



MELVIN™

A Milton Bradley Game

Hi, everyone!
I'm Melvin! The looney gooney bird
who loves to have fun!
Put me together in just 5 minutes—
then you can play with me
for hours and hours!



2 to 4 Players

Here Are All My Parts!

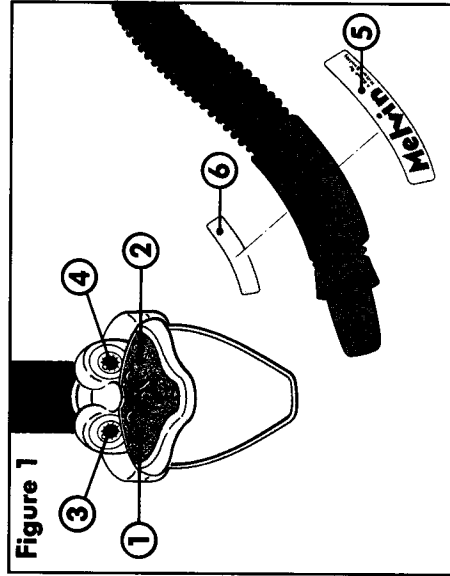
Head/Neck, Body (including 2 Wings), Feet, Tuft of Hair,
3 Plastic Feathers, 20 Plastic Worms, 4 Plastic Sticks, Screw, Label Sheet
NOTE: A screwdriver is required for assembly.



Here's how to put me together!

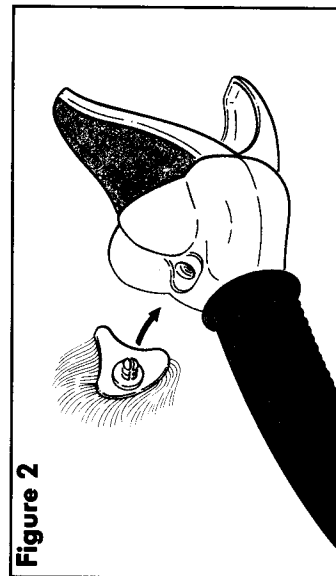
First Apply Eye, Beak and Name Labels!

Carefully apply eye and beak labels to head. Use the guidelines on the beak to help you line up the beak labels properly. Then attach name labels to sides of neck. See Figure 1.



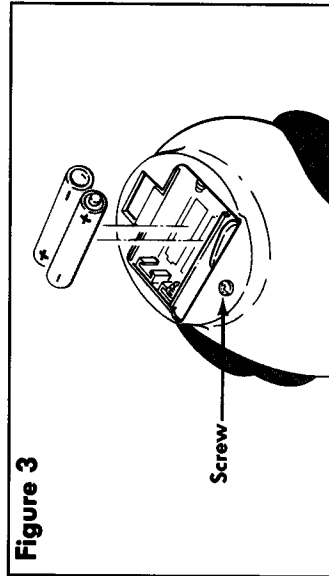
Then Attach Hair to Head!

Attach tuft of hair onto back of head by inserting tuft's peg until it snaps into place. See Figure 2. (To fluff hair, blow lightly on it!)

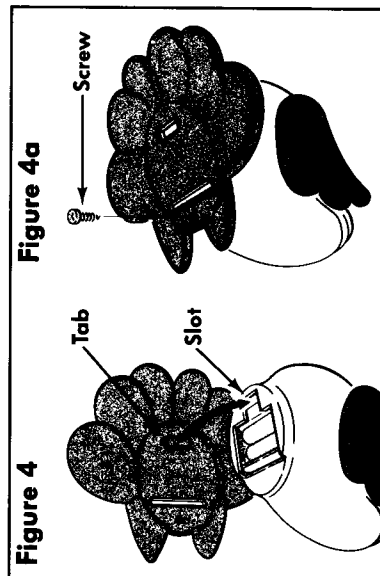


Now Insert Batteries! Then Attach Feet to Body!

1. Turn body upside down.
2. Insert two "AA" alkaline batteries (not included) into battery compartment by matching batteries to the illustration inside the battery compartment. See Figure 3. Then remove screw on underside of body.

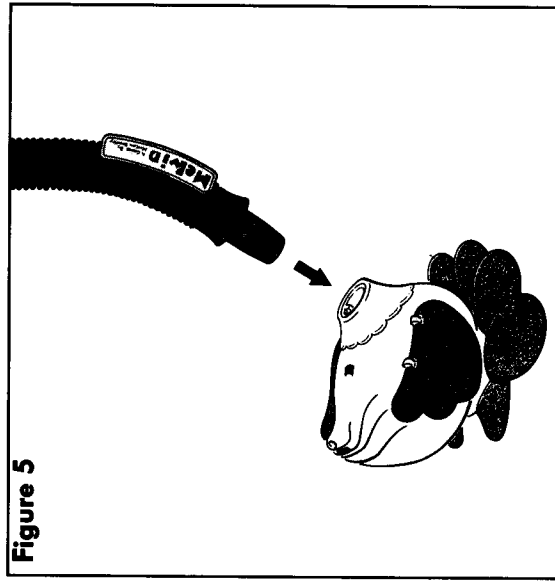


3. Now place feet directly over battery opening. First put tab into slot. See Figure 4. Then slide feet back towards rear of body so tab locks in place.
4. Line up screw and tighten it to secure feet to body as shown in Figure 4a.



Now Attach Neck to Body!

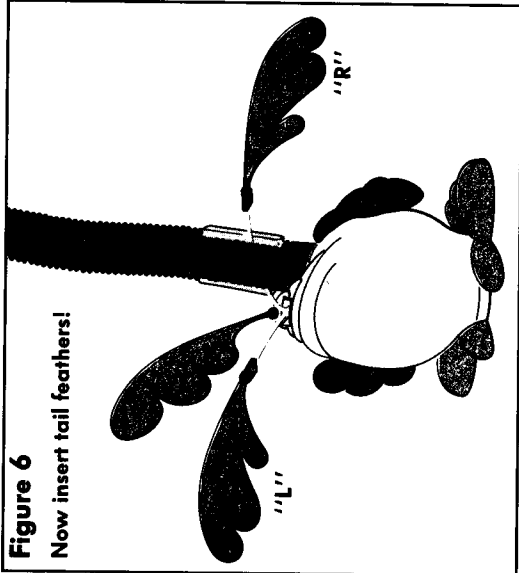
Firmly insert neck's narrow end into the neck hole as shown in Figure 5.



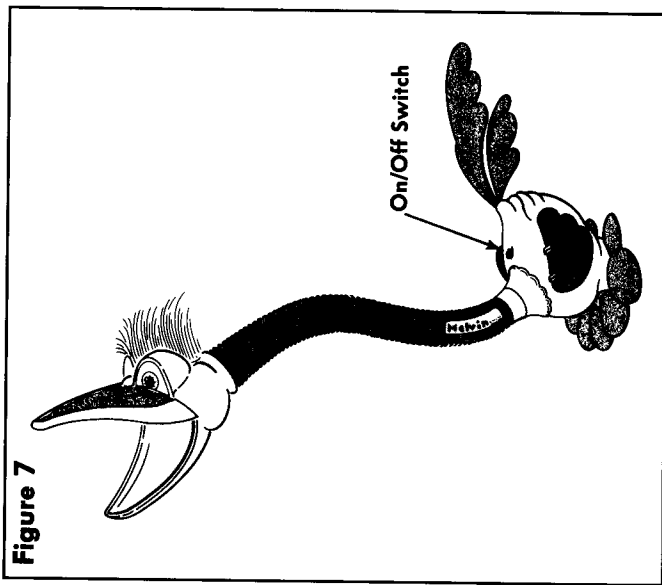
Almost Done! Just Attach Tail Feathers!

Carefully twist off the large feather from the plastic runner and insert the feather into the center hole of the tail. See Figure 6. Then carefully twist off the feather marked "L" on the plastic runner and insert that feather into the left side of the tail as shown. Then carefully twist off the feather marked "R" on the plastic runner and insert that feather into the right side of the tail as shown. Then discard all plastic runners.

NOTE: If a feather falls out during play, turn Melvin off and reattach feather as shown.



All Put Together!



Check Batteries!

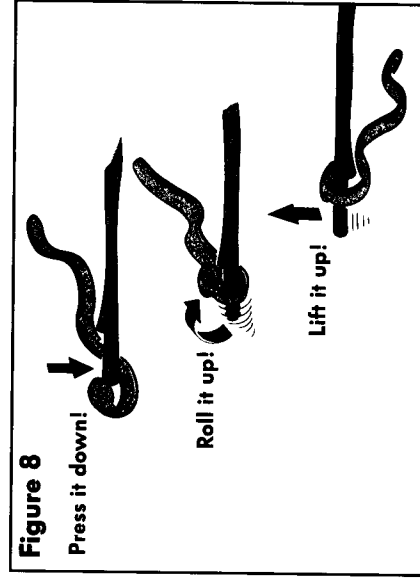
To test batteries, flip on switch on upper back. See Figure 7. Check to make sure that Melvin's wings are flapping and he's hopping and turning all around. If he's not (or he starts slowing down), the batteries may be weak or improperly installed. To replace batteries, *first* flip switch off. Then *remove* neck from body *before* trying to open battery compartment. Turn body upside down and remove screw from feet. Slide feet forward and lift up. Insert batteries and screw feet back on. Then reattach neck to body.

IMPORTANT: Batteries may leak if improperly installed. Remove batteries when Melvin is not used for an extended period of time.

Now Get Worms and Sticks Ready!

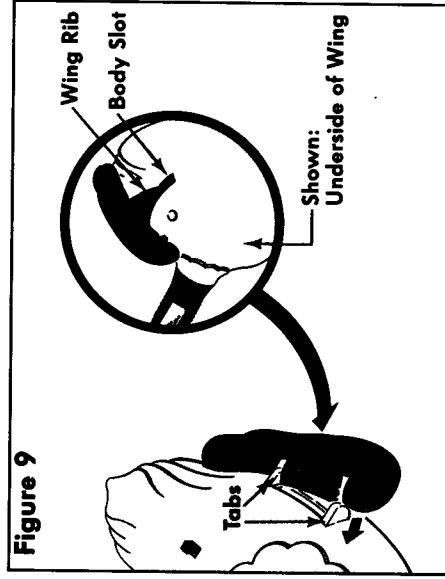
Carefully twist worms and sticks off plastic runners. Discard runners.

Before you start a game, practice picking up worms with a stick a few times! To pick up a worm lying on its side, press down on it with the stick so it will roll up. It can then be lifted up easily! See Figure 8.



WHOOPS! Do Wings Need Repair?

Sometimes, during the excitement of a frantic game, the wings may get pulled off. If this happens, first flip switch off and then reattach wing as shown in Figure 9 by (1) snapping it into the two tabs on the body (one at a time—rear tab first) and (2) inserting the wing's rib into the body slot.





I'm HUNGRY! Let's Play!

Object:

Be the first player to feed me all 5 of your worms!

Let's Get Started!

1. First put me down on the floor. I work best on a hard surface such as a hardwood or kitchen floor.
2. Each player then selects a colored stick which matches the color of 5 worms. These 5 worms are the ones that you will feed me during the game!
3. Dump all worms in a pile on the floor 5 to 10 feet away from me—even if there are fewer than four players playing.
4. Now gather all players around me. Choose one player to flip the switch located on my upper back. I'll start hopping and turning around! My wings will flap, too!

Let's Play!

After I've started hopping and flapping, all players say—at the same time—"ONE, TWO, THREE—GO!"

On the word, "GO!", all players run over to the worm pile to pick up a worm that matches their stick's color. You MUST pick up only your own color worm and you MUST use your stick—no fingers, please! Pick up only ONE worm at a time!

After you've picked up your worm on your stick, return to me as fast as you can and drop the worm into my mouth so it goes down my throat. See Figure 10. Don't drop your stick into my throat, though! After you've fed me one worm, go back quickly and get me another one that matches your stick's color!

Oops! If you drop a worm along the way, you MUST pick it up from where it has fallen. Remember to use your stick—not your fingers!

Double Oops! If you pick up another player's worm and drop it into my throat, you MUST leave it there. Now the other player has fewer worms to get!

Who's The Winner?

Be the first player to feed all 5 of your color worms to me and win the game! The winning player gets to flip my switch off.



Figure 10

Figure 11



After Playing: Leave Me Out or Store Me Away!

Flip off my switch and put all worms and sticks into my mouth. Then stand me up in the room so I can be seen! OR, to store me inside my box, first discard the box's cardboard platform. Then gently remove my neck and my 3 tail feathers from my body, and pack me away inside the box.