

## Battery Installation

1. Open the battery compartment door by carefully loosening the screw with a screwdriver.
2. Install two fresh AAA batteries following the illustration inside the battery compartment.
  - Do not use rechargeable batteries.
  - Do not mix old and new batteries.
  - Do not mix different types of batteries: alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
  - Do not recharge nonrechargeable batteries.
  - Remove rechargeable batteries from the toy before recharging.
  - Only charge rechargeable batteries under adult supervision.
  - Only use batteries of the same or equivalent type as recommended.
  - Insert batteries with the correct polarity.
  - Remove exhausted batteries from the unit.
  - Do not short circuit the supply terminals.
  - To prevent corrosion and possible damage to the product, we recommend removing the batteries from the unit if it will not be used for more than two weeks.
3. Close the compartment door and tighten the screw.



**FC** Timer requires 2 AAA batteries, not included. Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

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Hecho en China. Conserva el envase para futuras consultas.  
Fabriqué en Chine. Veuillez conserver l'emballage.  
Made in China. Bitte Verpackung gut aufbewahren.



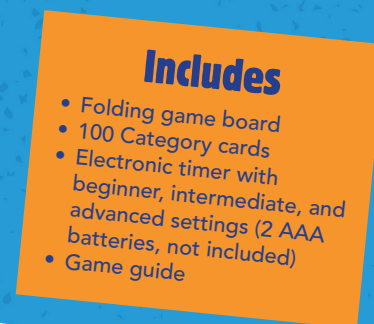
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EI-2869  
2-4 Players  
Ages 8-Adult

# After Words™

The think-quick word game where  
the last becomes the first!



**WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under three (3) years.



## Objective

Players must nimbly name a word that matches one of their category cards AND begins with the letter in play on the board. Think fast before the timer runs out, and be the first to discard all of your cards to win!

## Setup

- Install 2 AAA batteries in the timer according to the directions on page 4 of this guide.
- Set the timer to the chosen duration: 30 seconds for beginners, 20 seconds for more experienced players, and 10 seconds for serious “wordiacs.” The chosen duration will be the same for all players.
- Shuffle the category cards, and place them face down on the table. This is the draw pile.

## How to Play

1. Deal seven category cards to each player. Flip over the top category card in the draw pile.
2. The first player to name something in that category starts. The player moves the timer to the space on the board that matches the LAST letter of the item named. For example, if the category was “Dessert” and the player said, “ice cream,” he or she would move the timer to the letter **m**.
3. The player to the left then has the predetermined number of seconds to name something that matches one of his or her own category cards that starts with the letter **m**. So, for example, the player might discard the category card “Vehicles” by calling out “motorcycle” and moving the timer to the letter **e**.

## Can I use that word?

Adjectives and verbs are acceptable when they are usually part of the name of an item such as green beans or spinning wheel. They are not acceptable when they are simply descriptive such as green bike.

Singular or plural words may be used. If a player calls out a plural word, such as towels**s**, the player moves the timer to the letter **s**, and the next player’s word must begin with that letter.

4. The game continues with players racing the timer to discard a category card that begins with the letter in play on the board.

## Time’s Up!

If the timer buzzes before an item is named, the player draws a penalty card. Then the player lifts the timer and sets it down on the same letter to restart it. It is the next player’s turn.

## Can’t Get a Word Out?

If you want to swap out a difficult category card, you can. Just call out “Discard,” and place the card on the table with the played cards. Draw a replacement card. Lift the timer and set it back down on the same letter to reset it. It is now the next player’s turn. NOTE: If the timer goes off before you can reset it, draw an extra card as a penalty.

5. The first player to run out of cards wins!

## A Few More Words About AfterWords™

### Challenging A Word

If you think another player’s word is unacceptable, you can challenge it. Call out “challenge,” and turn the timer over to stop it.

- If everyone but the person who played the card votes that the word is unacceptable, the player draws two penalty cards.
- If everyone agrees that the word is acceptable, the player who challenged it draws one penalty card.
- Place the timer back on the board to reset it, and continue play with the current player.

### Around the World

If you place the timer on a letter and it hasn’t moved by your next turn, you’ve “gone around the world.” This can happen if you manage to end a word with a difficult letter like **x** and everyone else either discards or runs out of time. When this happens, you ignore the position of the timer on that letter and start your item with any letter.