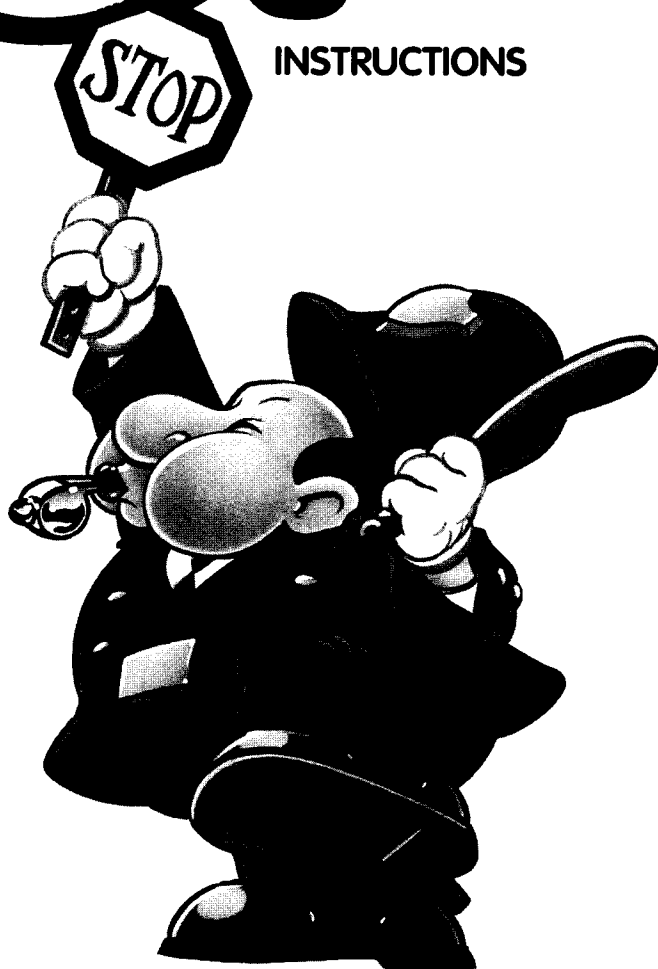


COOKIE COP™



INSTRUCTIONS

Ages 4 and Up
2 to 6 Players

*Contents: Cop figure, 2 arms,
gameboard, cop stand, 28 cookie
tokens, die, label sheet.*



WARNING:

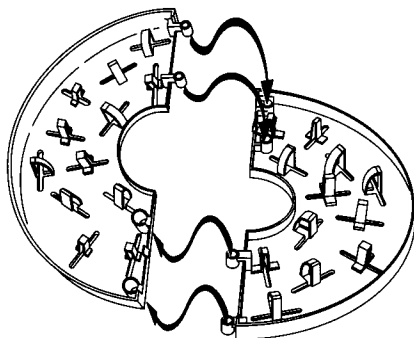
CHOKING HAZARD-Small parts.
Not for children under 3 years.

THE FIRST TIME YOU PLAY

1. ASSEMBLE THE GAMEBOARD

Snap the gameboard halves together as shown in Figure 1.

FIGURE 1



Apply the cookie, cop and burglar labels to their matching gameboard shapes. (The box bottom photo shows the labels in place.)

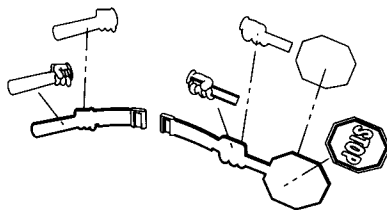
2. ASSEMBLE OFFICER LONGARM

Apply the eye, hat and arm labels. See Figures 2 and 3.

FIGURE 2

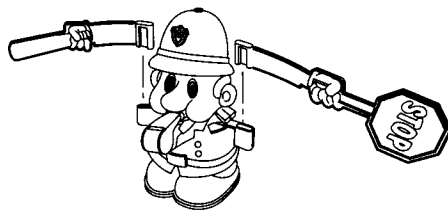


FIGURE 3



Slide the arms into the sides of the plastic cop. See Figure 4.

FIGURE 4



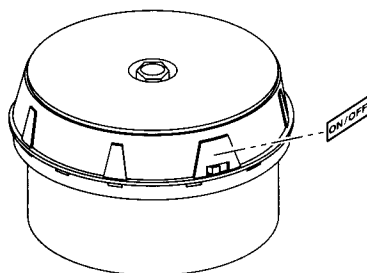
3. LABEL THE DIE

Apply a label to each side of the die. Any label can go on any side.

4. THE COP STAND

Apply the ON/OFF label above the switch on the stand. See Figure 5.

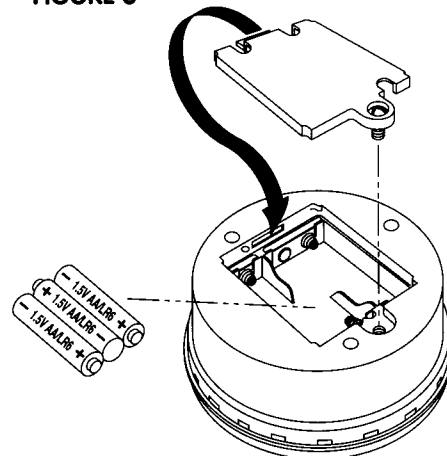
FIGURE 5



Insert the Batteries: Loosen the battery door screw and insert three "AA" size alkaline batteries into the battery compartment, matching the "+" and "-" symbols inside.

See Figure 6. Then replace the battery door and tighten the screw.

FIGURE 6

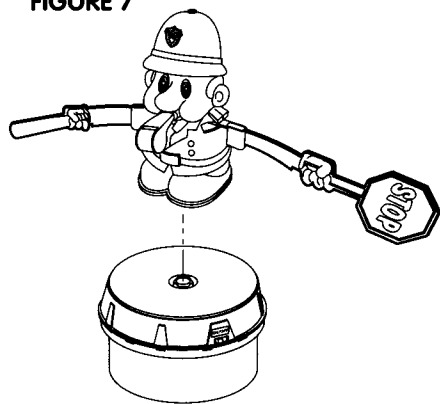


CAUTION: To Avoid Battery Leakage

- Make sure the batteries are inserted correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

Test the Batteries: Place the cop into the stand. See Figure 7. Slide the switch ON, then press down on the cop's head. Officer Longarm should start turning one way, then the other. If he doesn't, the batteries may be weak or improperly installed. When you're done testing the batteries, slide the switch to the OFF position.

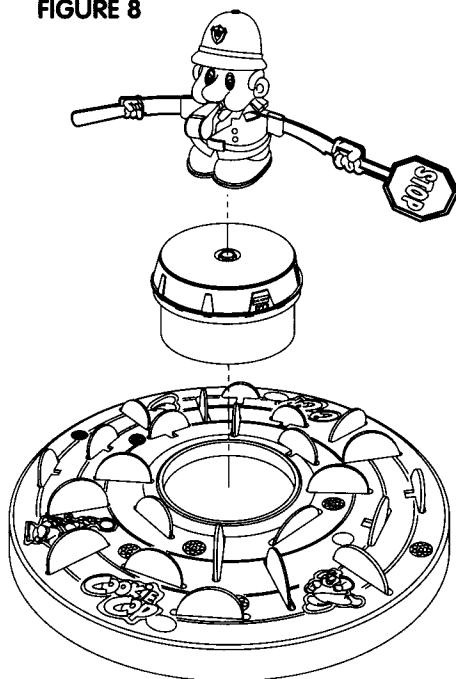
FIGURE 7



SET UP THE GAME

Place the gameboard on a smooth, level surface. Fit the stand into the center gameboard hole, then place Officer Longarm in the stand. Fit a cookie into each of the 24 gameboard slots. Any cookie can go into any slot. See Figure 8.

FIGURE 8



LET'S PLAY!

Object: Be the first player to collect the required number of cookies.

In a 6-player game, collect 4 cookies.

In a 5-player game, collect 5 cookies.

In a 2- to 4- player game, collect 6 cookies.

ON YOUR TURN

1. Make sure the switch is ON. Then press down on Officer Longarm's hat. Officer Longarm will begin turning this way, then that way!

2. Roll the die.



- If you roll a solid color, try to grab any cookie of the matching color from the gameboard, while avoiding the "long arms of the law!" See **Grabbing a Cookie**, in the next column.



- If you roll the rainbow, you get to choose which color cookie to grab! This means you can grab any cookie on the gameboard!



- If you roll the burglar, take a cookie from any opponent (if any opponents have cookies). This ends your turn.

GRABBING A COOKIE

When you try to grab a cookie, the trick is to avoid hitting the spinning arms of Officer Longarm. It's not easy, because you never know when his arms will stop moving one way, and start moving the *other* way! Feel free to turn the gameboard to your best advantage.

After choosing a cookie to grab, wait for the best time to make your move. Then quickly try to lift the cookie out of its gameboard slot.

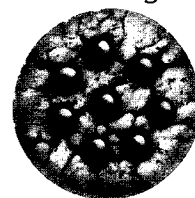
- If you grab the cookie without touching the arms, good for you! Place the cookie in front of you. Your turn is over.

- If you touch Officer Longarm's spinning arms, you're caught! He'll stop spinning, his hat will pop up, and he'll whistle and shout something like "*Hey! Put that back!*"

If you get caught, replace the cookie in any open gameboard slot, then press Officer Longarm's hat down. Your turn is over.

HOW TO WIN

The first player who collects the required number of cookies wins the game!



FCC STATEMENT

This equipment generates, uses, and can radiate radio frequency energy and, if not 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 antennae.
- 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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