

THE CLASSIC GAME! HANKMAN

GUESS THE MYSTERY WORD!

INSTRUCTIONS

HOWDY, OUTLAW! WELCOME TO THE WILD WEST, WHERE THE ONE WHO UN HOLSTERS THE WORD FASTER IS THE WINNER. HANK HAS FINALLY BEEN REACHED BY THE LONG ARM OF THE LAW AND HE WILL GO TO JAIL UNLESS YOU SAVE HIM.



SETTING UP THE GAME

To start off with this challenge, follow these simple steps: Take out Hank from the box, We tried to avoid this but we couldn't complete the game without him. Take out the gallow and don't forget the base for the letter and their covers, do all this while you yell, yee-haw!

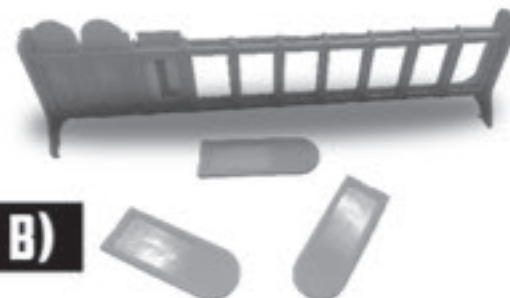
WHAT WILL YOU FIND INSIDE

- The gallow (2 pieces)
- 1 hat
- 1 head (don't loose it)
- 1 torso.
- 2 arms.
- 2 legs.
- Small letter cards.
- 1 base for the letters with small sliding doors.
- 1 spinner



Snap on the base of the gallow. This is not for "yellow bellies", so be sure the two pieces make a click sound.

Snap on the pieces of the base for the letter just like the image shown on fig. B.



Slide the small doors in, just like the image C. Ya'll pay attention!.

Ok, greenhorn. Pony up, because the Jig is up! That means, let's get this started!



¡SADDLE UP!

GOAL OF THE GAME:

Guess the word before the outlaw Hank "The man" has been completed. When that happens he will meet his fate.

With this new version of the classic game you can see how the character moves closer to it's end every time you make a mistake. So don't spill the beans, will ya'?

GAMEPLAY

In this rodeo players take turns to decide who plays the roll of the judge or Hank, these roles will be changing each round. Player who is the JUDGE should insert the letters into the slots of the base FAR from peaking eyes of HANK a.k.a. player(s) who will try guessing the word. Each player will try to guess the mystery word asking for a hidden letter in the base. The letter will be revealed if the player guesses correctly. However, with each incorrect guess, one piece has to be assembled to Hank's body.



This player's role is JUDGE

This player's role is "HANK The Man"

THE JUDGE

This player is the law of this town. Only he can see the other side of the board.

IMPORTANT

Each letter is printed on BOTH sides but one side is flipped/backwards as in a mirror. The judge will see the word **FLIPPED** but in the **RIGHT** order the person guessing read the word correctly. Hey, cattleman, otherwise it will be a little messy trying to read it backwards.

Like: OORAKJUB

Not easy, uh?. Cowpoke



IMPORTANT

The bases for the letters have 10 slots, so the JUDGE has to come up with a word that has 10 letters or less. Avoid words like: "FLABBERGASTED"

Here it fits



Here, it doesn't fit



HANK "THE MAN"

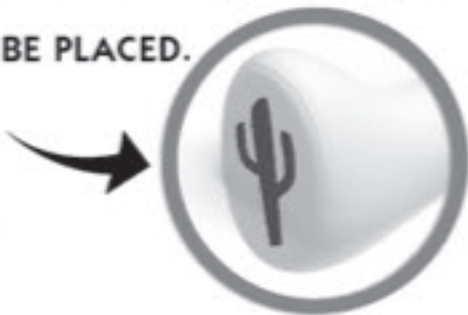
Player who is in the role of Hank will try to guess the word by saying a letter at a time. Once again.

If this letter is there the judge should uncover the letter from the space or spaces where it is shown. But if this letter isn't there a piece to Hank should be added.

VERY IMPORTANT!

While Hank was on the run, he trampled a small (but spiky) little cactus that stayed there for good. **THIS PIECE SHOULD BE THE LAST TO BE PLACED.** so keep it away until the end.

Ok, having said this you will have to assemble Hank following this order:



Start with the hat, insert it slowly like the image. This will hold the whole body of Hank.



Continue with the head of Hank. Check how easy gets attached with the magnets. Ain't that neat?



A new blunder! put the torso in position, We bet Hank would have preferred staying in the hoosegow.



"Nah, that letter isn't there" so put the arm gently. Again the magnets do the trick.



You got the point, right? now the right leg. You're doomed Hank!

One more?... you guessed! Now the lefty. Put it just like the image.



And lastly, the leg with the cactus we talked about before...

SURPRISE!

When this last piece is placed The whole body will collapse!

Now that Hank is a goner the round is over, now the roles can be switched. A new word should be set in the base and everything should be reset for another chance for Hank to dodge prison!



The player who guessed the word without causing Hank's demise will be the winner of this challenge of the wild west.

THE SPINNER

To make the game a little bit more challenging. The player in the role of Hank could use the spinner each turn to get different alternatives to make each round easier or harder.



Colors may vary from those shown. Adult supervision recommended.

AGE 6+ PLAYERS 2+ Kids