



# THE GOOD NEWS IS™...



4-8 PLAYERS  
AGES 13-ADULT



FRIENDS/FAMILY APPROVED  
HOSTED BY SCOTT ROGOWSKY

## WELCOME


The good news is...you're about to enjoy 30+ minutes of fun gameplay. The even better news is...these rules are a breeze! Get ready to hear your friendly host, Scott Rogowsky, read aloud some good news followed by some incomplete bad news. You'll have 33 seconds to complete the bad news, where you want your answer to either match another player's answer OR be picked as the favorite answer by a rotating judge.

If you're successful, pick a card featuring a random rule or point value. The player with the most points at the end of the game wins!

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“The Orange Thing” - An Electronic Module featuring 200 Good/Bad News Prompts and 10 Custom, Rotating, 33-Second Timers • 49 Cards with Points/Rules • 50-Sheet Answer Pad • 8 Pencils

## SET-UP

1. Gather 3-7 of your favorite people in a relatively quiet setting, so players can hear everything The Orange Thing has to offer.
2. Make sure there are three working AA batteries installed at the bottom of The Orange Thing and move the switch from the OFF position to either ON - LOWER VOLUME or ON - HIGH VOLUME.
3. If it is anyone's first time playing, press the  button for a quick welcome message from your host.
4. All players take an answer sheet and pencil and write their name at the top.
5. Place the shuffled deck of cards in a messy pile in the middle of the play area. Each player picks one card and keeps it hidden from other players.
  - This is your “head start” card. You may get a card with a high / low point value (1-5 points) or a card with a random rule...so a little luck may play a role in who has the most points at the end of the game.
6. The shortest player starts the game by taking The Orange Thing and following these five quick and easy steps.



## ON YOUR TURN

You control The Orange Thing and get to push all the buttons. But don't be crazy or weird about it!

1. **WHAT'S THE NEWS?** Make sure all players can pay attention for about 8 seconds. Press the #1 button to reveal the “good news” followed by the “bad news”, which has a fill-in-the-blank.



The good news is...this game promises a memorable game night!

The bad news is...that promise assumes you have blank.



HMM?

REPEAT THE NEWS

- If anyone needs to hear the good/bad news prompt again, press the HMM? button.

**Do not press the #1 button again. It will give you a new good/bad news prompt.**

- The 200 prompts play in a completely random order and 20 of the prompts feature a “Ding, Ding, Double!” alert at the start of the prompt, to signify wins are doubled on these turns.
- If you already heard a good/bad news prompt from a previous game or simply don’t like the prompt in play, press the #1 button again for a new one.

- 2. AND GO!** Unless someone needs to hear the news again, immediately press the #2 button to start one of the 10 rotating timers. You now have :33 to write one answer you think will match another player’s answer. Meanwhile... the other players write one answer they think will either match another player’s answer **OR** be selected by you, the judge, as the favorite answer.



- Write something...write neatly...and keep your answers hidden.
- Seven of the :33 timers are instrumental and three are narrated.

Remember...on your turn, you are always writing an answer you think will match another player’s answer. Everyone else writes an answer they think will either match a player’s answer or be awarded your favorite answer.

- 3. HEAR THE ANSWERS!** All answers, including yours, are collected and shuffled by **the player to your right**. When everyone is ready to pay attention for another 8 seconds, press the HMM? button (not the #1 button) to hear the good/bad news prompt again... before **all answers are read aloud by the player to your right**.
- Players should NOT give any hints as to what answer may or may not be theirs, so that you, the button pusher, can't play favorites when/if picking a favorite answer!

The good news is...this game promises  
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a brain ♥ 30+ minutes people to play with ✓  
people to play with ✓ three AA batteries



- 4. WIN CARDS!** If there are any matches, the players whose answers matched each pick a card from the pile and their answer sheets are returned. (While we think matched answers should be the same exact answer, your group can calmly decide whether or not non-exact answers are awarded a match.)

**If three or more answers don't match**, you will pick your favorite answer and that player gets to pick a card.

- You cannot select your answer or a matched answer as your favorite answer.
- You can always ask to hear the answers again and /or press the HMM? button again before picking your favorite.
- For the prompts featuring the “Ding, Ding, Double!” alert, each winning player picks two cards.



(Cards should be facedown in a messy pile in the middle of the play area.)



(42 cards have random point values ranging from 1 point-5 points)



(7 cards feature random rules; each of these cards is worth half a point.)

**5. PLAY A RULE?** After players have picked their cards and answer sheets are returned, **you can play one Rule card (if you have one / want to) before your turn is over.** When playing a Rule card, read it aloud, follow the action, and place the Rule card face-up in your play area. Only you, the button pusher, can play a Rule card on a turn and only one Rule card be played per turn.

Pass The Orange Thing to the player to your left, who starts a new turn as the button pusher.

## HOW TO WIN

The player with the most points after 2-4 full rounds (see below) wins the game. Points from played and unplayed Rule cards (in your hand) are added to your total score. If 2+ players have the same # of points at the end of the game, you can play additional turns to declare one winner...or let the victory be shared and call it a night.

- 4 Players = 3 or 4 full rounds, up to you (12 or 16 turns)
- 5 Players = 2 or 3 full rounds, up to you (10 or 15 turns)
- 6 Players = 2 or 3 full rounds, up to you (12 or 18 turns)
- 7 Players = 2 full rounds (14 turns)
- 8 Players = 2 full rounds (16 turns)

If you run out of cards or there are not enough cards to pick at the end of a turn, the game ends and the player(s) with the most points wins.

## NOTES ON PLAY

- The HMM? button can be pressed as many times as you need, but try to focus when Scott is talking!
- I'm sure you're wondering why the timers are all 33 seconds. Well, we started with 30 seconds and it seemed like most players needed a few more seconds to come up with an answer...so we baked 'em in! We like the pressure and randomness of the 33-second timer... but you can always incorporate house rules, ditch the timer, and simply decide how much time players have to write an answer.
- If you press the HMM? button while the timer is going, it will stop the timer. (You cannot pause the timer.)
- We encourage players not to write the same answer twice. (e.g. If you wrote "poop" or "angry elf" as a previous answer, don't write "poop" or "angry elf" again!)
- The seven Rule cards are the lowest point cards (half a point), but can have a real impact on who wins the game.
- A beep is played when The Orange Thing is turned on and when a button is pressed after five minutes of inactivity.

## YOUR THOUGHTS MATTER

While we promote analog entertainment, we also encourage you to share your answer sheets and your (hopefully positive) thoughts about this game with friends across social media.

If for some reason you think this game stinks or the prompts are boring or the timers are annoying or your friends / family are lame...please do not complain to Scott Rogowsky. Instead, complain to / blame this guy. →



Eric, Game Inventor

## “IMPORTANT” BATTERY INFORMATION

 **x3**  
**1.5V AA**

**ALKALINE BATTERIES  
REQUIRED NOT INCLUDED**

### **TO INSERT BATTERIES: Use a Phillips/crosshead screwdriver (not included).**

Loosen the screw on the battery compartment, located on the back of The Orange Thing, and remove the door. Insert 3 “AA” size batteries (we recommend alkaline), making sure to match the “+” and “-” symbols as shown on the battery door. Then replace the door, tighten the screw, and turn the switch to On - Lower Volume or On - High Volume.

### **MAINTENANCE**

- Handle The Orange Thing carefully.
- Do not disassemble The Orange Thing.
- Keep The Orange Thing away from moisture or temperature extremes.
- Store the game away from dusty or dirty areas.
- Batteries should be replaced by an adult.
- Do not mix old and new batteries. Do not mix alkaline batteries with other battery types.

### **CAUTION:**

1. As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. TO AVOID BATTERY LEAKAGE
  - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
  - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
  - c. Remove exhausted or dead batteries from the product.
  - d. Remove batteries if product is not to be played with for a long time.
  - e. Do not short-circuit the supply terminals.
  - f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
3. Should this product cause, or be effected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

### **FCC STATEMENT**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**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:

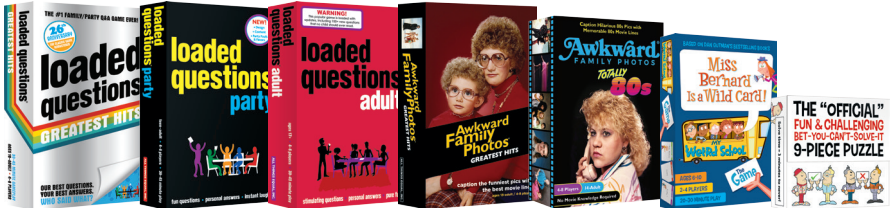
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

**Caution:** Changes or modifications to The Orange Thing not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAN ICES-3 (B) / NMB-3 (B)

## WHO MAKES THIS GAME?

All Things Equal is a Miami Beach game company (since 1997) specializing in creative, humor-based games for most ages. This game was invented over the course of two and a half years by owner/inventor, Eric Poses. Check out some of Eric's other popular family/party games below.



## WHO IS YOUR HOST, SCOTT ROGOWSKY?

Scott Rogowsky is the former host of the popular mobile game show, HQ Trivia®, and the perfect choice to host “The Good News Is...” Why, you ask? Well, Scott loves games. He is funny, witty, and has a great voice. Most people seem to like him.



# AllThingsEqual.Games

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The :33 Timers were composed and arranged by David Blanchard, a.k.a. One-Trick Pony.  
Photo Credit: Erica Schwartzberg. Graphic Design by Johana Maldonado-Liddy.  
Electronic Design Consulting by Bob Driscoll.