



BAWK! You won't take a lickin' playing croquet with a chicken! That's because I'm the one that gets hit with the ball! It's fun! But before you can play, you must follow the directions below! Have fun! **BAWK!**

Chicken Croquet™

Instructions
For 2 Players

WARNING: Adult Assembly Required.
Unassembled legs may unexpectedly pop up.
Keep away from children until assembled.

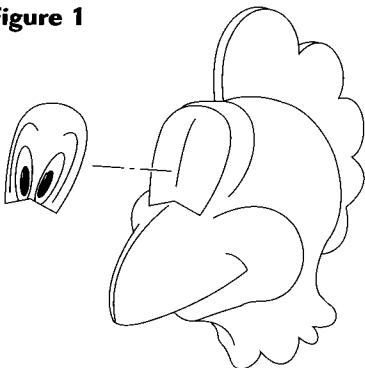
CONTENTS

Plastic chicken, Chicken feet,
2 Wickets with slide-in chickens,
2 Mallets, 2 Balls, 3 "Eggs,"
Start disk and Label sheet

ASSEMBLY

1. LABELS: Apply the eye labels to my cute chicken face. See Figure 1.

Figure 1



Then apply the labels to the mallets as indicated on the label sheet and in Figure 2. Apply the START labels to the START disk as shown in Figure 3.

Figure 2

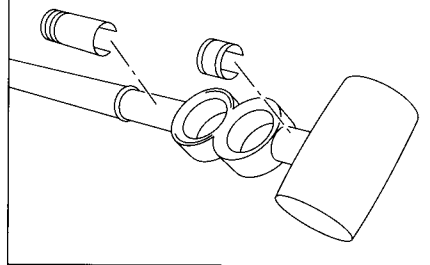
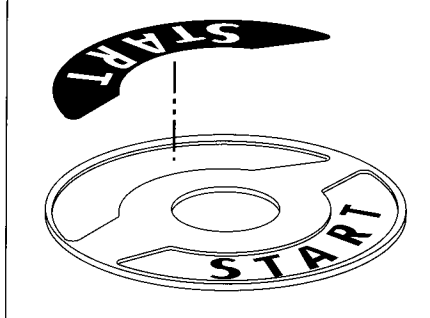
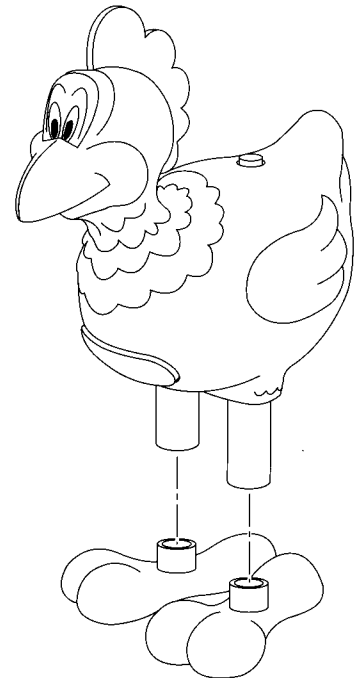


Figure 3



2. CHICKEN FEET: Snap my feet into my legs as shown in Figure 4.

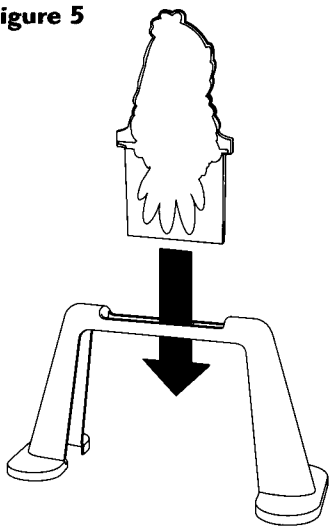
Figure 4





3. WICKET CHICKENS: Insert my two chicken friends into the wickets as shown in Figure 5.

Figure 5



4. BATTERIES: Before installing my batteries, make sure my legs are extended by pressing my chest plate as shown in Figure 6. Then open the battery door and insert two "AA" size alkaline batteries. See Figure 7. Make sure you match up the (+) and (-) symbols. Then close the battery door. *Bawk!* That feels better!

Listen to Me Cluck: After installing my batteries, firmly press my body down into a sitting position. See Figure 8. Then press the button on my back as shown in Figure 9. I should start making a clucking sound. If I don't, the batteries may be weak or improperly installed.

Figure 6

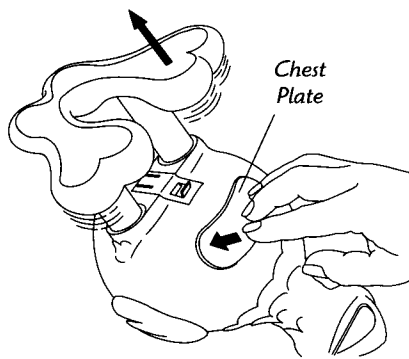
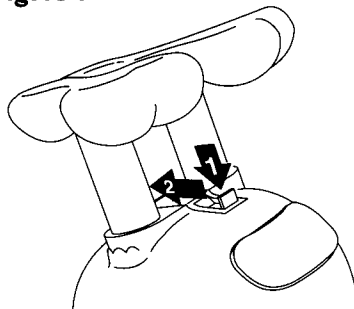
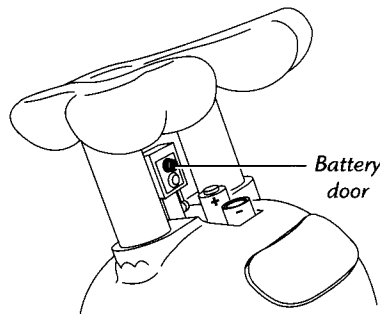


Figure 7



OPEN BATTERY DOOR

Press tab down, then back.
Lift door to open.



CLOSE BATTERY DOOR

Press door back down, then slide tab forward to close.

Figure 8

Push down.

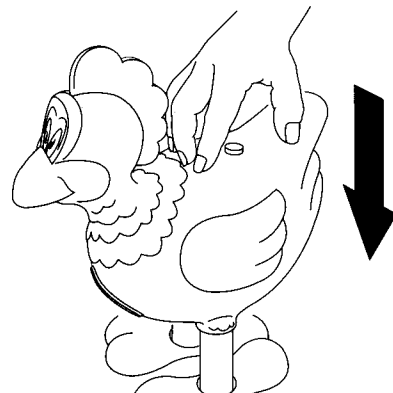
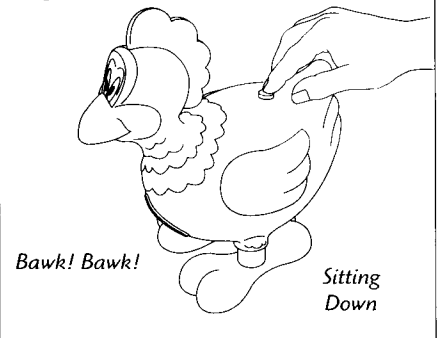


Figure 9



Stop my clucking: Press the button a second time to keep me quiet.

CAUTION: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard or rechargeable batteries.
- Always remove exhausted or dead batteries from the product.

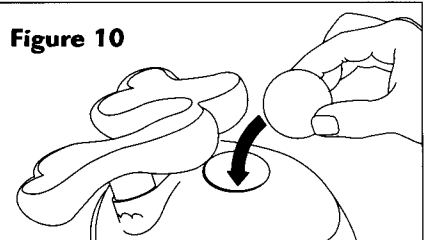
SETUP

Chicken Croquet plays best indoors on carpeting.

1. Make sure my chicken legs are pressed into the sitting position. Press the button on my back to start me clucking.
2. Turn me upside down and insert the three white plastic "eggs," one at a time into the opening as shown in Figure 10. *Bawk!* (The eggs won't go in unless my legs are pushed into the sitting position.) Then place me on the floor.

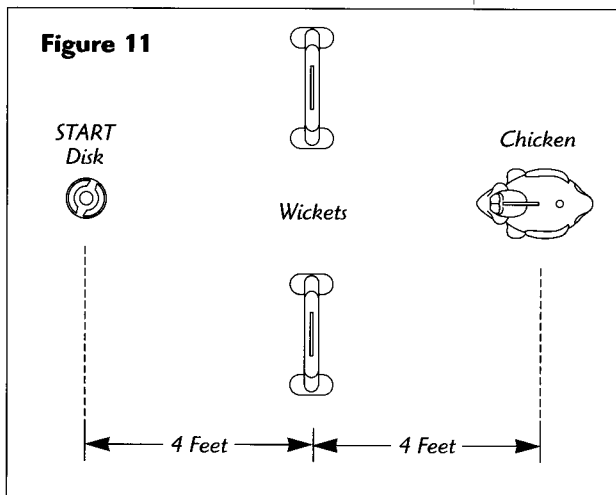
Note: Use only the plastic eggs included with the game.

Figure 10



3. Each player chooses a matching color mallet and croquet ball.

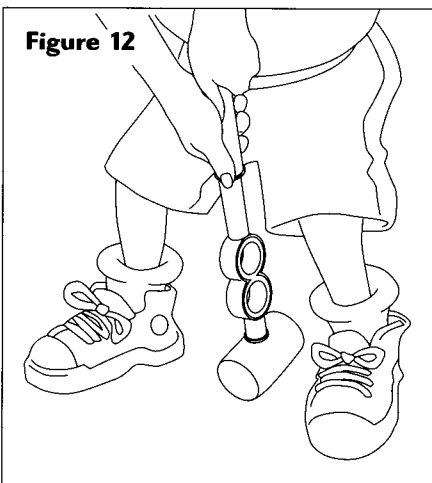
4. Place the START disk on the floor in front of me, about eight feet away. Then place the two wickets in between me and the START disk as shown in Figure 11.



HOW TO PLAY

OBJECT OF THE GAME: Hit my chest plate with your croquet ball so that I lay an egg. Be the first player to collect two eggs to win.

PRACTICE: Hold the mallet as shown in Figure 12. Then practice hitting the ball gently through a wicket. You do not have to hit the ball very hard to get it to roll.



STEP-BY-STEP RULES

1. The oldest player goes first. Alternate turns.

2. On your first turn, put your croquet ball on the START disk. Then use your mallet to hit the ball once towards your matching color wicket. See Figure 13.

- If the ball does not go completely through your wicket (or if the ball goes through the wrong wicket), your turn is over. Leave the ball where it is and try again on your next turn.

Note: If the ball ends up against a wall, you may move it away from the wall the width of the mallet head at the start of your next turn. See

- If the ball misses me or hits me in the wrong spot, your turn is over. Leave the ball where it is and try again on your next turn. It's now your opponent's turn.

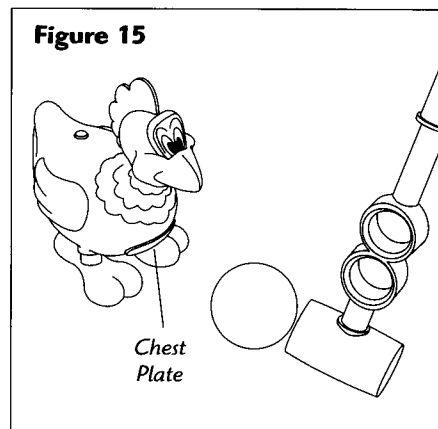
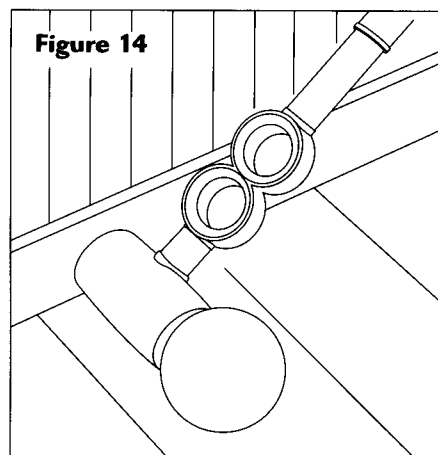
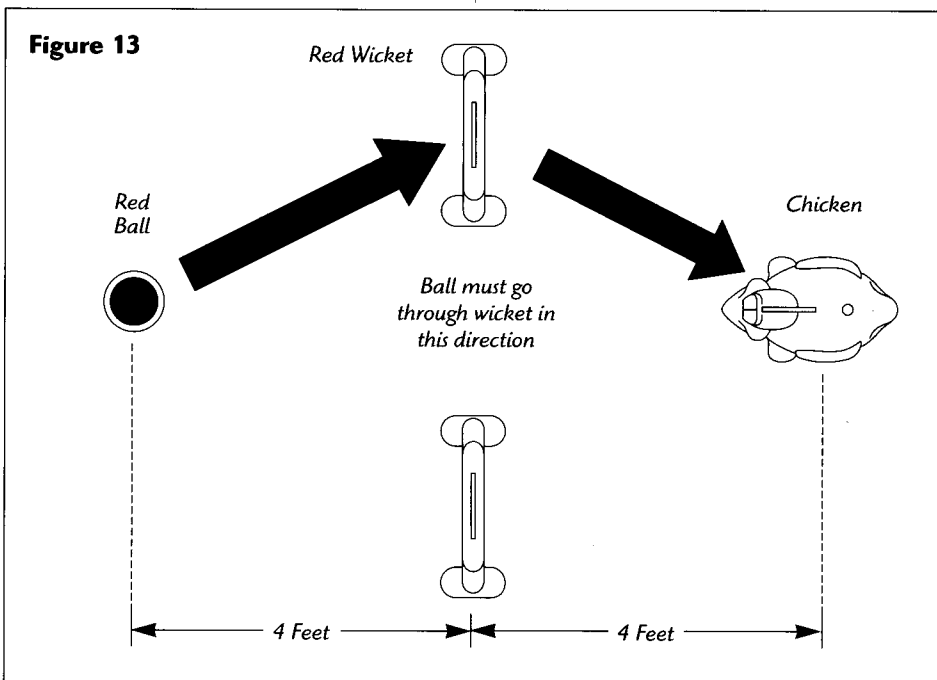


Figure 14.

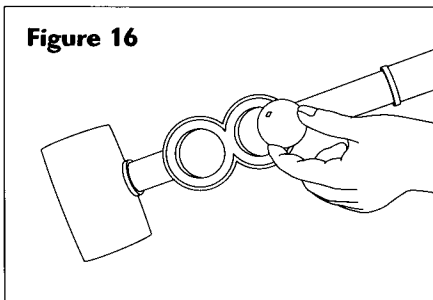
- If the ball goes completely through your wicket, follow step 3.

3. After you hit the ball through your wicket, your turn continues with one try to hit my chest plate. See Figure 15.



- If you hit my chest plate correctly, I will squawk, jump up and lay an egg. Put the egg into one of the two holes in your mallet as shown in Figure 16. Then *firmly* press the button on my back and push my body down into a sitting position until I begin clucking again. Your turn (and the round) is over. Your opponent begins the next round by placing his or her ball on the START disk. Play continues as described above, round by round, until one player collects two eggs from me.

Figure 16



WINNING THE GAME

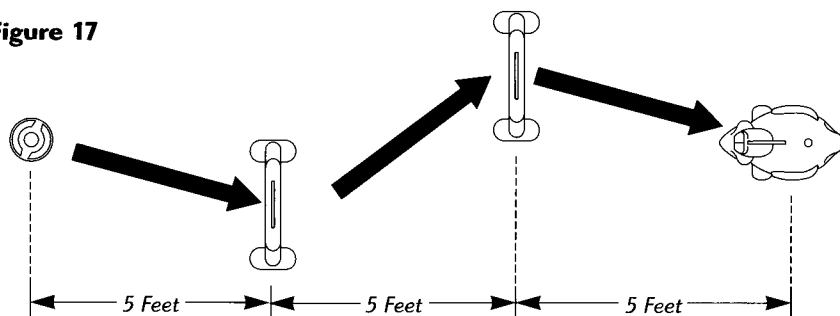
The first player to collect two eggs wins the game.

MORE FUN WAYS TO PLAY!

• TWO WICKET GAME

Use the layout shown in Figure 17 for more experienced players. Players have to go through *both* wickets before hitting me and collecting an egg.

Figure 17



• ROOM-TO-ROOM GAME

Place me in one room, the wickets in two different rooms and the START disk in a fourth room. Players have to go through both wickets before hitting me and collecting an egg.

• BACK TO START GAME

Set up the "Two Wicket Game" as described above. During game play, if you hit your ball so that it rolls to a stop against your opponent's ball *and remains touching it*, then your opponent must go back to START.



WARNING:

CHOKING HAZARD-Small balls.
Not for children under 3 years.

FCC STATEMENT

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 television or radio reception. It 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. However, there is no guarantee that interference will not occur in a particular installation. If this game 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 the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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U.S. Patent Pending.