

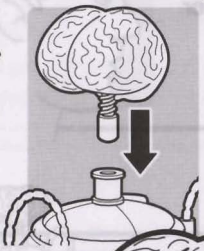
NO BRAINER!

SHAKE YOUR BRAIN... GO INSANE!

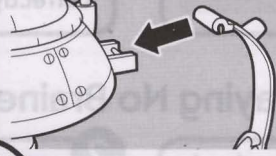
Contents: One No Brainer helmet • Plastic brain • 2 Plastic side arms • Strap
1 Player / AGES 6+

ASSEMBLING THE HELMET ADULT ASSEMBLY REQUIRED

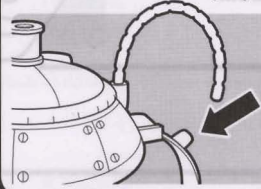
1 Plug the brain into the helmet.



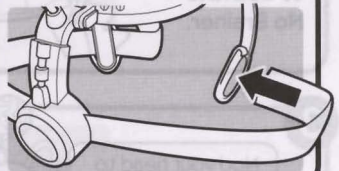
2 Clip on the side arms. (x2)



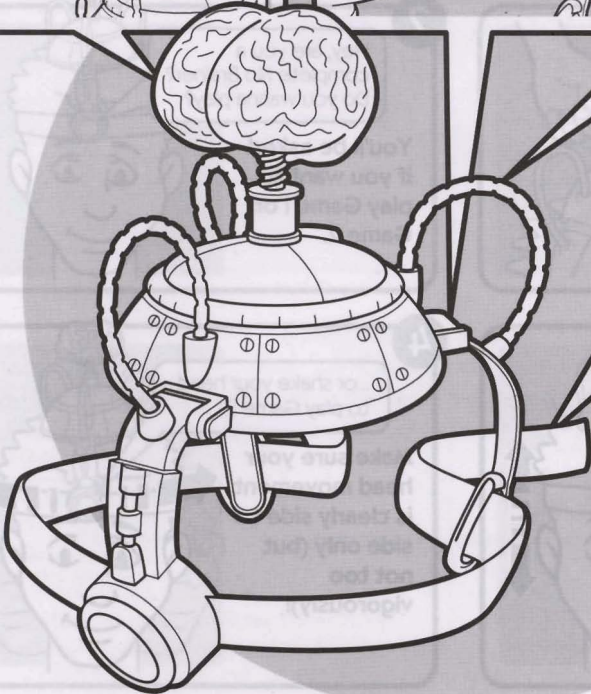
3 Plug in the light cables. (x3)



4 Loop through the fabric head-strap.



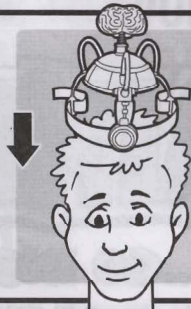
5 Insert the batteries (see page 4 for battery information) and let the fun begin!



Fitting the Helmet

1

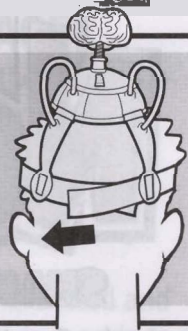
Once the helmet is assembled, place it on the player's head with the No Brainer logo positioned on their forehead. This is the START position.



2

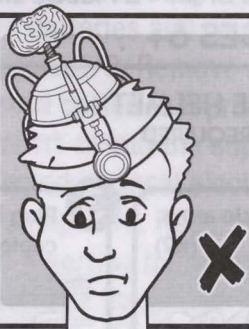
Safely tighten the adjustable fabric head strap.

The No Brainer helmet needs to be secure to function correctly.



3

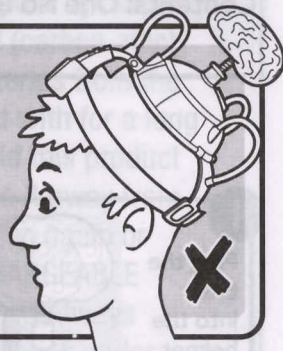
Make sure the helmet is placed level on the player's head - not leaning to one side...



4

...or tipping forwards or back.

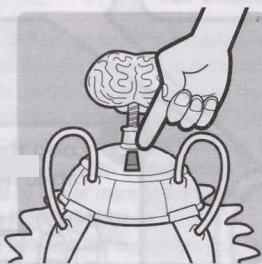
This will ensure the No Brainer helmet functions correctly.



Playing No Brainer

1

Once the helmet is correctly placed, press the red button to activate No Brainer.



2

Hey, are you a complete No Brainer?
Do you wanna play?

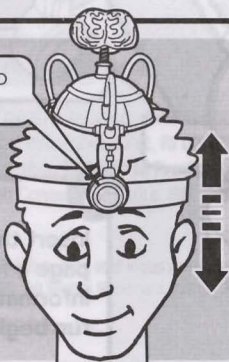
You'll be asked if you want to play Game 1 or Game 2.



3

Nod your head to play Game 1...

Make sure your head movement is clearly up and down only (but not too vigorously)!



4

...or shake your head to play Game 2.

Make sure your head movement is clearly side to side only (but not too vigorously)!



Game 1

1

You are asked a series of questions.

Which of these is bigger than you?

2

Helicopter?

If the answer is Yes, **NOD** your head clearly. If the answer is No, **SHAKE** your head clearly.

Return your head to the **START** position.

3

Okay, Level 2... Let's go!

The questions are asked in levels. You must complete as many levels as possible to get the highest score.

As levels progress, there are more questions - and less time to answer!

4

If you answer incorrectly, the game ends and you are told your score. There are ten levels to complete to be the ultimate No Brainer!

You gotta be kiddin', you're a complete No Brainer! You got to Level 2, Question 4.

Game 2

1

This game is more of a challenge because you have to answer questions **INCORRECTLY!**

You are asked a series of questions.

Which of these are alive?

2

Monkey?

If the answer is Yes, **SHAKE** your head clearly! If the answer is No, **NOD** your head clearly!

Return your head to the **START** position.

3

Okay, Level 2... Let's go!

The questions are asked in levels. You must complete as many levels as possible to get the highest score.

As levels progress, there are more questions - and less time to answer!

4

If you answer **CORRECTLY** the game ends and you are told your score.

You can do better than that! You got to Level 5, Question 3.

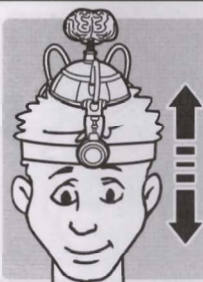
Keep track of your scores - you can play against yourself, your friends or your family. Find out who is the real No Brainer!

Ending the Game

1

After you've played you'll be asked if you want to play another game.

Nod yes to play again, and return your head to the START position. . .



2

...or shake your head if you wish to finish. Return your head to the start position and the game will turn off.

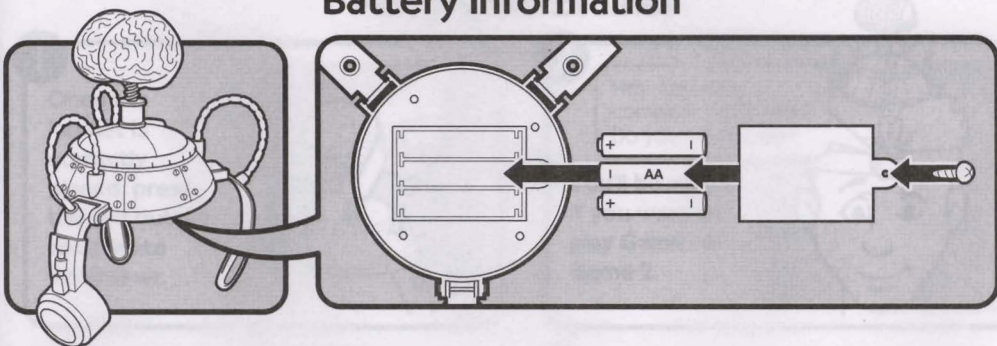


Give your brain a break - take a rest between games.

If left unattended No Brainer will switch off automatically after a few minutes.

NOTE: The helmet must be held with the "brain" standing upright (see picture below) in order to shut off automatically.

Battery Information



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

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

x3 1.5VAA
R6 size
**BATTERIES
REQUIRED
NOT INCLUDED**

Alkaline batteries recommended.
Phillips/cross head screwdriver (not included) needed to insert batteries.

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.

CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings. 2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries. 3. Remove exhausted or dead batteries from the product. 4. Remove batteries if product is not to be played with for a long time. 5. Do not short-circuit the supply terminals. 6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.

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.




Not suitable for children under 3 years
because of small parts - choking hazard.

We will be happy to hear your questions or comments about this game. U.S. consumers please 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 Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd, Hasbro Consumer Affairs, P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YD; or telephone our Helpline on 00800 22427276.

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