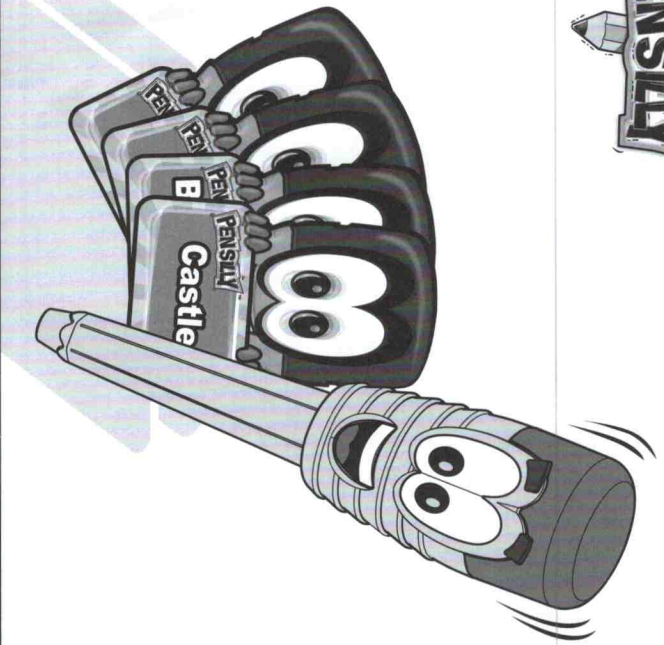




6+
For ages 6+



PEN SILLY GAMES RULES & INSTRUCTIONS

CONTENTS:

PenSilly vibrating pen with two levels of difficulty, one-minute sand timer, 75 description cards, 75 subject cards, 2 erasable markers, 2 drawing pads.

GAME OBJECTIVE:

The objective of the game is to put your drawing and guessing skills to the test. Teamwork, imagination and creativity is the key. Work together to beat the clock and guess the sketch while laughing yourself silly!

SETUP:

Divide cards into two piles, Subject and Description, and place them face down on the table to form two draw piles. Divide players equally into two teams. Provide each team with an erasable drawing pad and marker for sketching during the game.

NOTE: USE A DAMP CLOTH TO CLEAN DRAWING PAD

Each team will select a drawer – this will be the person who will do the sketching throughout the game. The other team member(s) become the guesser(s).

HOW TO PLAY:

Players begin the game by being dealt ten cards. This includes five cards from the Subject pile and five cards from the Description pile. The team with the youngest player will start the game. The starting drawer picks one Description card and one Subject card from the opposing team and places the cards face down on the table after examining the combination.

Drawing & Guessing

The Drawer flips the timer, inserts the marker into PenSilly and starts to draw a picture that communicates both of the cards they placed face down on the table. All the other players are Guessers and shout out what they think the drawing is.

- The Drawer is not permitted to talk except to say “**YES**” if a player guesses the card correctly.
- Only one drawing is permitted. Both the Subject card and Description card must be communicated in a single drawing.
- Gestures by the Drawer are permitted. For example, nodding your head or shaking your head to indicate if the Guessers are on the right track or not.
- Letters may not be used to write words, but symbols are permitted.
- Sketching and guessing continues until the combination is identified or until time is up.

Scoring

If a Subject or Description card is guessed correctly, the team earns the number of points stated on that card. If both cards are guessed correctly the team earns the total sum of points stated on each card. If after one-minute guessers don't guess the cards correctly, the card(s) are returned to the bottom of the main draw piles.

New Round

At the end of a round, the Drawer picks one new Subject card and one new Description card from the main draw piles, so their teams once again have 10 cards on hand. The opposing team now takes their turn to draw and guess accordingly.

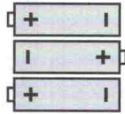
WINNER:

The first team to score 20 points or more.

NUMBER OF PLAYERS:

The number of players per team may be uneven if an odd number of players wish to play. In the case of three players, two teams are formed, and one player would act as the Drawer for both teams. This Drawer picks cards and draws throughout the game.

BATTERY REQUIREMENT:



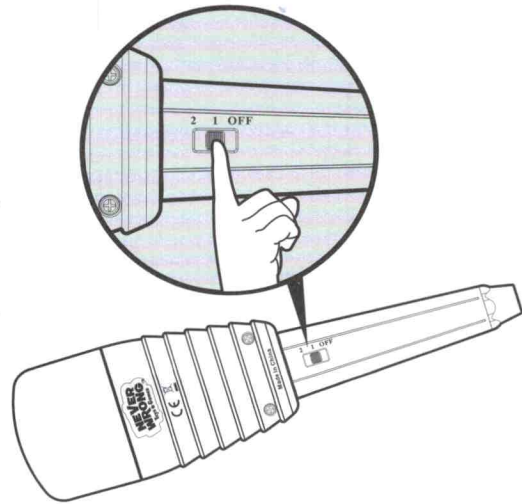
3 x 1.5V AAA (not included)

BATTERY INSTALLATION:

Make sure the power switch is turned to the "OFF" position.

- Take the Red Pen Cap off from PenSilly (Fig. 1)
- Rotate the inner compartment until you see the battery door (Fig. 2)
- Open the battery door with a Philip screwdriver (not included) (Fig. 3)
- Install 3 AAA alkaline batteries (not included) in the battery compartment with correct polarity. (Fig. 4)
- **DO NOT** remove or install batteries using sharp or metal tools.
- Replace battery door and tighten the screw with a Philip screwdriver (not included) (Fig. 5)
- Replace the Red Pen Cap (Fig. 6)

NOTE: PenSilly will NOT be activated, if the Red Pen Cap is not replaced.



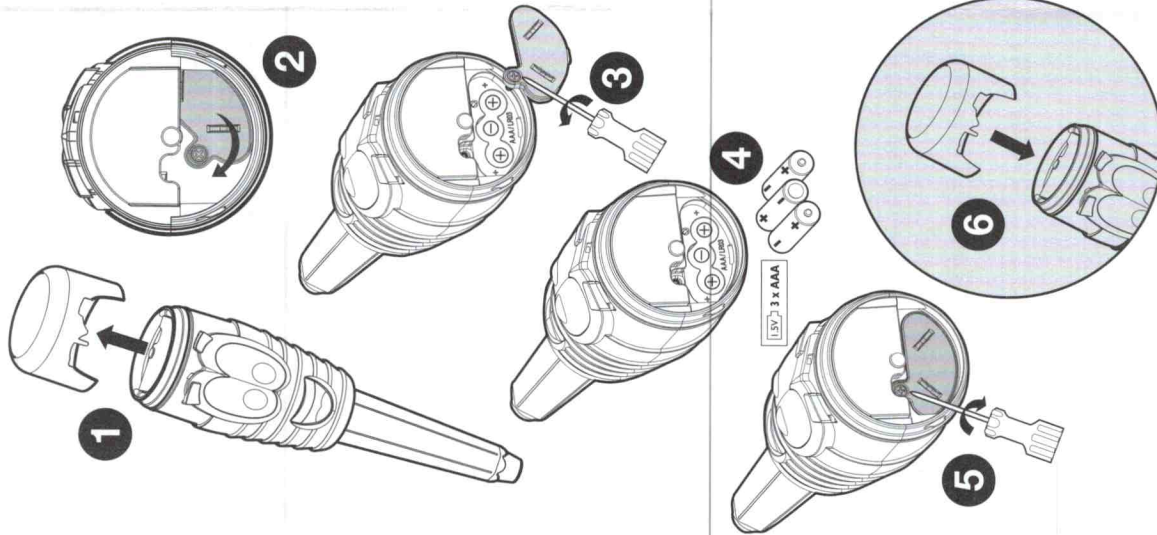
CARE & MAINTENANCE:

- Always remove batteries from the toy when it is not being used for a long period of time.
- Wipe the toy gently with clean damp cloth.
- Keep the toy from direct sunlight and/or direct heat.
- Do not submerge the toy into water that can damage the electronic assemblies.

BATTERY SAFETY INFORMATION:

Requires 3 x AAA Batteries. (Batteries Not Included).

- Alkaline batteries recommended.
- Rechargeable batteries must only be recharged under adult supervision.
- Rechargeable batteries must be removed from the toy before recharging.
- Non-rechargeable batteries must not be recharged.
- Different types of batteries, or new and used batteries must not be mixed.
- Only batteries of the same or equivalent type as recommended should be used.
- Batteries should be replaced by an adult.
- Batteries must be inserted following the correct polarity.
- Exhausted batteries should be removed from the product.
- The supply terminals must not be short-circuited.
- Batteries should be removed from the product when not in use.
- Do not dispose of batteries in fire.



START TO PLAY:

Switch the power switch to position "1" for Level 1 play (Easy Mode) or to position "2" for Level 2 play (Advanced Mode)

When finished drawing, always switch the power switch to the "OFF" position.



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PROXY A/S

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WARNING! CHOKING HAZARD.

Not suitable for children under 36 months. Choking hazard (small parts). Please remove all packaging attachments before giving this product to a child. Please use discretion if making purchases for children younger than the age recommended on this package. At the end of the useful life of this product do not expose in normal household waste. Check with your local authority or responsible person for disposal of electrical appliances. Parts for the assembly and recycling of electrical appliances may vary from those illustrated. Specifications, colour and contents may vary from those illustrated. **IMPORTANT:** Please retain packaging instructions and purchase details for future reference as they contain important information.



Trouble Shooting: Swing Pen Silly if you experience stoppage of the shaking action. For continuous stoppage, please change the batteries and restart the pen.

NOTE: An adult should periodically check this toy to ensure no damage or hazards exist. If so, remove from use.

CAUTION! Disposed of the Timer immediately if damaged.

Markers included conform to BS 7177 parts 1 and 2



Item: Pen Silly
Item Number: 11801
Age Grader: 6 years plus

Manufactured by:
NEVER WRONG TOYS & GAMES LTD,
UNIT 1602-3, 16/F, Citimark, 28 Siu Lek Yuen, Shatin
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