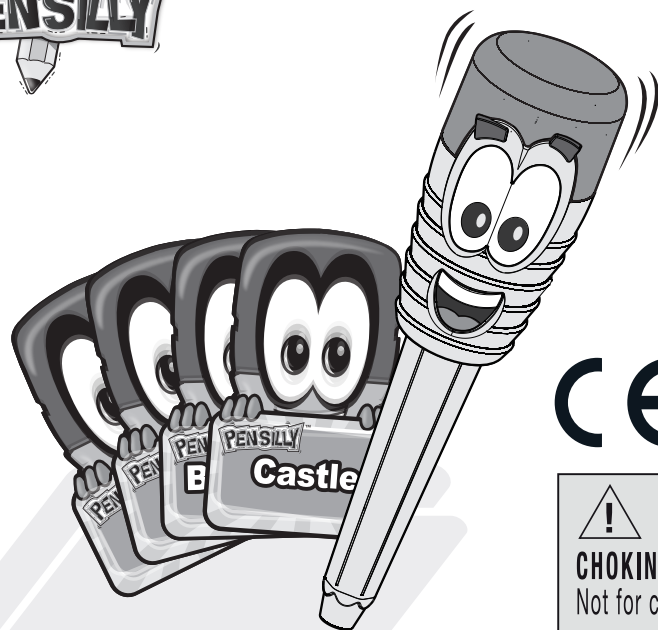




**6+**  
For ages 6+



Item No.: 11801



**WARNING:**  
**CHOKING HAZARD** – Small parts  
Not for children under 3 years.

Conforms to ASTM D-4236

## PEN SILLY GAMES RULES & INSTRUCTION

### COMPONENTS:

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, Stuff 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 is elected to 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.

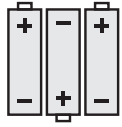
### WINNER:

The first team which scores 20 points or higher is the winner.

### 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:



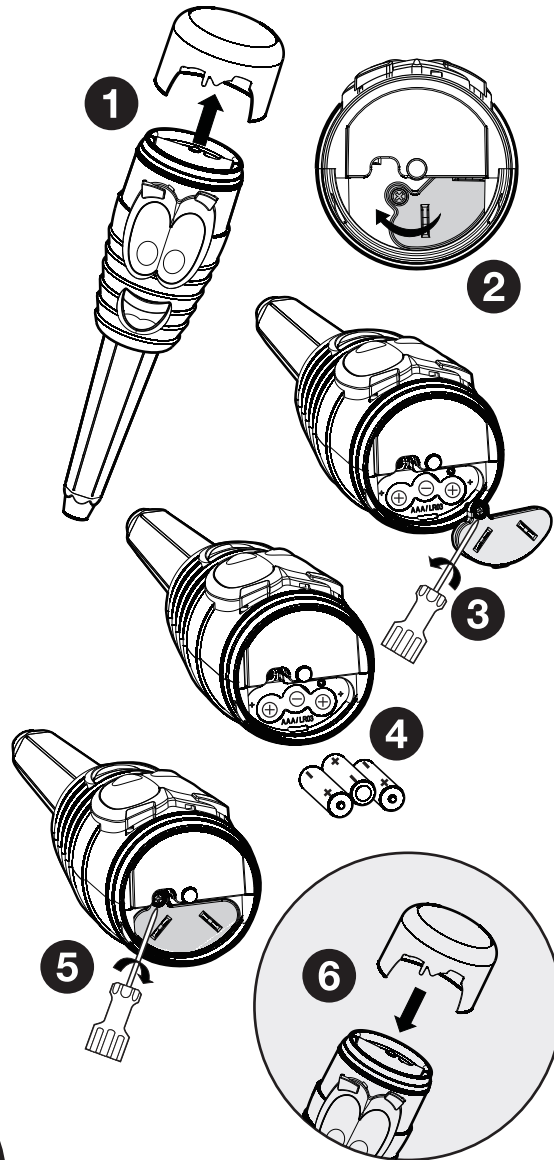
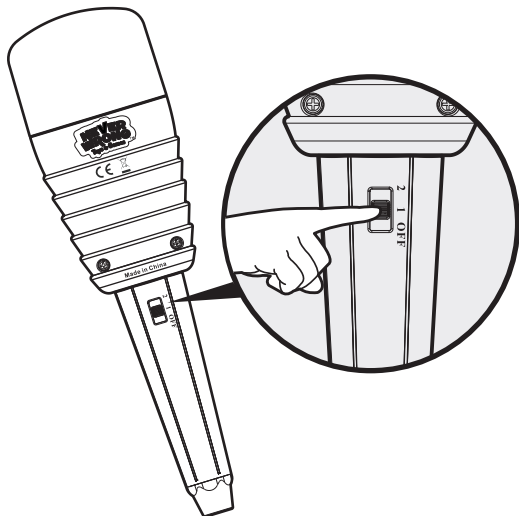
3 x 1.5V "AAA"/LR03/AM4 (not included)

## 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 (Fig. 3)
- Install 3 AAA alkaline batteries 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. (Fig. 5)
- Replace the Red Pen Cap (Fig. 6)

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



## 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.

## 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:

- Batteries are small objects. Replacement of batteries must be done by adults.
- Follow the polarity (+/-) diagram in the battery compartment.
- Promptly remove dead batteries from the toy.
- Dispose of used batteries properly.
- Remove batteries for prolonged storage.
- Only batteries of the same or equivalent type as recommended are to be used.
- DO NOT incinerate used batteries.
- DO NOT dispose batteries in fire, as batteries may explode or leak.
- Do not mix old & new batteries or types of batteries (i.e. alkaline/ standard/ Rechargeable).
- Using rechargeable batteries is not recommended due to possible reduced performance.
- Rechargeable batteries are only to be charged under adult supervision.
- Replaceable-rechargeable batteries are to be removed from the toy before being charged.
- DO NOT recharge non-rechargeable batteries.
- DO NOT short-circuit the supply terminals.

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



## Waste Electrical and Electronic Equipment (WEEE)

When this appliance is out of use, please remove all batteries and dispose of them separately. Bring electrical appliances to the local collecting points for waste electrical and electronic equipment. Other components can be disposed of in domestic refuse.

## FCC statement

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: 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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

## NOTES:

Remove all packaging before use. Retain this information for future reference. Content may vary from pictures. An adult should periodically check this toy to ensure no damage or hazards exist, if so, remove from use. Children should be supervised during play.

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

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