

WIN – CLASSIC MODE

If the Danger Wire is cut, the device must be reset to continue the game. Reconnect the wires on the device and press the Clue button to start a new round with the remaining players. The device will assign a new Defuse Wire and a new Danger Wire. All the previous clues are now invalid.

Continue to play until one of the following occurs:

1. One player cuts the Defuse Wire. The player who does is the winner!
2. Only one player remains after all the other players have been eliminated by cutting explode wires. The last surviving player is the winner!

WIN – TIMED MODE

In the Timed Mode, each player only gets 15 seconds to cut the wire. In addition to the Winning rules mentioned in the section above, the device explodes if an action is not taken within 15 seconds, and that player is eliminated. As the internal timer gets closer to 15 seconds, you will hear the music speed up.

Once the device explodes, it must be reset to continue the game. Reconnect the wires on the device and press the Clue button to start a new round with the remaining players. The device will assign a new Defuse Wire and a new Danger Wire. All previous clues are now invalid.

For more, please go to:

WWW.CUTTHEWIRE.TOYS

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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. Warning: Changes or modifications to this unit 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 - 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 the equipment does not 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 the 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.

AN ICES - 3 (B) / NMB - 3 (B). Requires 3 AAA/LR03 batteries (batteries not included). Use new batteries to obtain the best performance. Alkaline batteries recommended. Do not use rechargeable batteries. Rechargeable batteries are only to be charged under adult supervision. Rechargeable batteries are to be removed from the toy before being charged. Non-rechargeable batteries must not be recharged. Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries. Batteries should be replaced by an adult. Batteries must be inserted with the correct polarity. Exhausted batteries must be removed from product. The supply terminals must not be short-circuited. Batteries must be removed from the product when not in use. Do not dispose of batteries in a fire.

OUT THE WIRE™

...BEFORE IT'S TOO LATE!



GAME RULES



PACK INCLUDES:

- 1x Device
- 1x Wire Clipper
- 1x Playing Dice
- 1x Game Rules



WARNING:

CHOKING HAZARD - Small Parts.
Not for children under 3 years.

3 X AAA BATTERIES REQUIRED

AGES
6+

1-10
PLAYERS



15'

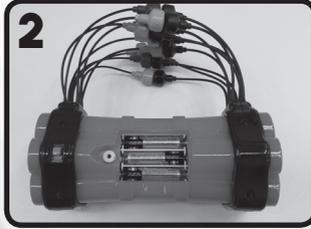
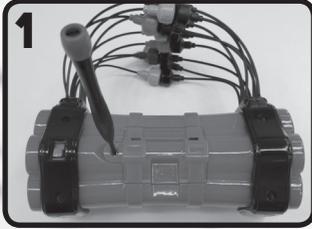


YUZU

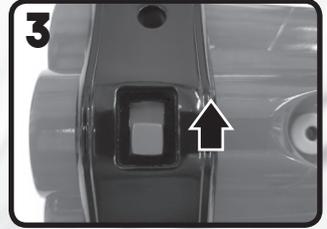
OBJECTIVES

A device is ticking and it's about to go off! Players compete to see who cuts the right wire, defuses the device, and saves the day. Use secret clues for hints to help figure out how to avoid cutting the wrong wire and losing the game. It's the ultimate race to see who can Defuse or Lose...before it's too late!

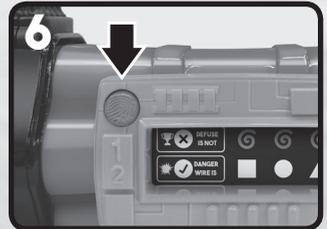
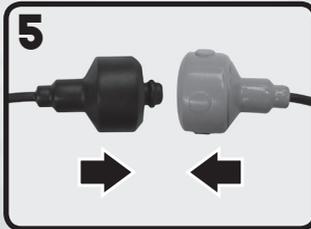
SETUP



3x AAA batteries required



ASSEMBLY



1. Once you switch on the device (Image 3), you may hear an alarm sound and the red lights on the device will start blinking (Image 4).
2. If this happens, make sure each colored wire is connected properly to a black wire (Image 5). If not, move on to the next step.
3. Press the red fingerprint button to choose a game mode: (Image 6).

CLASSIC MODE



Top row of icons lights up.

TIMED MODE



Both rows of icons light up.

After selecting, wait for 3 seconds. The game will start when the music begins.

NOTE: While the game is played in the same way for both modes, there is only one difference. In the 'Classic Mode', there is no time pressure and you have all the time you want to pick a wire to cut. In the 'Timed Mode' however, each player has only 15 seconds to cut the wire.

PLAY

The youngest player starts first. On your turn, roll the dice and perform the action(s) as explained below:



CUT THE WIRE:
Choose any one wire and cut it using the Wire cutter.



CLUE:
Press the red fingerprint button to receive a private clue.



CLUE + CUT THE WIRE: Press the red fingerprint button to receive a clue. Then choose any one wire and cut it using the Cutters.



CLUE + FORCE CUT:
Press the red fingerprint button to receive a clue. Then, choose an opponent to cut one wire of your choice.

After performing the action(s), pass the dice to the next player.

DECODING THE CLUES

NOTE: Clues are only shown on the device screen for 5 seconds, after the player presses the red fingerprint button. These clues are private. The player must not share the clue with other players.

There are 2 types of clues that the players can receive from the device:

CLUE TYPE 1



The box which reads 'Defuse is not' will be lit up along with any one of the color signs or the shape symbols. For example, in the image above the clue is 'The defuse wire is not green.'

CLUE TYPE 2



The box which reads 'Danger wire is' will be lit up along with any one of the color signs or the shape symbols. For example, in the image above the clue is 'The danger wire is square.'

The clues help you to know which wire may be safe to cut or which wire you can force your opponent to cut.

THE WIRES

Each time a player cuts a wire, one of the three outcomes below can occur:

- 1. DUD WIRE** - This is a safe wire. It is neither a defuse wire nor a danger wire. You will hear a neutral sound. The turn passes to the next player.
- 2. DEFUSE WIRE** - You will hear a victory sound. Cutting this wire means that you have defused the device. The player who made this cut is the WINNER!
- 3. DANGER WIRE** - You will hear an explosion sound. The player who made the cut is the loser for this round. The game must be reset to continue play with the remaining players.