

Battery Installation Instructions

1. Use a coin to remove the screw from the battery compartment cover.
2. Install three (3) AA batteries in the orientation shown on the battery holder.
 - 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.
 - Non-rechargeable batteries are not to be recharged.
 - Rechargeable batteries are to be removed from the unit before being charged.
 - Rechargeable batteries are only to be charged under adult supervision.
 - Only batteries of the same or equivalent type as recommended are to be used.
 - Batteries are to be inserted with the correct polarity.
 - Exhausted batteries are to be removed from the unit.
 - The supply terminals are not to be short-circuited.
 - To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the unit if it will not be used for more than two weeks.
3. Replace the cover and tighten the screw.

**Troubleshooting**

If Aftershock fails to operate properly, check the batteries. Weak batteries can cause a variety of malfunctions. Replace the batteries with a fresh set. To prolong battery life, always turn off Aftershock when not in use.

Cleaning Instructions

Clean Aftershock with a damp or dry cloth. Do not immerse the unit in water. Do not spray any liquid or water on the unit.

After shock!

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

NOTE: The user is cautioned that changes and modifications made to the equipment without the approval of the manufacturer could void the user's authority to operate this equipment.

Check out these other fun family games from Educational Insights!EI-2995
BlokusEI-2961
PixelEI-2992
RumisEI-2972
Color Scheme

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For 2-4 players

EI-8925
Ages 5+
Grades K+

After shock!

Beat-the-clock
balancing game

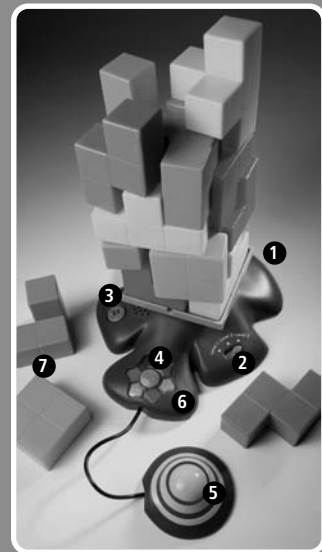
Build
at your
own risk!

Educational
Insights®

Aftershock!

Aftershock is a fast-action electronic game where players race to stack their colored blocks before the timer sets off the shaking base. Quick! Can you stack the block and beat the

Features



- 1 Choose from three volume levels – high, low, or silent (no music played).
- 2 Choose from three difficulty levels – Level 1, Level 2, or Level 3.
- 3 On/Off button — Automatic shutoff after 90 seconds of non-use saves batteries.
- 4 Press the GO button to start your turn.
- 5 Press the "Block the Shock" button when the block is correctly placed.
- 6 Vibrating, talking base
- 7 18 blocks in 6 colors and shapes

Object of the Game

Balance your blocks securely on the tower before the timer runs out and the platform shakes.

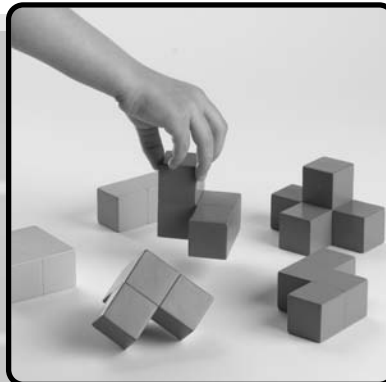
Getting Ready to Play

1. Insert three AA batteries according to the battery installation instructions on page 5.
2. Place all 18 blocks within reach of the players.
3. Press the On/Off button to start the game.
4. The volume control is located under the unit. Adjust the volume to the desired level: high, low, or silent (the game unit talks but the music is silent).
5. Set the difficulty level by adjusting the switch to Level 1, Level 2, or Level 3.

Difficulty Levels

Aftershock has three levels of difficulty. The higher the level, the less time you have to place your blocks. Within each level, the time decreases as the game progresses!

- Level 1 – Starter
8 to 10 seconds
- Level 2 – Master
6 to 8 seconds
- Level 3 – Expert
3 to 5 seconds



Playing the Game (2 players)

1. Press the GO button.
2. Aftershock announces the color of the block to use and the corresponding light flashes.
3. The timer immediately starts. Quickly place the indicated block on the platform.
4. As soon as the block is placed, press the yellow "Block the Shock" button to stop the timer.



When a player does not place the block on the platform within the time limit, the platform shakes causing an Aftershock!

5. Game play continues in this manner with players taking turns placing blocks on the platform to build a tower.

Building Basics

If you knock down any of the blocks during your turn, you may replace the fallen blocks before the timer runs out and the platform shakes. If you cannot replace the blocks in time, you're "out."

If the platform shakes but none of the blocks fall, the game continues.

Winning the Game

If a player causes an Aftershock and the tower collapses, the other player wins!

Building a Tower

Try to stack the blocks so that they line up and fit snugly together.

Blocks may not extend over the edges of the platform.

Although holes in the tower are permitted, try to make as few as possible so the tower is stable.



Tower Variation

Topsy-turvy Tower

Build a wobbly tower that makes block placement tricky for the other players!

- The blocks do not have to line up or fit together.
- Pieces can extend over the edges of the platform.



Aftershock Championship (3 or more players)

Here's a fun way to play Aftershock with three or more players. When an Aftershock occurs and the tower collapses during a player's turn, that player is eliminated. The remaining players clear the platform, turn the power off then on, and play again. Continue playing the game and eliminating players until there is only one player left. The last remaining player is the Aftershock champion!

Aftershock Game Variations Don't Topple the Tower! (2 to 4 players)

In this game, there is no individual winner. Instead, the object of the game is not to lose. Play until an Aftershock occurs during a player's turn. The remaining players automatically win the game!

Solitaire Aftershock (1 player)

Play alone, trying to build the tallest possible tower before the Aftershock!