



I KNOW WHAT YOU'RE THINKING!

Your mission... Test your STAR TREK I.Q. and pit your wits against the all-knowing 20Q™. Think of any STAR TREK Sentient Being, Place or Thing and 20Q™ will read your mind! This A.I. wizard will challenge your knowledge of all things from the STAR TREK universe. So, get set to have 20Q™ read your mind at WARP SPEED!

BUTTONS AND FEATURES

YES/NEW GAME – Press this button to turn the unit ON. This button will also allow you to answer “YES” to a question or prompt. To start a NEW GAME, press and hold this button until the unit clears and a new game begins.

NO – Use this button to answer “NO” to a question.

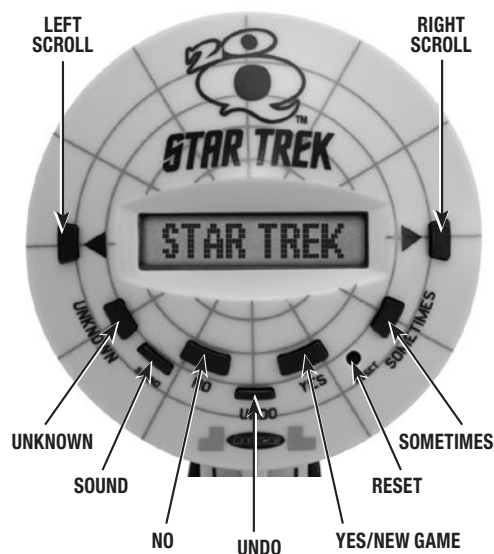
SOMETIMES – Press this button to answer “depends” or “maybe” to a question or prompt.

UNKNOWN – Press this button if the question is irrelevant or if the answer is “UNKNOWN.”

UNDO – This button will allow you to change your answer by going back to the previous question.

SOUND – Press this button to turn the sound ON or OFF. A high tone indicates when the sound is ON, and a low tone indicates when the sound has been turned OFF.

SCROLL BUTTONS – Use these two buttons to move forward or backward through the first four questions. Also, press the LEFT SCROLL button to increase the speed of the scrolling text, and press the RIGHT SCROLL button to slow it down.



PORTABLE PLAY – To detach 20Q™ STAR TREK from the stand, pull the hull up and off the stand. To separate the disc portion from the hull, pull the hull down and away from the disc portion. To reattach the disc and hull, press disc firmly into the corresponding pegs at the tip of the hull.



RESET – If the game begins to malfunction, insert a blunt point into the RESET button and press. This action will RESET the game to its original settings.

SLEEP MODE – After 60 seconds of inactivity, the game will automatically shut down, going into SLEEP MODE. To turn it on again, simply press the YES/ NEW GAME button and the game will start where you ended play.

LET'S BEGIN

Although you won't win, I'll tell you how to play anyway!

Press the YES/ NEW GAME button to turn the unit on or to wake the unit from SLEEP MODE. To start a new game, press and hold the YES/ NEW GAME button until the current game clears, and then I will ask if you are READY to play. If you're ready, press the YES button and think of anything related to Star Trek.

I will ask you a series of questions before I guess what you're thinking. However, I will always begin with the same set of questions: Are you a Sentient Being, Place, Thing or Unknown? There are two ways to answer the first four questions. First, you can answer each question with YES or NO. Or, you can toggle between these four questions by pressing the LEFT SCROLL or RIGHT SCROLL buttons to identify the question that is correct and answer YES.

When I ask the rest of the questions, answer honestly by pressing one of the answer buttons (YES, NO, SOMETIMES, UNKNOWN). If you answered a question incorrectly, press the UNDO button to return to the previous question and change your answer. I will try to guess what you are thinking before I have asked 20 questions. However, I may ask you a total of 20 questions before I guess what you're thinking. If I guess correctly, press the YES button. If for some strange reason I guess incorrectly, I will ask you five more questions, then guess again.

When I correctly guess what you are thinking, I win! If all my guesses are wrong, you win. But don't worry – that will never happen...

Good luck! You're going to need it!

BATTERY INSTALLATION / REPLACEMENT

This game is powered by two (2) AAA (LR03) batteries.

- Using a screwdriver (not included), loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) batteries as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- Batteries included are for demonstration purposes.

- For longer life use only alkaline batteries
- Replace the batteries when the product does not function properly.
- Remove batteries and dispose of them safely.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CAUTION

- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

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.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

Keep these instructions for future reference as they contain important information.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

FOR PRODUCT SOLD IN CANADA • POUR LES PRODUITS VENDUS AU CANADA

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

(VALID FOR CANADA ONLY • VALABLE AU CANADA SEULEMENT)

Operation is subject to the following two conditions :

- (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes :

- (1) Il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.

Hereby, Mattel declares that this toy is in compliance with the essential requirements and other relevant provisions of Directives 2004/108/EC, 88/378/EEC. Suitable for use in all EU member states. A copy of the Declaration of Conformity may be obtained from Mattel UK Ltd.

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Play at <http://20Q.net>



CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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