

Age 12+

For 2 or more players

PLAY

The team with the youngest player starts as the first Answering team. The Asking team begins the game with the Double or Nothing card.

To play a turn the Asking team slots the top Challenge card from the pile into the card-holder, turning it so the Challenge grid faces the Answering team. If they want to, they can now play the Double or Nothing card before reading out the question.

The Asking team reads out the question then turns the timer to start the play period.

The members of the Answering team shout out as many correct answers as they can with the opposing team keeping score. We recommend that everybody in the Asking team helps keep score as answers will come thick and fast, often all at once (right and wrong) and not necessarily in the order of the answers on the card.

When members of the Answering team shout out answers it is best that they include the number of the square they are trying to answer, as this will help the other team keep score, e.g. '1 is Yellow....2 is Blue...'

The Answering team scores one point for each answer they get right before the timer runs out.

The roles are now reversed and the next turn is played.

WINNER

The first team to reach or pass 69 points wins the game. The scoring holes allow scoring up to 99, so if you would like a longer game you can decide on a larger winning score before you begin the game.



See and play more great Drumond Park games
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Manufactured by Drumond Developments Ltd.,
PO Box 790, IPSWICH IP1 9GP, UK.

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 Ireland.

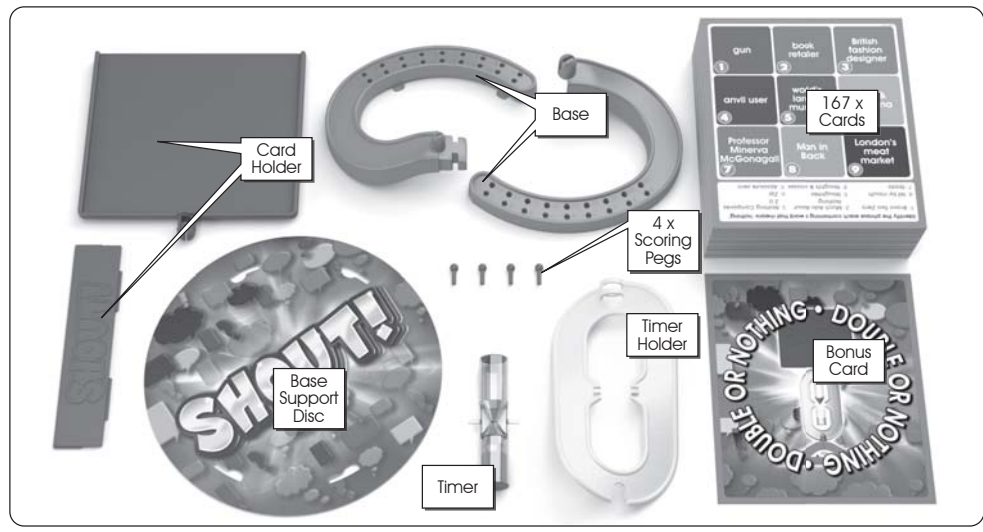


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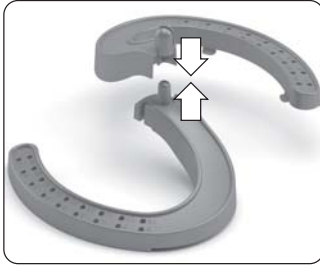
SHOUT!

INSTRUCTIONS

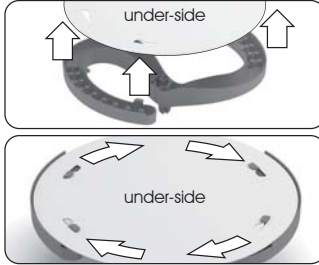
CONTENTS



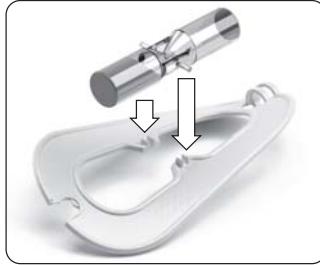
UNIT ASSEMBLY INSTRUCTIONS



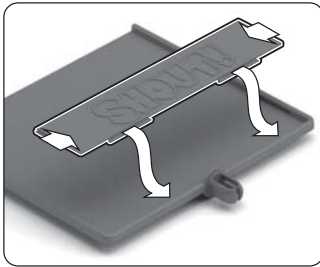
1. Join the two Base parts together by placing the larger central tube over the smaller one.



2. Locate the four Base feet through the slots on the Base Support Disc, and turn the Disc a little to secure it in place.



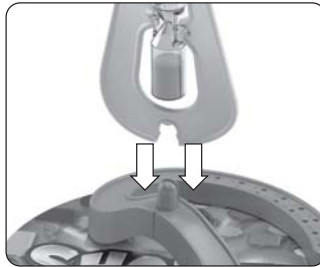
3. Push the Timer into the Timer Holder so the pegs snap into place. Once snapped in, there is no need to remove the Timer again.



4. Join the two halves of the Card Holder as shown, locating the smaller piece inside the larger one. Once snapped together, do not attempt to separate them.

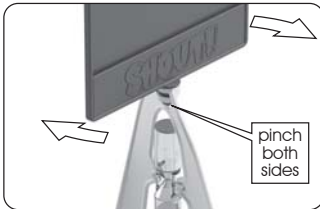


5. Locate the split peg on the bottom of the assembled Card Holder into the collar at the top of the Timer Holder and push down gently until it is secured in place.



6. Place the Timer Holder assembly onto the Base so the cut-out end is resting in the slot on the Base tube.

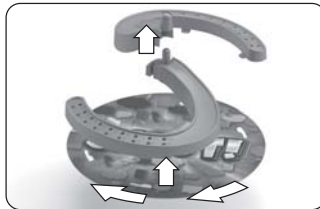
AFTER PLAY



1. Rotate the Card Holder 90° so it sits across the Timer Holder rather than aligned with it. Under the Timer Holder's upper collar find the Card Holder's split peg - squeeze its legs together and lift the Card Holder away.



2. Lift the Timer Holder free of the Base. Leave the Timer in its mounting.



3. Remove the Base Support and halve the Base by reversing Assembly step 2 then Assembly step 1 as detailed above. Now your Unit is in small enough pieces to be returned to the box.

RULES IN BRIEF

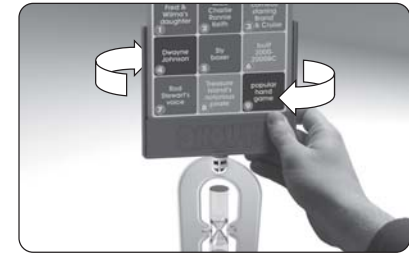
Two teams take 1 minute turns at answering the Challenges on the cards – as soon as any player thinks they know an answer they shout it out. One point is scored for each right answer. The first team to reach 69 wins.

PREPARING TO PLAY

Form TWO teams. In each round one of the teams is the 'Asking team' and the other is the 'Answering team'. Place the Shout stand on the table between the teams. Each team takes two pegs to use for scoring.

SCORING

The curved feet of the stand have double rows of holes used for keeping score. One row is numbered 1-9 and the other 10 – 90. Move the first peg along the 1-9 row to score 'ones' and the second peg along the other row to score 'tens'. The base is not turned round during play; only the top of the stand should be swivelled round each turn by gripping the Card Holder as shown:



DOUBLE OR NOTHING CARD

The Double or Nothing card can be played by the Asking team on the Answering team just after they have put a new card into the stand at the start of a turn. To 'play' it on the Answering team just hand it to them.

For that turn the Answering team must get ALL the answers right: if they don't they score nothing (even if they get seven or eight answers right, they still score zero). If they DO get all the answers right they score DOUBLE the maximum score of 9 – which is 18! The Answering Team then keep it until they decide to play it on a future turn.

THE CHALLENGE CARDS

Each Challenge card is double sided. Use only one side in any game then return it to the bottom of the card pile after use. The answers to the Challenges are always on the reverse side so when a card is put into the stand the 'Answering team' sees a Challenge grid on their side and the 'Asking team' sees the corresponding question and answers at the top of the other side.

