



# Rules

## Before you start

Electro Original is specially designed for young children who are not yet of reading age. It's likely they will need a little help to play, especially to begin with. Electro Original features 10 double-sided printed cards, plus one extra bonus card. Each includes several challenges set around a particular theme. All of the cards are described a little later in these rules.

Take the 11 printed cards out of the box (those that are loose).

The game is battery operated (batteries are not supplied with the game). Begin by taking the frame out of the box. Turn the frame over and unscrew the battery cover. Insert two 1.5 V batteries (AA), matching the '+' and '-' symbols, and screw the cover back. Place the frame back in the box.

Slide the game's ON/OFF switch to ON to play and always remember to leave the game in the OFF position when you have finished. Read the battery cautions at the end of these instructions.

## How to play Electro Original

- Turn the game on by sliding the ON/OFF switch to the right, to the ON position. Check Electro Original is working by briefly touching the ends of the pen nibs together. If the light comes on, the game is all set and ready to play.
- The game is played inside the box base. Choose one of the printed cards and place it inside the box, face up with the heading at the top.
- Each card is divided into a left and a right side. The questions are set out on the left, with the answers on the right.
- To ask a question, pop the nib of one pen into one of the holes on the left hand side.
- Now look for the correct answer on the right hand side of the card. Have you found it? Pop the nib of the other pen into the hole next to your chosen answer.
- If you chose the correct answer, the light will glow!
- When you've finished playing, you can store the pens in the slots on the frame. Always remember to slide the ON/OFF switch to the left, to the OFF position. This will preserve battery life.

## The Electro Original cards:

1. Big and small  
Can you find which is bigger?
2. Colours  
What colour is that?
3. Baby animals  
Whose is the baby animal?
4. Point of view  
How does it look from the other side?
5. Zoom in  
What is shown in detail?
6. Silhouette

- Can you find the silhouette?
7. Zoom in  
What is shown in detail?
  8. What's missing?  
What's missing in the picture? Can you find the missing piece?
  9. Food and drink  
Where does this come from?
  10. Halves  
Can you find the other half?
  11. Halves  
Can you find the other half?
  12. Silhouette  
Can you find the silhouette?
  13. Wrapped up  
Can you see which presents are wrapped up?
  14. What's missing?  
What's missing in the picture? Can you find the missing piece?
  15. Zoom in  
What is shown in detail?
  16. What's missing?  
What's missing in the picture? Can you find the missing piece?
  17. Add them up  
Can you count how many of each there are?
  18. Which animal?  
Can you tell which bottom belongs with which animal?
  19. Zoom in  
What is shown in detail?
  20. Bigger and Smaller  
Can you find the bigger one?
  21. Body parts  
Where does each part of the body belong?

## The batteries

Please refer to the packaging of the batteries you have bought, for instructions and safety warnings. If the batteries run down, unscrew the panel off the back. Insert new batteries (1.5 V) and replace the lid. Make sure you match the '+' and '-' polarity symbols to those shown inside the battery compartment.

- Do not attempt to recharge non-rechargeable batteries.
- Remove rechargeable batteries from the game before being charged.
- Only recharge rechargeable batteries under adult supervision.
- Do not mix different battery types, or new and used batteries together.
- Only use 1.5 V batteries of the type mentioned in the rules.
- Always remove batteries when they are exhausted.
- DO NOT short-circuit the supply terminals under any circumstances.

### Important note to parents & guardians

Please make sure that children do not attempt to insert any of the game's pen nibs into electrical wall sockets!