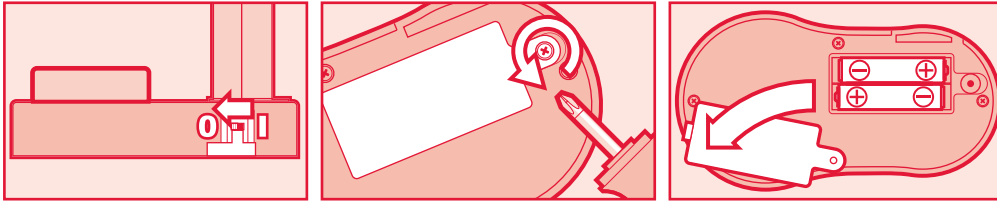


Battery installation

Make sure the ON/OFF switch is in the 'off' position. Turn the battery compartment screw anti-clockwise with a small cross-head screwdriver. Remove the battery compartment cover and insert 2 AAA (LR03) batteries with the polarity as shown. Replace the battery compartment cover and tighten the screw gently.



Stickers

Place the curved stickers (1) onto your unit as shown. The long sticker sections (2) should go uppermost either side of the slider. Lay the unit down and manually slide the red knob up a little to allow the shorter sections (3) to be applied.



Battery information

- Remove rechargeable batteries from the toy before recharging.
- Only recharge batteries under adult supervision.
- Do not recharge non-rechargeable batteries.
- Use only AAA or their equivalent as stated.
- Do not mix different types of batteries, or new and used batteries.
- Insert batteries in the correct polarity (see diagram)
- Remove exhausted (used) batteries from the toy.
- Do not short circuit the supply terminals of the batteries.
- Do not insert connecting wires into electrical socket outlets.

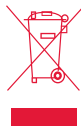
Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

If returning the old product to the store where you purchased the new item from you should first check they are in an applicable scheme. The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item. You must take proof of purchase of your new item when returning your old product to the store.

Requires 2x AAA Batteries (NOT INCLUDED). Please remember that small button cells and AAA batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.

WARNING! Do not use close to the ear! Misuse may cause damage to hearing.



See more fun games at www.drumondpark.com

Customer service: Drumond Park, PO Box 164, HOCKLEY, Essex SS5 4BA, UK.
Phone: 01702 200 660.

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WARNING! Not suitable for children under 36 months due to small parts. Choking Hazard.

Colour and contents may vary from those shown.
Please retain this information for future reference.
Made in China.



Item no: 2020
2020UK001

BANG ON!

A Game for 2 teams of any number.

Age 8+

Contents

- Bang On unit
- Hammer
- 99 Question Cards
- Sticker sheet
- Playing Board
- 2 Playing Pieces
- 1 Challenge Card

The Game in Brief

Bang On is a team game. The team gets a card question – like 'name round fruits'. Every time they shout out a correct answer they bang the red button with the hammer to win another few seconds to think of **another** answer. If the red timer knob falls to the bottom, their turn is over. The team can score up to 10; and their playing piece is moved round the board by the number scored.

Preparing to Play

Lay out the board and the Bang On unit. Each team picks a playing piece and puts it on the RED space in front of the START ARROW. Place the deck of cards handy for both teams.

Question Cards

There are three questions on each side of the cards. They are RED, PURPLE and YELLOW to match the colours of the board spaces. Each question card is double sided. Always ask the questions from the underside of the card so people can't see the next turn's questions on top of the card pile. Use each card for only one turn then put it at the bottom of the card pile.

Bonus Answers

One of the three questions on each card is a BONUS Question. It lists three possible answers. These are bonus answers which win one extra point each if they are shouted out by the playing team.

For example if the team shouts out six correct answers INCLUDING two BONUS answers they score $6+2=8$.

The Bang On Unit

Apply the stickers using the directions on the back page.

Excessive force is not necessary to send the red knob to the top, and may damage the unit. Give the button a few test 'bangs' before starting play, to see how much force is required.

The red button should be hit straight down, if struck at an angle it may not depress fully enough to give the players extra time.

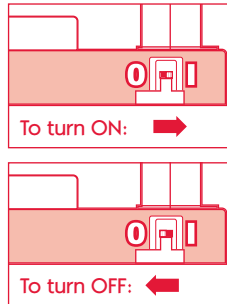
Playing the Game

Turn on the unit using the ON/OFF switch. The team with the youngest player goes first. One team member is picked to be the BANGER for that turn and holds the HAMMER. The other team takes the top card from the pile. They ask the question of the same colour as the playing team's current board space.

The playing team's BANGER hits the red button to start their turn. Every time the playing team shouts out a correct answer they must bang the red button again with the HAMMER. The red knob shoots up the column to give the team a few more seconds to think of another answer. The button is hammered again and again as the answers are shouted out until the team scores ten OR the red knob drops to the bottom of the column – which ends the turn.

FOR EXAMPLE: If the team can't think of ANYTHING, the red knob will drop to the bottom after the first hammer blow and the turn will be over.

It is important that the non-playing team has one player counting the answers given by the playing team.



Challenging a Wrong Answer

The asking team should always hold the **Challenge Card** ready for use. If the playing team shouts out what is thought to be a wrong answer the asking team can throw in the Challenge Card and pause the turn allowing the red knob to drop to the bottom of the column. The two teams discuss the Challenge with the asking team always having the final say.

- If the Challenge IS correct, the playing team scores only the points they accumulated before the incorrect answer.
- If the Challenge is NOT correct – the playing team moves along the board by the points they scored before the Challenge THEN gets another turn with a new question based on the new space.

After the Challenge the asking team gets the Challenge Card back and can use it again – as often as needed during the turn. BEWARE this can lead to some people abusing the Challenge – using it TOO MUCH - which just spoils the game for everyone.

Board Playing Spaces

Extra Bang

If a team starts their turn while on this space, they can get ONE FREE bang of the HAMMER if they cannot think of an answer. This wins another few seconds to come up with another answer.

Bust spaces

If a team starts its turn on a **4 or bust**, **5 or bust** or **6 or bust** space, the playing team must score **at least** that number to score **any** points at all.

For Example, if the playing team are on **5 or Bust**, and they score 7 - they can move 7 spaces. If they only score 4 they get nothing.

Gag a Player

If a team starts their turn on the Gag a Player space, the asking team can read the question and pick one player in the playing team who is not allowed to answer at all that turn.

Double Your Score

If a team starts their turn on the Double Your Score space they double their score for that turn.

Double Bonus

An ADDITIONAL point is given for each BONUS answer, for example if the team shouts out six correct answers INCLUDING two BONUS answers they score $6+4=10$.

Winning

The first team to land on or pass the Finish space wins the game.