

Remote possibilities™

FOR 3 TO 6 ADULT PLAYERS

Contents: Main Unit, 6 Remotes

IMPORTANT: If this game malfunctions, push in RESET or try new batteries.

OBJECT

Answer questions quickly and correctly, and have the most points at the end of the game.

GAME SUMMARY

Remote Possibilities is a fast, fun game that's played in rounds. In each round, a Round Leader controls the Main Unit and asks questions to the Players, who control Remotes. A Player earns points *either* by being the first to RING IN and answer a question correctly; *or* by ZINGING another Player, if that Player then answers a question incorrectly.

A LOOK AT THE MAIN UNIT

ON/PAUSE/OFF Button
Press to turn game on or off, or to pause and resume play.

YES Button
Press to verify a correct answer.

Advance Button
Press to advance to the next screen.

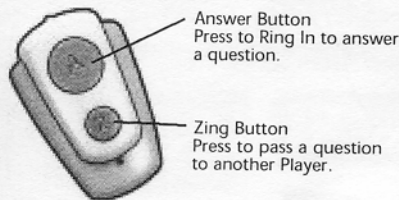
NO Button
Press to indicate an incorrect answer.



Installing Batteries in the Main Unit:

Loosen the screw on the battery compartment door, located on the back of the Main Unit, then remove the door. Insert 3 "AA" size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.

A LOOK AT THE REMOTES



Answer Button
Press to Ring In to answer a question.

Zing Button
Press to pass a question to another Player.

⚠ 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.

The Remote Batteries: Each Remote includes two button-cell batteries. See Replacing the Batteries in the Remotes for instructions on how to replace them when necessary.

EVERYONE SIGN IN

Each player chooses a Remote. One player picks up the Main Unit and presses ON, then ADVANCE. The game will say: In turn, everyone press one of the buttons on your Remote Controller .

Everyone, starting with the person who has the Main Unit, now registers by pointing the Remote at the Main Unit, and pressing either of the two buttons. The person with the Main Unit presses ADVANCE. The game will announce the Remote colors of those who registered, then say: Is this everyone?

Everyone listens to make sure his or her Remote color has been called out. The person with the Main Unit then presses YES to confirm, or NO to re-register. Now the game begins!

HOW TO PLAY A ROUND

Each game consists of several rounds of play, according to the number of people in the game:

- 3-player game = 6 rounds;
- 4-player game = 8 rounds;
- 5-player game = 5 rounds;
- 6-player game = 6 rounds.

During a round, the screen shows three types of questions, at random: *General Knowledge*, *Complete the Phrase*, and *Complete the Word*. Each type of question is explained below.

GENERAL KNOWLEDGE

These questions vary in difficulty, from no-brainers to real toughies! The screen introduces them by showing:

ANSWER THE FOLLOWING QUESTION

General Knowledge questions appear on the screen one phrase at a time. Here's an example:

WHAT INSTRUMENT>

DOES DAVE MATTHEWS PLAY?

COMPLETE THE PHRASE

The game introduces these well-known quotes, expressions, idioms or proverbs by showing:

COMPLETE THE FOLLOWING PHRASE

Complete the Phrase questions appear on the screen one word at a time. Here's an example:

TOO GOOD TO BE TRUE

COMPLETE THE WORD

The screen introduces these 4- to 8-letter words by showing:

COMPLETE THE FOLLOWING WORD

Complete the Word questions show how many letters are in the word, then appear on the screen one letter at a time. Here's an example:

5 LETTERS

J O K E R

GUIDE TO READING THE GAME RULES



signifies what the Round Leader does.



signifies what the Players (the people with Remotes) do.

1. Round Leader: Get Ready!

At the beginning of each round, the game chooses a Round Leader by color, then says: Take the Main Unit and press the Advance button.



Round Leader: Set your Remote aside, then take the Main Unit and press ADVANCE.

2. Round Leader: Ask a Question

Round Leader: Read the type of question aloud, then press ADVANCE. Begin reading the question aloud after the game says: Ready? Go!

General Knowledge: Read the question as it appears, *one phrase at a time*.

Complete the Phrase: Read the phrase as it appears on the screen – *one word at a time*.

Complete the Word: Announce how many letters are in the word. Then read the word as it appears on the screen – *one letter at a time*.

3. Players: Ring in to Answer!

Players: Race to ring in first with the correct answer. You can ring in during or after the reading of a question, by pressing ANSWER (A) on your Remote. You'll hear a small "beep" as you do so. *Note:* You can zing instead, to try to trip up an opponent! See The Zing Strategy on page 3.

Other Players have about 1 second to ring in after the first player does. If you think you know the answer, quickly ring in!



Round Leader: If no one rings in after 15 seconds, the game assumes that no one knows the answer. Press ADVANCE for the next question.

4. Players: Answer if You Can!

The game calls on Players, one by one, in the order that they rang in, by saying: Do you know the answer?



Players: When the game calls on you, you have 15 seconds to answer. If time runs out before you answer, the game calls on the next Player who rang in, and so on.



Round Leader: If time runs out for every called-on Player, the game assumes that no one knows the answer, and asks you to press ADVANCE for the next question.

5. Round Leader: Verify the Answer(s)



Round Leader: Compare the Player's answer to the answer on the screen.

- Correct answer: Press YES. The game acknowledges the correct answer and awards the Player 1 point.
- Incorrect answer: Press NO. The game calls on the next Player who rang in, and so on. Players with incorrect answers score no points.



Round Leader: After a Player answers correctly, or all Players who rang in answer incorrectly, the game will ask you to press ADVANCE for the next question.



ROUND LEADER: GIVE PLAYERS A BREAK!

Continue reading after an incorrect answer. A Player who rings in mid-question must answer without hearing the rest of it. If that Player answers incorrectly, continue reading the question for any other Players who rang in. To return to the first screen, just press ADVANCE. Then press ADVANCE to see (but not read aloud) the answer.

Accept answers that are close enough. Answers to *General Knowledge* and *Complete the Phrase* questions should be judged correct if the Player's answer basically matches the game's answer, even if the wording isn't exact. For example, for the phrase "Let the chips fall where they may," a Player who answers "Let the chips fall where they might" should get the point.

The Zing Strategy



Players: A few times per game, you can zing another Player to force him or her to answer a question. Zinging is good strategy for tough *General Knowledge* questions. But it doesn't pay to zing during a *Complete the Phrase* or *Complete the Word* question, because the Player you zing gets to hear the entire phrase or word! Here's how the Zing Strategy works:

1. Zinger: Press ZING (Z) any time during or after the reading of a question. The game will call on you in the order that you zinged, by saying: Who's getting zinged?

2. Zinger: Announce which player you're zinging (the Zingee).

3. Zingee: Press ANSWER. Now the game will call on you as if you had rung in!



4. Round Leader: Quickly continue reading the question while the timer ticks! Press ADVANCE to return to the first screen, then press ADVANCE to see (but not read aloud) the answer.



5. Zingee: Answer the question, if you can!



Round Leader: Verify the Zingee's answer.

• Correct answer: Press YES. The Zingee gains 1 point; the Zinger loses 1 point.

• Incorrect answer, or time runs out: Press NO. The Zinger gains 1 point.

The game will now call on the next player who rang in or zinged (if anyone did).

MORE THINGS ABOUT ZINGS



Who can I zing? Anyone except the Round Leader, a Player who has already been called on, or yourself!



Can I ring in AND get zinged? If you ring in, an opponent can zing you before the game calls on you. If you answer correctly, you get the point. But if you answer incorrectly, the game will ignore you when calling on other players who rang in (or zinged).



What if I run out of zings? If you press ZING after you've run out of zings, the game may call on you as if you had rung in. Or it may just ignore you!

Ending a Round

After the game has asked 5 questions, the round ends. The screen will show how many points each Player has earned so far in the game, and will show how many rounds remain in the game. Then a new Round Leader is chosen, and the next round begins!



Round Leader: Read aloud the Players' scores and the number of rounds remaining.

How to Win

After all rounds in a game have been played, the Player with the highest point total wins the game! The game will announce the winner.

Breaking a Tie: If two or more Players tie for high score, the game goes into 1 round of extended play, with only the tying players.



Round Leader: When the tying scores are shown, read them aloud, then press ADVANCE. The screen will show:

EXTENDED PLAY

Press ADVANCE again. Now the tying Players begin a new round. The game will choose a non-tying Player as the Round Leader. (If all Players are tied, the Round Leader is chosen at random.) The first Player to score a point wins the game! If no Player scores during extended play, the game is a draw.

Pause/Shutoff

To pause the game, press PAUSE on the Main Unit. To resume play, press PAUSE again.

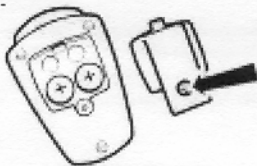
To shut off the game, press and hold ON for a few seconds, until the screen goes blank. If no buttons are pressed for 5 minutes (10 minutes in pause mode), the game shuts off automatically. To start a new game, press ON.

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 with the Main Unit or the Remotes, use a household tool to push in RESET; or remove and replace the batteries.

Replacing the Batteries in the Remotes

Each Remote requires two #357 button-cell batteries. To replace the batteries, loosen the screw on the battery compartment door, and remove the door. Remove the two button-cell batteries, then insert two fresh



ones "+"-side up, as shown. Replace the door and tighten the screw.

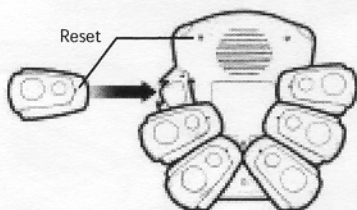


CAUTION:

- 1) As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed promptly see a doctor and have the doctor telephone 202-625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Storing Your Game

Done playing for now? Keep your game parts together by clipping the Remotes onto the Main Unit as shown below. Now the game will be handy when you're ready to play again!



FCC STATEMENT

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 the 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 JH 3X6.

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