AIM

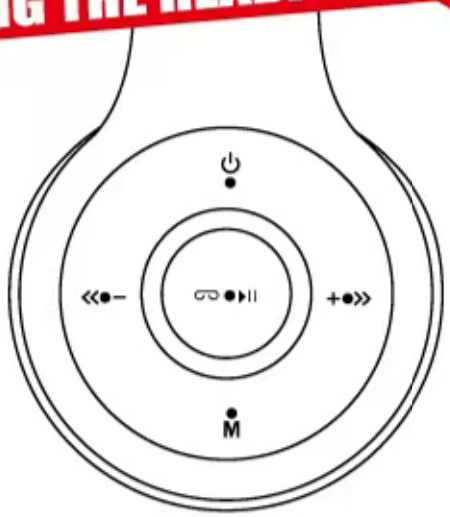
The team with the most points from lip reading ridiculously random phrases wins!

CONTENTS

DECK1

DECK2

USING THE HEADPHONES



- power supply
- play/suspended/telephone
- the next song/the volume-
- in a song/the volume+
- FM model/ Wireless model
- line in model

Bluetooth connection name: P47

Size:
Adjust to ft your head by pulling on the sides of the headphones.

- Driver unit:40mm diameter
- Suppport Wireless 5.0 version downwards
- Compatible with 5.0 VERSION
- Scope of work:10meters
- USB charging cable:AC input 110-240VDC input 5V
- Talk time: 6 hours
- Standby time:up to 15 hours
- Operating frequency:2.4GHz-2.4835GHz
- The output frequency:class2
- Noise reduction te chnology: DPS digital signal processc
- support A2DP function
- AVRCP remote control capabilities
- Support automatic switchover to incoming call dunction
- With the end number redial function
- Large and small volume abutment
- Forward backward selections feature pause funtion
- Compatible with ROHS standards

END

The game ends once all players on both teams have had one turn at being The Lip Reader. if there are an odd number of players, one player on the team with less players will be The Lip Reader twice.

WINNER

Count up the points on the correctly guessed cards ineach team's score pile:

- Word 1 =1 point
- Word 2 =2 point

The team with the mostpoints wins!

SETTING UP

1. Split into 2 teams of roughly equal players.
2. Shuffle Deck 1 and Deck 2 separately and place into 2 piles in the middle of the table.
3. Turn on the headphones.
4. The most annoying player's team goes first.

HOW TO PLAY

1. Choose a player on your team to be The Lip Reader-they wear the headphones. Choose another player on your team to be The Card Reader.

2-3Players? Instead of 2 teams, take turns being The Lip Reader and The Card Reader.

2. The Lip Reader presses the button on the headphones to start the music.
3. The Card Reader then flips the top card from each deck, Use the top word on each card, with Word 1 followed by Word 2 to create a random phrase.Make sure The Lip Reader doesn't see the phrase.

4. The Card Reader then quietly says the whole phrase as many times as they like, for The Lip Reader to try and guess

(Don't shout out the phrase-just say it!)

5. **Scoring and Passing Phrases**
   - If The Lip Reader shouts out the complete phrase in the correct order, place both cards inthe team's score pile
   - If The card Reader decides to pass on a phraseand The Lip Reader has only guessed one ofthe cards, place the correctly guessed card inthe team's score pile and the other in thediscard pile
   - If The Card Reader decides to pass and The Lip Reader has guessed neither of the cards, placeboth cards in the discard pile
6. The Card Reader then takes the top card fromeach deck to create a new phrase for The Lip Reader to try and guess

7. Continue these steps until the music stops. There will be a 10 second warning before the music stops.
8. At the end of each turn, pass the headphones to the other team, and start a new turn. In your teams, take turns being The Lip Reader and The Card Reader.

GOLDEN RULES

The card Reader...

- Must not mime or act out any of the phrases
- Must not shout out any of the phrases-whisper!
- Can pass at any time, as many times as they like
- Is allowed to nod or shake their head to indicatect orincorrect answer has peen givenifd

The LIP Reader...

- Can guess the phrase as many times as they like, so keep shouting out answers!
- Must correctly guess Word I1 before guessing Word 2
- Must shout out the complete phrase before moving on to the next phrase

FCC Warning

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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:

-Reorient or relocate the receiving antenna.

-Increase the separation between the equipment and receiver.

-Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

-Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.