

# PaceMaker™ EXTREME

RACE THE PACE  
OR  
FACE THE Shock

## GAME RULES

PaceMaker Extreme is a fast-paced multiplayer game, where players try to outwit their opponents by thinking quick and keeping the pace. The game starts slowly, but quickly speeds up and requires concentration, but watch out, it can be a little shocking!

**WARNING!** This is not a children's toy. Please keep out of reach of children. Not suitable for children under 14 years of age. This product emits an electric shock and may interfere with electrical devices such as Pacemakers. Do not use if you suffer from epilepsy, a heart condition, or any similar or related illness. Do not use if you are pregnant.

### Contents:

1 x PaceMaker Extreme  
1 x Game Rules

**3 x AAA Batteries Required**

AGES  
**14+**

**2-8**  
PLAYERS  

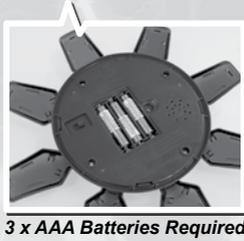

**15'**  


**YUZU**

# OBJECTIVE

Be the last one to correctly follow the pulse light on the Pacemaker Extreme to win. You will get a shock if you press your pedal at the wrong time!

# SET UP



3 x AAA Batteries Required



# THE GAME

2-4 PLAYERS



A finger from both hands on any pedals

4 PLAYERS



A finger from both hands on adjacent pedals

5-8 PLAYERS



One finger on each pedal

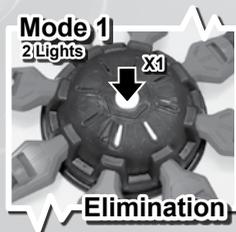
Each player places a finger on the silver part of the pedal closest to them. One player chooses which of the 4 game modes to play:

**Mode 1 : Elimination** - Press the center button **once** (2 lights turn on)

**Mode 2 : \*Shock\* Elimination** - Press the center button **twice** (4 lights turn on)

**Mode 3 : Last One Tapping** - Press the center button **three times** (6 lights turn on)

**Mode 4 : \*Shock\* Last One Tapping** - Press the center button **four times** (8 lights turn on)



**Note:** The rules remain the same for all modes, but how to win is different.

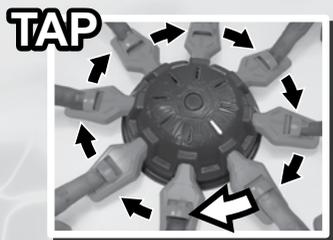
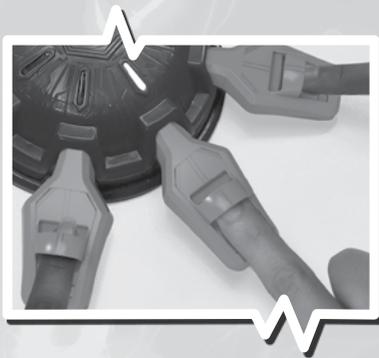
After you have chosen a game mode, wait for the red lights to flash in sequence.

During the sequence, all players must tap their pedal once to register themselves in the game. To show you have successfully registered, the red light corresponding to your pedal will light up with a simultaneous “BOING” sound.

The red light of each pedal will stay on signifying the active pedals for that game.

When players hear a “TRING” sound and the red lights stay on, player registration is complete.

Oldest player starts. He/she must press their pedal once to start the game. Players will hear a “PING” sound to confirm their move has been registered. The game starts in a clockwise direction. The next player must tap his/her pedal right after the registration “PING” sound.



**1x** Tap the pedal once - to continue the game in the same direction



**2x** Tap the pedal twice - to reverse the flow of the game



**3x** Tap the pedal three times - to skip the turn of the next player.

**IMPORTANT:** To tap the pedal twice or three times, all taps must be done *AFTER* the confirmation “PING” sound of the previous player’s move and *BEFORE* your confirmation “PING” sound.

The game starts at a slow pace, so after a little practice, players will get the hang of it. The game becomes more challenging as the pace gradually quickens, which you are alerted with a change of sound.

### **Players ‘lose’ and are out of the round when:**

- Tapping too early (before the confirmation “PING” sound of the previous player)
- Tapping too late (after your confirmation “PING” sound )
- Tapping when it is not your turn

# HOW TO WIN

## Mode 1 and 2 - Elimination and \*Shock\* Elimination

The first two modes entail elimination rounds. Each round ends when any player makes a mistake and is eliminated from the next round. Players must press the center button once to manually restart the game until there is one person left who is the winner!

## Mode 3 and 4 - Last One Tapping and \*Shock\* Last One Tapping

The last two modes are one round that continues as players slowly get eliminated by making mistakes or missing their turn until the last player (pedal) is left, who is the winner!

**NOTE:** *If you are the next player in line after the elimination of the player next to you (in the direction of travel), then you need to press your pedal quickly after the previous "Ping" to stay in the game, or else you will be eliminated. This gets harder as more lights go out and the eliminated player is not sitting next to you.*

# ALTERNATE GAME PLAY

## Criss-Crossing Hands



Each player criss-cross their hands

## Multiple Pedals



Players each having to take care of more than 2 pedals

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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. Requires 3 AAA/LR03 Batteries. (Batteries Not Included) Use new batteries to obtain best performance. Alkaline batteries recommended. Do not use rechargeable batteries. Non-rechargeable batteries are not to be recharged. Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same or equivalent type as recommended are to be used. Batteries should be replaced by an adult. Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from product. The supply terminals are not to be short-circuited. Batteries are to be removed from the product when not in use. Do not dispose of batteries in fire.