Assembly of the Rapid Response Gizmo
1. Insert Ball into the Tray until it clicks into place.
2. Slide the yellow Inverted "V" piece into the slots of the yellow Tray. Register the base of the Inverted "V" completely between the braces in the Tray.
3. Connect the Score Path to the yellow Tray by aligning the tabs of the Tray with the recesses under the Score Path.
4. Insert the Support Stand into the back corner of the Score Path.
5. Connect the Marble Track to the Score Path by aligning the pins and round end of the Marble Track with the corresponding holes on the Score Path. Be sure that the pin on the end of the Lever slides into the hole in the corner of the Marble Track.
6. Insert the Funnel into the end of the Marble Track. Align the notch on the back of the Funnel with the notch on the inside of the Marble Track.

The Rapid Response Gizmo
The Rapid Response Gizmo is a combination timer and score keeper. The numbers that run up the middle of the score path indicate how many marbles should be dropped into the top funnel at the beginning of a team's turn.

To begin operation of the timer aspect of the Rapid Response Gizmo, gently press down on the green lever arm at the bottom of the Rapid Response Gizmo (see Figure 3). This will cause the first marble on the marble track to roll down. When this marble reaches the bottom, it will ring the bell and automatically send the next marble down the track.

The marbles that are collecting in the bottom tray may sometimes be placed back up into the funnel during a team’s turn. (See “Playing the Game”)

Playing the Game
The first team to take a turn chooses one player to be the “Clue Giver” and one player to be the “Marble Master” (the person who places the marbles in the top funnel after every correct answer). The remainder of the team will be guessers. In the case that there are only two people on the team, the clue giver will also be the marble master.

The clue giver draws a card and decides which of the two topics on the card they will attempt to describe. As soon as the clue giver is ready, the marble master gently presses on the green lever arm to start the first marble rolling down the track.

The clue giver begins rapidly giving clues to his/her teammates, trying to help them guess the topic shown on the card. The clue giver may NOT say any word listed in black on the card (in part or in whole). If their teammates correctly guess the topic, the clue giver indicates that the guess is correct and places the card down in front of them. The marble master then places one of the marbles from the bottom tray into the funnel at the top of the Rapid Response Gizmo, buying more time for the team to answer clues. The clue giver quickly draws another card and begins giving clues for one of the topics on the new card. (The marble master should respond quickly to prevent time from running out!)

This team continues until there are no more marbles rolling down the track and the last marble has hit the bell. At the end of the turn, the team counts up the number of cards that they correctly answered. This number indicates the number of steps they will move their score marker up the score path.

NOTE: If the clue giver wants to pass on a card, they may pass, but the card is then scored for the other team.

When the turn is up, replay passes to the other team. The role of the clue giver and the marble master rotates each turn.

The Cards
All of the cards have two topics printed on them. When a player draws a card, he/she may choose which topic to use.

Giving Clues
The clue giver rapidly gives their teammates clues to help them guess the topic on the card.

Example: If the topic is “Things that are Red,” the clue giver might say things like – “a stop sign, a fire truck, an apple, blood-shot eyes, a lobster, a rose...” in an attempt to get his/her teammates to say, “Things that are Red.”

Scoring
When a team’s turn is over, they count up the number of cards they correctly answered and move the score marker that number of spaces up the score path. If any cards are skipped, the opposing team’s score marker is moved for each skipped card.

At the beginning of each team’s turn, they must look at the number that is shown on the step of the score path where their score marker resides; this is the number of marbles that will be placed in the top funnel at the beginning of their turn. (The remaining marbles are placed out of play for the round.)

To Win
The first team to reach the finish space on the score path wins the game!