

# HANGMAN™

## INSTRUCTIONS

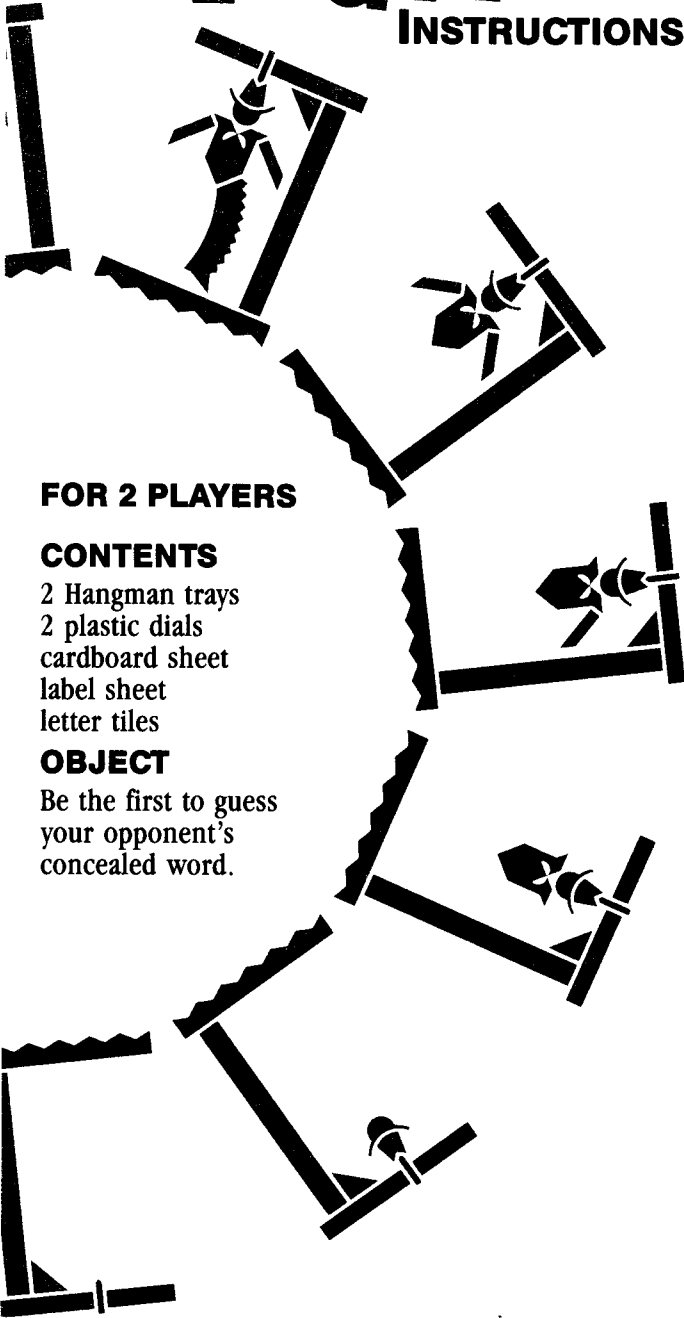
**FOR 2 PLAYERS**

**CONTENTS**

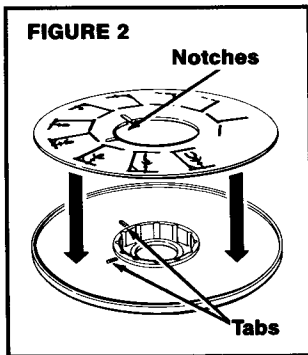
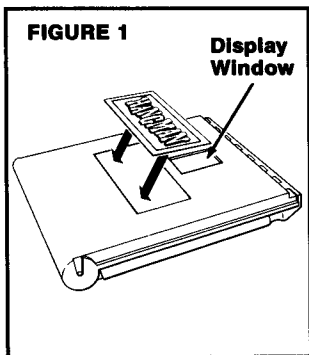
- 2 Hangman trays
- 2 plastic dials
- cardboard sheet
- label sheet
- letter tiles

**OBJECT**

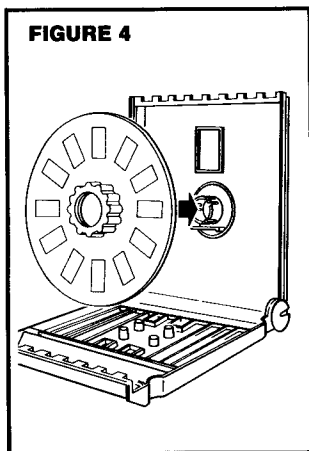
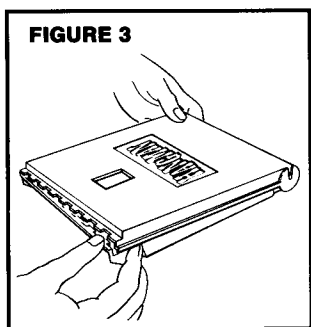
Be the first to guess your opponent's concealed word.

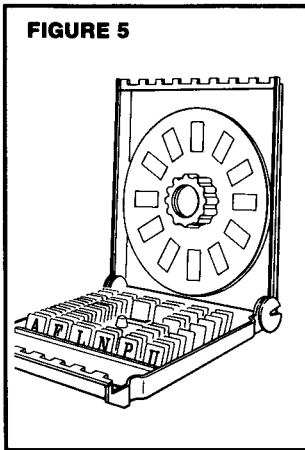


# ASSEMBLING THE TRAYS



1. Peel off the Hangman labels and apply one to the front of each tray, as shown in Figure 1.
2. Separate the hangman discs from the cardboard sheet. Press one disc into each plastic dial, matching the raised tabs with the cut-out notches in the disc. See Figure 2.
3. Open a tray by lifting up the corners, as shown in Figure 3.
4. Snap a dial into the top of its matching color tray, as shown in Figure 4. Do the same for the other tray.





5. Separate the letter tiles by color. Place all the tiles of one color into their corresponding letter slots on one tray. Do the same for the other tray with the remaining colored tiles. See Figure 5 for properly set up tiles.

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## SET UP

1. Take a tray and turn it so your opponent can see only the display window on the front. Your opponent does the same.
2. Turn the dial in the direction of the arrows until the number 11 appears at the top. Your opponent does the same. The display window on the front of your tray will be blank after you do this.

NOTE: The dial shows the hangman in 11 different stages of completion and 1 blank stage. Each stage is numbered. At 0, the hangman is complete. Each time you turn the dial one space in the direction of the arrows, a new number (1 less than before) appears at the top and a more complete hangman appears in the display window.

### 3. CHOOSING AND PLACING YOUR WORD:

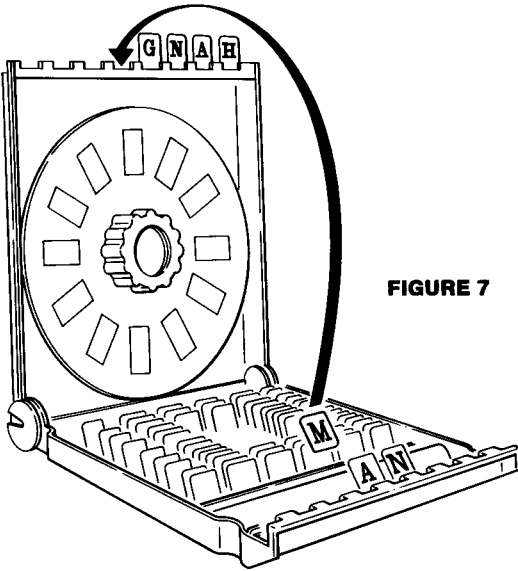
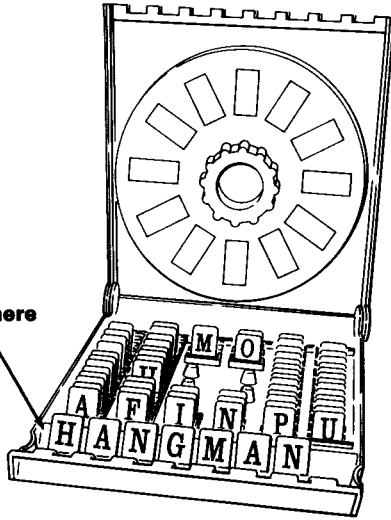
Do the following in order:

- You and your opponent decide how many letters will be in the words you will make. Choose the same number of letters. Do not exceed eight letters.
- Each player secretly thinks of a word that contains the stated number of letters.
- Spell the word out in your tray in the position shown in Figure 6. Your opponent does the same.

- Place each letter of your word in *reverse order*, facing you, in the slot on the top of the tray. (They are placed in reverse order so when the letters are turned your opponent will read them from left to right.) See Figure 7. Your opponent does the same.

**FIGURE 6**

Form your word here



**FIGURE 7**

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## LEGAL WORDS

Only words found in a standard dictionary may be used. Proper nouns, people's names, abbreviations, slang and foreign words are not allowed. Contractions and hyphenated words are not allowed. Spell your word correctly! You will lose the game if you misspell your word!

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## GAME PLAY

1. Younger player goes first.
2. **ON YOUR TURN:** Guess a letter by calling it out to your opponent. Any letter may be selected.
  - **IF THE LETTER YOU CALL *IS* CONTAINED IN YOUR OPPONENT'S WORD,** your opponent turns the letter on top of his or her tray around so that you can read it. Your turn is over. **NOTE:** If the word contains more than one of the called-out letters, your opponent must turn around all of those particular letters.
  - **IF THE LETTER YOU CALL *IS NOT* CONTAINED IN YOUR OPPONENT'S WORD,** your turn is over. Your opponent turns the dial one space in the direction of the arrows on the dial, to reveal a more complete hangman in his or her display window.
3. **GUESSING A WORD:** You may, on your turn, try to guess an opponent's word in addition to guessing a letter. Here's how: After guessing a correct letter, announce that you are making a guess and call out the word. If you guess correctly, you win the game. If you guess incorrectly, your opponent turns the dial one space and reveals a more complete hangman.
4. Alternate turns and continue playing until one player's word is completely spelled out or guessed, or the hangman in either display window is complete.