer one question in the round. Once the questions on a card have been read, it may be set aside, face up, to form a discard pile.

The Buzzer: After the reader reads a question to a player, he immediately presses the Tongue-Two-Second-Timer. The player must give the correct answer before the 2-second timer sounds. In order to earn a point, the player must finish his answer before the buzzer finishes buzzing (if there is a discrepancy as to the timing of the

answer and buzzer, the opinion of the majority rules, the scorekeeper is the tie breaker). The player only gets to give one answer. If the player's answer is correct, the scorekeeper marks a "1" next to the player's name for Round 1. If the player's answer is incorrect, the reader announces the correct answer and the scorekeeper marks a "0" as the player's score for the round.

As soon as this is over, the reader begins to read Question #2, to the next player, and so on, until each player has answered one question and Round 1 is finished.

Rounds: In the next round, the player to the left of the reader for Round 1 becomes the new reader and the previous reader becomes the scorekeeper. This rotation of reader and scorekeeper continues until the determined number of rounds has been finished. The number of rounds played in a game is dependent upon the number of players.

2-3 players = 6 rounds each	6 players = 6 rounds each
4 players = 8 rounds each	7 players = 7 rounds each
5 players = 5 rounds each	8 players = 8 rounds each

When the game is finished, each player should have been a reader for an equal number of rounds.

WINNING THE GAME: When the determined number of rounds have been finished, the scorekeeper for the last round totals the points for each player. The player with the highest points is the Tip of the Tongue trivia winner!

PACKING UP/PLAYING AGAIN: When the game is over, collect the cards from the discard pile, and flip them so the opposite color sides are facing up. Slide them behind the stack of cards that are in the top portion of Buzzer Case, so that when they are rotated through, the questions on the opposite color side will be read. When both sides of deck #1 have been read, then pull deck #2 from the storage area and rotate through this deck in the same way.

BATTERY SAFETY INFORMATION

- Never mix old and new batteries (replace all batteries at the same time).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always replace all batteries at the same time.
- Alkaline batteries are recommended for best performance.
- Rechargeable batteries are to be removed from the toy/game before being recharged.
- Rechargeable batteries are only to be recharged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Do not mix different types of batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- Supply terminals are not to be short-circuited.
- Dispose of batteries safely (Do not dispose of batteries in fire, batteries may explode or leak).