

For 1 to many players  
Ages 5 & up

# HEADS UP™

The  
**jaw droppin'  
nose floppin'  
hat poppin'  
game**

## OBJECT

Pop the buttons on Heads Up back into place before time runs out! Play to improve your high score. Or compete with other players to be the last one left in the game.

## BATTERIES

Insert Batteries: Loosen the screw on the battery compartment on the back of the game unit, and remove the door. Insert 4 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.

## 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.

## HANDLE ASSEMBLY

Hold Heads Up facedown in your hand. Match the handle ends to the openings in the back of the game unit. Insert handle ends into openings and snap into locking position. (NOTE: The game's handle must be removed in order to change batteries.) See Figure 1.

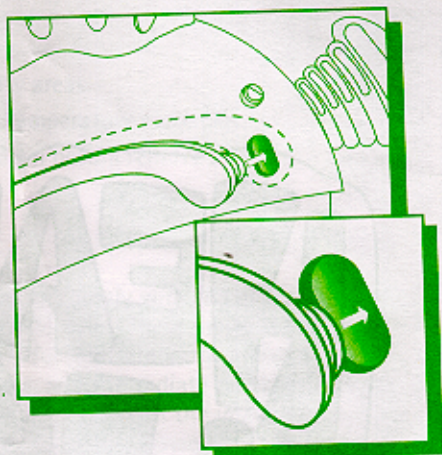


Figure 1.

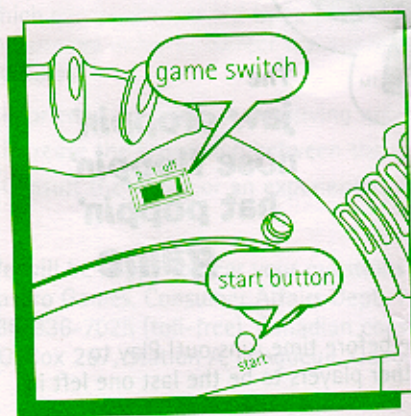


Figure 2.

## CHOOSE YOUR GAME

Slide the Game Switch, located on the back of Heads Up, to the game you want to play: See Figure 2.

- Select Game 1—if you want to challenge yourself.
- Select Game 2—if you want to play with others.

## GAMEPLAY

Before you begin, make sure all facial feature buttons are in their proper positions. See Figure 3.

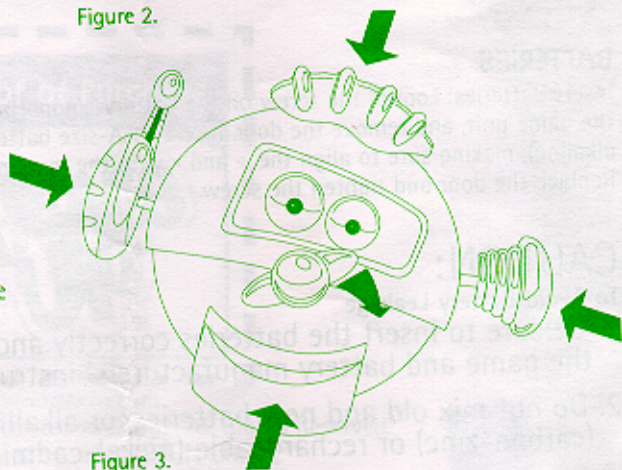


Figure 3.

Once you have chosen game 1 or 2, press the Start button, located below the Game Switch, to begin play. See Figure 2.



### You and Me

Challenge yourself! As one or more buttons pop out of place press or turn them back into their proper positions. If you get them all back in place quickly you'll earn points. If you take too long the round ends and you won't score.

- At the end of the round, Heads Up announces your score.
- To play another round, press the Start button.



### All of Us

Who's faster? Players sit in a circle around the game. The youngest player goes first. On your turn, place Heads Up in front of you and play as explained in Game 1. If you aren't fast enough, you will hear a "BUZZ" and you must sit out the rest of the round. When Heads Up says "Next Player," pass the game to the player on your left. As soon as this player presses or turns the buttons back into their proper positions, the game will continue. Play continues until only one player remains. The last player left in the game wins!

**IMPORTANT:** When you are finished playing, slide the Game Switch to the OFF position. If the unit is left idle for approximately 5 seconds, Heads Up will begin emitting a series of blip sounds and eventually falls asleep. To wake it, make sure all of the buttons are in their proper places, slide the Game Switch to the OFF position and slide it again to the game you want to play or just press the Start button. If all of the buttons are not in their proper places when you press the Start button, the game will BUZZ and all of the buttons will pop out of place. If this happens, return the buttons to their proper positions and the game will automatically begin. If they are all in their proper positions and the game does not respond replace the batteries with fresh ones.

## MAINTENANCE

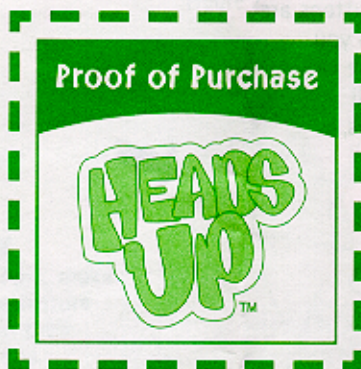
- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs remove and replace the batteries.

## FCC Warning

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. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.



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