

Quick Tips (use along with the original instructions)

Wavelength (2-12 players)

Setup:

- The **wavelength cards** will have 2 colours, 2 arrows pointing in opposite directions, and 2 words that describe extremes on each side of a card.
- Place the **device** (the large plastic piece that includes the *wheel*, *dial*, *target*, and *screen*) into the center cut out of the game insert in the bottom of the box.
- Place the “**heads**” (your score trackers) and the **guessing piece** into their slots.
The Manual instructs the team who goes first to start at 0 and the team that goes second to start at 1. See *pg. 7* of the manual to see the setup in more detail.

How to Play:

- **Phase 1 (Psychic Phase):** One team member starts as the Psychic.
 - The Psychic chooses a **wavelength card side**, **states the two opposing left-right extremes**, and with the screen closed, **spins the dial on the device**.
 - They then secretly **open the screen** to see where the **target is located**, do not reveal this to anyone *including teammates*, and close the screen again.
 - The Psychic then states a **1-word clue** that they believe will help their team choose a location within the left-right extremes closest to the target.
- **Phase 2 (Psychic Team Phase):**
 - Without any other clues from the Psychic, the team must work together to choose a specific location within the left-right extremes where they think the clue word would fall and place the red dial there.
- **Phase 3 (Left/Right Guessing Phase for other team):**
 - After the Psychic’s team has placed the dial, the other team places the **guessing piece** in its spot to the left or to the right of the wavelength card depending on whether they think “**target area 4**” will fall to the left or right of where the Psychic team placed the red dial marker.
- **Phase 4 (Scoring Phase):**
 - The Psychic reveals the target by opening the screen.
 - The Psychic team scores the number of points depending on the area of the target range that the dial ended up in. (0 points if in white area).
 - The other team scores 1 point if they made a correct left-right guess.
 - Move either scoring marker by the corresponding points.
- The other team will now be the Psychic team and pick a new Psychic each round!

Game End:

- Once a team has reached 10 points, the game ends and that team wins!