

Hot Tomato



You win when you make the HOT TOMATO jump across the play area and into the scoring tray. Win 8 rounds (or any other number decided by both players) and you've won the game.

Decide how many rounds are to be played, then:
Begin each round by placing the HOT TOMATO on the marked space on the center of the play area. Using only *one finger*, each player hits *one key at a time*, trying to make the HOT

TOMATO jump onto his opponent's end of the play area and into the scoring tray.

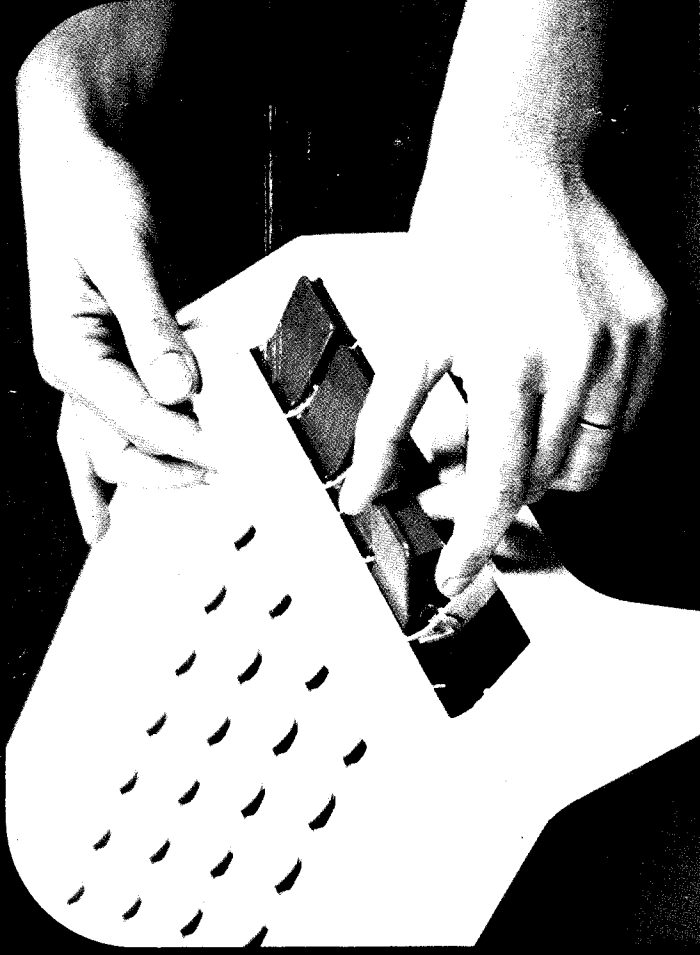
Each time you score you may move your scoring peg up one hole.

You may also play the game using two or more fingers or both hands. It's not as easy as it looks... since everybody knows that a HOT TOMATO *never* jumps straight ahead.



TO ASSEMBLE THE GAME:

1. Turn the play area over and place rubber bands as shown in the photo.



2. Turn the play area right side up and snap in the keys as shown.
3. Insert a scoring peg in the hole marked "0" on each player's scoring area.

Equipment: Plastic Play Area, 10 Keys, 1 Hot Tomato and Rubber Bands.