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 recharged.
   - 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.
   - 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 user is encouraged to try to correct the interference by one or more of the following measures:
     - Resistor or relocate the receiving antenna.
     - Increase the separation between the equipment and receiver.
     - Consult the dealer or an experienced radio/TV technician for help.

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.

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:

- Resistor 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 not expressly approved by the manufacturer could void the user's authority to operate this equipment.
**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 timer?

**Features**

- **18 blocks in 6 colors and shapes**
- **Vibrating, talking base**
- **On/Off button** — automatic shutoff after 90 seconds of non-use saves batteries.
- **Automatic installation instructions** according to the battery label.
- **Press the “Block the Shock” button when the platform shakes**.

**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

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

**Playing the Game**

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.

**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.

**Building a Topsy-turvy Tower**

Blocks can 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.

**Aftershock Championship**

(1 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!

**Winning the Game**

- **The last remaining player is the Aftershock champion!**
- **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.**

**Tower Variation**

• Pieces can extend over the edges of the platform.
• **Build a wobbly tower that makes block placement tricky for the other players!**

**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 to lose. Play until an Aftershock occurs during a player’s turn. The remaining players automatically win the game!

- **Don’t Topple the Tower** (1 player)

In this game, there is only one player. Instead, the object of the game is not to lose. Play until an Aftershock occurs during a player’s turn. The remaining player’s turn is automatically won by the player's opponent.
**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 under the unit. Adjust 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

**Features**
- Vibrating, talking base
- 18 blocks in 6 colors and shapes
- Vibrating, talking base
- 18 blocks in 6 colors and shapes

**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.

**Aftershock 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.

**Playing the Game** (1 player)
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.

**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.

**Aftershock Championship** (3 or more players)
Here’s a fun way to play Aftershock with three or more players. When an Aftershock occurs 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 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)
In this game, you are trying to build the tallest possible tower before the Aftershock!

**Winning the Game**
If every player chooses an Aftershock and the tower collapses, the other player wins!

**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.

**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.

**Aftershock Championship** (3 or more players)
Here’s a fun way to play Aftershock with three or more players. When an Aftershock occurs 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 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)
In this game, you are trying to build the tallest possible tower before the 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 others?

### Object of the Game
Balance your blocks securely on the platform 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 according to the battery limit, the platform shakes.

### 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
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.

### Winning the Game
If a player causes an Aftershock and the tower collapses, the other players win!

### 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
Here’s a fun way to play Aftershock with three or more players. When an Aftershock occurs 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 Championship (1 or more players)
Here’s a fun way to play Aftershock with three or more players. Play with Aftershock with three or more players. When an Aftershock occurs 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
- **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.

### Tower Variation
- **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!

### Inner Game Variations
- **Solitaire Aftershock** (1 player)

Here’s a fun way to play Aftershock with three or more players. Play alone, trying to build the tallest possible tower before the 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 clock and beat the clock?

Object of the Game
Balance your blocks securely on the platform 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.

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.

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

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

Aftershock Championship (1 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)
In this game, try to build the tallest possible tower before the Aftershock!

Getting Ready to Play
1. Choose from three difficulty levels – Level 1, Level 2, or Level 3.
2. Press the On/Off button to start the game.
3. The timer immediately starts.
4. As soon as the block is placed, press the yellow "Block the Shock" button to stop the timer.

Difficulties
Level 1: Level 2: Level 3:
- Low
- Medium
- High

Volume Control
1. Vibrating, talking base
2. 18 blocks in 6 colors and shapes
3. Non-use saves batteries.
4. Level 1, Level 2, or Level 3.
5. Game play continues in this manner with players taking turns placing blocks on the platform to build a tower.
6. Building Basics
7. Winning the Game
8. Building a Tower
9. Aftershock Championship
10. Aftershock Game Variations
11. Solitaire Aftershock

Features
- Vibrating, talking base
- 18 blocks in 6 colors and shapes
- Non-use saves batteries.
- Level 1, Level 2, or Level 3.
- Vibrating, talking base
- 18 blocks in 6 colors and shapes
- Non-use saves batteries.
- Level 1, Level 2, or Level 3.
- Vibrating, talking base
- 18 blocks in 6 colors and shapes
- Non-use saves batteries.
- Level 1, Level 2, or Level 3.
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.
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.

NOTE: 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.

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!

For 2-4 players

Build at your own risk!

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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.
   - 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.

• 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.

Check out these other fun family games from Educational Insights!

E-2295 Blokus
E-2961 Pixel
E-2962 Rumis
E-3072 Color Scheme

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• Reseat 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.

TELL EDUCATIONAL INSIGHTS: We welcome your comments or questions about our products or service.
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