

# DON'T SAY THE WORD

## INSTRUCTIONS

### CONTENTS:

TIMER WITH BUZZER x 1, 100 DOUBLE-SIDED GAME CARDS  
SCORE PAD x 1, CARD CONCEALER x 1

### OBJECT OF THE GAME:

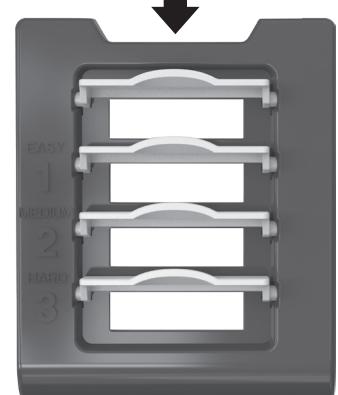
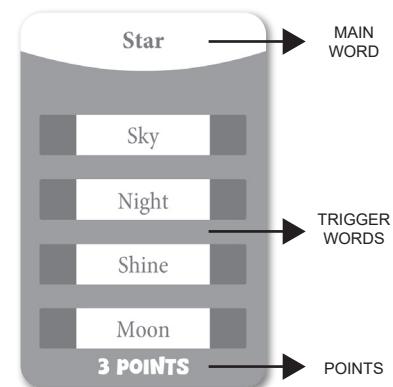
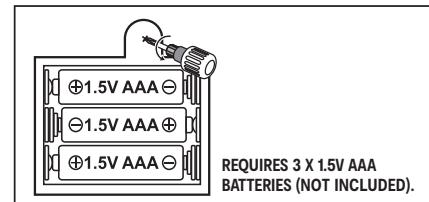
Describe words to your team so they guess them — no trigger words allowed. The first team to reach 100 points or more wins!

### GAME SETTINGS:

1. Timer Setup: Ask an adult for help. Open the timer's battery cover, insert 3 AAA batteries (follow the diagram), then close the cover.
2. Two Teams: Divide into two teams—try oldest vs youngest, kids vs parents, or any way you like.
3. Choose Difficulty: Choose Easy, Medium, or Hard. The harder level you choose, the more words you can't say.
4. Prepare Cards: Take half the deck, ensure all cards face the same direction, shuffle well. Put them in the top of the card concealer (main words showing). The team with the youngest player gets the card concealer first.

### HOW TO PLAY:

1. The starting team picks one player to describe main words—everyone else on the team guesses.
2. The describing player takes the card concealer, sets it to the chosen difficulty level, then shows the concealer to the opposing team (don't let your own team see!).
3. When you're ready, the opposing team presses the buzzer to start the 60-second turn.
4. Describe the main word to your team—no trigger words allowed! If they guess correctly, pull out the card and move to the next card.
5. Keep describing until the timer rings. Pile up all the correctly guessed cards.



## **TRIGGER WORDS RULE:**

1. If the describing player uses any trigger word on the card, the other team presses the timer's buzzer.
2. Take the card out immediately, set it aside in a separate pile until the end of the turn. It won't count toward your score and will be deducted later.
3. The timer and game keep going—move to the next card.

## **END OF TURN:**

1. When the timer gives one last long beep, stop—your turn's over!
2. Count the points from your correctly guessed cards. Write your turn's score on the score pad.
3. The next team takes their turn, and so on.

**YELLOW = 1 POINT**

**GREEN = 2 POINTS**

**BLUE = 3 POINTS**

**RED = 4 POINTS**

## **WHICH TEAM WINS?**

Teams take turns, with different members describing each time.  
The first team to reach 100 or more points wins!



**WARNING:** BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY (+ AND -). DO NOT MIX DIFFERENT TYPES OF BATTERIES OR NEW AND USED BATTERIES. NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED. RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED BY AN ADULT. RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED. THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED. REMOVE BATTERIES FROM THE TOY WHEN NOT IN USE FOR AN EXTENDED TIME OR WHEN BATTERIES BECOME EXHAUSTED. BATTERY INSTALLATION BY AN ADULT IS REQUIRED. DISPOSE OF BATTERIES RESPONSIBLY. DO NOT DISPOSE OF IN FIRE.

**⚠️ WARNING: CHOKING HAZARD**  
SMALL PARTS. NOT FOR CHILDREN UNDER 3 YEARS.

**WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.**

**PRODUCT MAY VARY SLIGHTLY FROM IMAGE SHOWN.  
PLEASE KEEP PACKAGING FOR FUTURE REFERENCE.**

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