

### What's in the box

This game includes 475 song cards, 25 dance cards, 1 wireless button, 1 spinner, and game rules.

### How to...

**Scan the cards?** Open your phone's camera, point it at the QR code and tap the pop-up link. It will open the song in Spotify. Some third-party QR apps may not work right, so stick with your default camera app.

**Use the Guess the Hit button?** The ON/OFF switch is on the bottom. Turn it on and pair it by selecting "Guess the Hit Button" in your phone's settings. Test it by playing a song on your phone; press once = pause, press again = play. Turn it off to unpair it. It comes pre-charged to 50%. Full charge allows about 25 hours of play. Recharge it with any USB-C 5V 1A phone charger that complies with applicable safety standards.

### Guess the Hit button - Other Specifications

Radio frequency band: 2402-2480 MHz  
Maximum RF output power: 10 dBm (2402-2480 MHz) (For EU)

The button contains a rechargeable lithium-ion battery (UN 3481) sealed in a protected compartment. 2.7V / 500 mAh (1.85 Wh). Do not crush, disassemble, short-circuit, heat above 60 °C (140 °F), expose to moisture or incinerate. Dispose of properly - do not mix with household waste. UN 38.3 tested battery.

Any changes or modifications not expressly approved by Sweetips d.o.o. could void the user's authority to operate this device.

Hereby, Sweetips d.o.o. declares that the radio equipment type Guess the Hit button GT-H-BT01 is in compliance with Directive 2014/53/EU. The full text of the EU declaration of conformity is available at: [www.playworldgame.com](http://www.playworldgame.com)

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: 1. Reorient or relocate the receiving antenna. 2. Increase the separation between the equipment and receiver. 3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. 4. Consult the dealer or an experienced radio/TV technician for help.

Keep the packaging and this manual for future reference.

A party game for music lovers

# GUESS THE HIT

How to play?

### Missing a song?

Drop us a message with any songs we should include in the next version at:

[info@playworldgame.com](mailto:info@playworldgame.com)

We'd love to hear from you!

Flip the page

### Goal of the game

Show off your music smarts by guessing songs, singing, or dancing!

#### Don't like reading?

Scan the code and watch the quick video instructions!



### Game setup

1. **Pick a DJ** - they'll play songs, check answers, and decide who wins each card.
2. **Give the DJ a smartphone** with Spotify and YouTube apps (Premium recommended for both). Pair it with the button. *This game is not affiliated with or endorsed by Spotify or any streaming service.*
3. **Place the button** where everyone can easily reach it.

#### Game tips:

- Connect the phone to a **speaker** to turn up the party!
- **No Spotify?** Install the app and sign up for free to play full tracks.

### How to play?

1

#### Spin:

The DJ spins the spinner to set the challenge for the next song. There are four challenge types:

Artist Title Sing Dance

2

#### Listen:

The DJ draws a blue card (for Artist/Title/Sing) or a pink card (for Dance), scans the QR code, and plays the song.

3

#### Guess:

The players race to hit the button and make their guess based on the challenge:



#### Artist

Name at least one artist.



#### Title

Name the song title.



#### Sing

Sing any line from the song.



#### Dance

Do a move from the song.\*

\*Dance along to the music, don't hit the button!

Each player has one guess per song! If **correct**, you win the card. If **wrong**, press the button so the song continues and the others can guess.

4

#### Stuck?

If no one knows it, the DJ stops the music. Everyone guesses the release year, starting with the last card winner, and continuing clockwise. Closest guess wins the card! Tie? First to guess takes it.

5

**Next:** After a card is won, repeat steps 1-4.

**WINNING:**

First to collect **10 cards wins!**

**Playing in teams?** Anyone can hit the button and guess, but each team only gets one guess per song.

100x90mm

## GUESS THE HIT BUTTON SPECIFICATIONS - CANADA SPÉCIFICATIONS DU BOUTON GUESS THE HIT - CANADA



### Comment utiliser le bouton Guess the Hit?

L'interrupteur MARCHÉ/ARRÊT se trouve sous le bouton. Allumez-le, puis jumelez-le en sélectionnant « Guess the Hit Button » dans les réglages de votre téléphone. Testez-le en faisant jouer une chanson sur votre téléphone : appuyez une fois = pause, appuyez de nouveau = lecture. Éteignez-le pour le dissocier. Il est livré préchargé à 50 %. Une charge complète permet environ 25 heures de jeu. Rechargez-le avec n'importe quel chargeur USB-C 5 V 1 A pour téléphone conforme aux normes de sécurité applicables.



Le bouton contient une pile rechargeable au lithium-ion (UN 3481) scellée dans un compartiment protégé. 3,7 V, 500 mAh (1,85 Wh). Ne pas écraser, démonter, court-circuiter, chauffer à plus de 60 °C (140 °F), exposer à l'humidité ni incinérer. Éliminer de façon appropriée – ne pas jeter avec les déchets ménagers. Pile testée conformément à la norme UN 38.3.



### Canada Compliance Notice / Avis de conformité

IC: 32879-NBLJIA118  
CAN ICES (B) / NMB (B)

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions: 1) This device may not cause interference. 2) This device must accept any interference, including interference that may cause undesired operation of the device.

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : 1) L'appareil ne doit pas produire de brouillage. 2) L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Conservez l'emballage et le présent manuel pour référence ultérieure.



### Sécurité du jeu Guess the Hit

**MISE EN GARDE : DANGER D'ÉTOUFFEMENT** – Petites pièces.  
Ne convient pas aux enfants de moins de 3 ans.