

MOSQUITO

4670

A Skill and Action Game for 1, 2, or more players

Here's a great action game that will have all the kids buzzing. MOSQUITO is a test of skill that calls for a steady hand and steady nerves. Players wind up the MOSQUITO Top, and drop it, spinning, onto the platform. To score points, they guide it around as many numbered pegs as possible while it is still spinning. When they guide the MOSQUITO up the Hunter's Mustache and onto his Tongue, his HAT FLIES OFF and they win BONUSES.

THE OBJECT OF THE GAME is to score the most points.

SETTING UP THE GAME

1. Snap The Hunter's HAT into place. While holding his tongue in position from UNDERNEATH, press the HAT down until it snaps into place with a "click" (Fig. 1).

Try the action by pressing LIGHTLY on the tongue to make the hat fly off. The TRIGGER on the hat (See Fig. 1A) may be adjusted by bending VERY SLIGHTLY forward or backward to get the desired hair-trigger adjustment.

2. To wind the MOSQUITO (top) hold the winder in one hand and top in other. Place the ratchet side of the winder (opposite the plunger) into the large hole in the flat side of the top. Turn the winder in the direction of the arrows. DO NOT OVERWIND. See fig. 2.
3. While holding the winder and Mosquito together snap them into the fork at the end of the handle. Make sure that the notch in the TOP ring fits into key of the handle. This will leave a space between the handle and the top of the Mosquito. See figure 3.
4. To start the Mosquito spinning, press down the plunger on the winder. This releases the spinning Mosquito, which drops onto the platform. See Figure 4.

PLAYING THE GAME

1. Players take turns spinning the Mosquito, ONCE each turn.
2. To score points, tilt the platform so that the spinning Mosquito "buzzes" AROUND the numbered pegs, starting with Peg No. 1 (Turtle), and continuing around No. 2 (Spider), No. 3 (Caterpillar), etc.

3. Players score 10 points for each peg around which the MOSQUITO "buzzes," in the order, as in Rule No. 2.

WINNING BONUSES

4. THE DOUBLE BONUS

A player doubles his score when, after buzzing two or more of the numbered pegs (in order), he guides the MOSQUITO to knock off the Hunter's Hat.

5. THE TRIPLE BONUS

A player triples his score when he buzzes all six pegs (in order) and then knocks off the hat, all in one turn. You have to move fast to win this bonus. Have your parents try this too.

6. When the MOSQUITO stops spinning or falls off the board, the player's turn ends.

7. For best results, the action of tilting should be done smoothly, as the Hunter's Hat is held in place by a "hair trigger." Do not use jerky motions of bounce the MOSQUITO! It may be easier to steady the platform by holding it with both hands by the sides. It is NOT necessary to hold it by the handle.

8. If the Hat flies off BEFORE the MOSQUITO lands on the Hunter's Tongue, the player CANNOT win a bonus in that turn.

NOTE: Before starting each turn make sure the Hat is SNAPPED into place properly (rule 1--SETTING UP THE GAME).

9. The game ends after each player has three turns.
10. The one with the highest score WINS THE GAME.

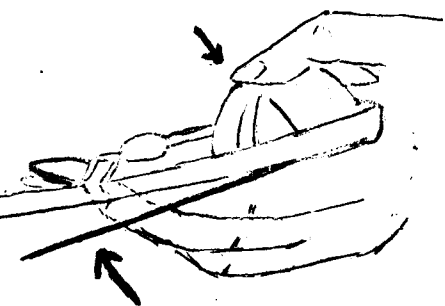
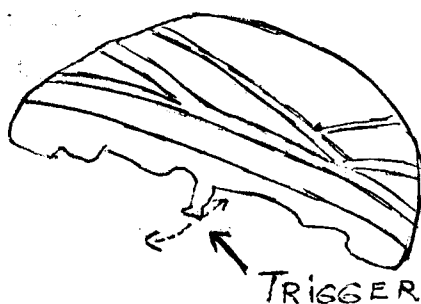


FIGURE 1



TRIGGER

FIGURE 1A

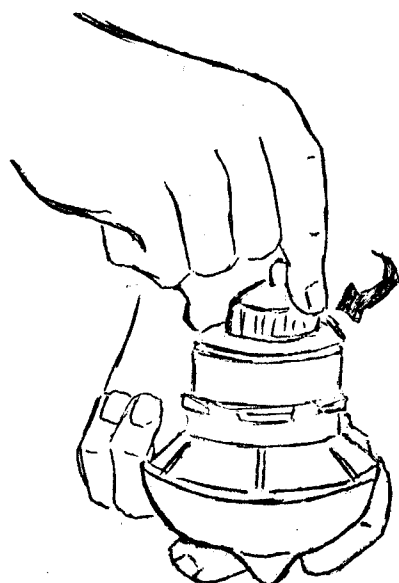
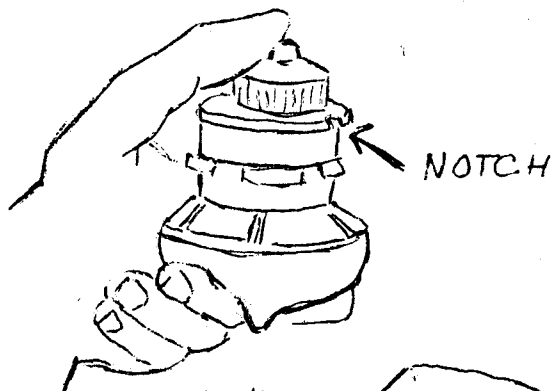
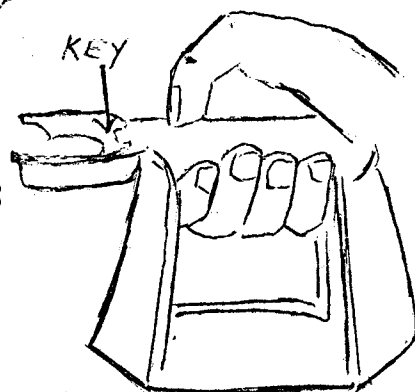


FIGURE 2



NOTCH

FIGURE 3



KEY

FIGURE 4