

# Instructions

## 2 Players

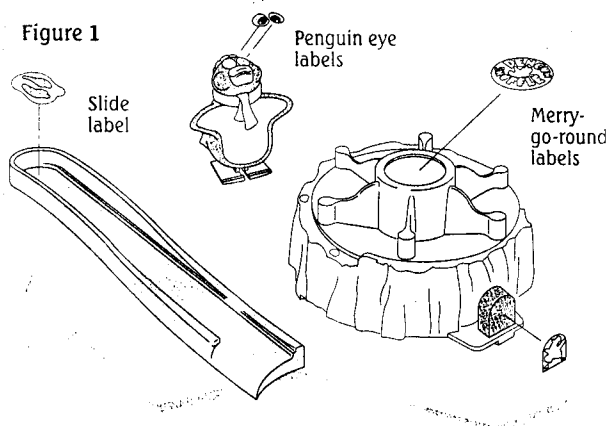


**Contents**  
 6 penguins,  
 merry-go-round  
 unit, 2 slides,  
 2 slide supports,  
 2 chutes, label sheet

## The First Time You Play

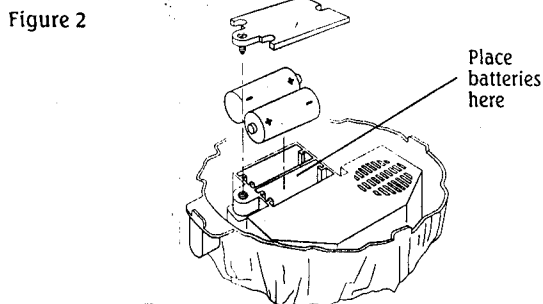
### Apply the Labels

Apply labels to the merry-go-round unit, the 6 penguins and the 2 slides as shown in Figure 1.



### Insert the Batteries

Turn the merry-go-round unit upside-down. Loosen the screw on the battery door and remove the door. Place two "C" size alkaline batteries in the battery box, matching the "+" and "-" symbols inside. See Figure 2. Then replace the battery door and tighten the screw.



### Test the Batteries

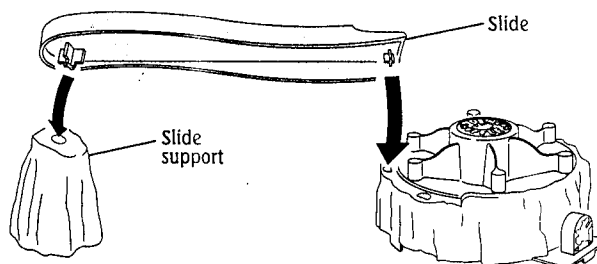
Now turn the merry-go-round unit rightside-up. Slide the ON/OFF switch to the ON position. The merry-go-round should turn counterclockwise and play a tune. If it doesn't, the batteries may be weak or improperly installed.

After testing the batteries, slide the ON/OFF switch to the OFF position. **Caution:** Batteries may leak if improperly installed. Remove during extended storage. Never mix battery types. Do not mix old and new batteries.

## Game Assembly

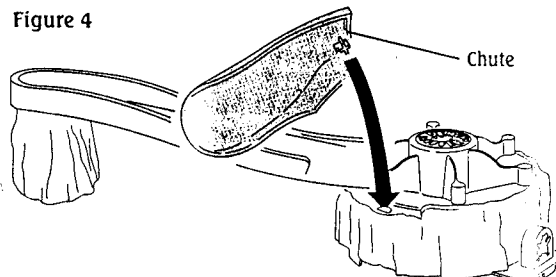
**1.** Attach a slide support to a slide by fitting the peg into the hole. Then attach the slide to either side of the merry-go-round by fitting its peg into the merry-go-round hole, as shown in Figure 3.

Figure 3



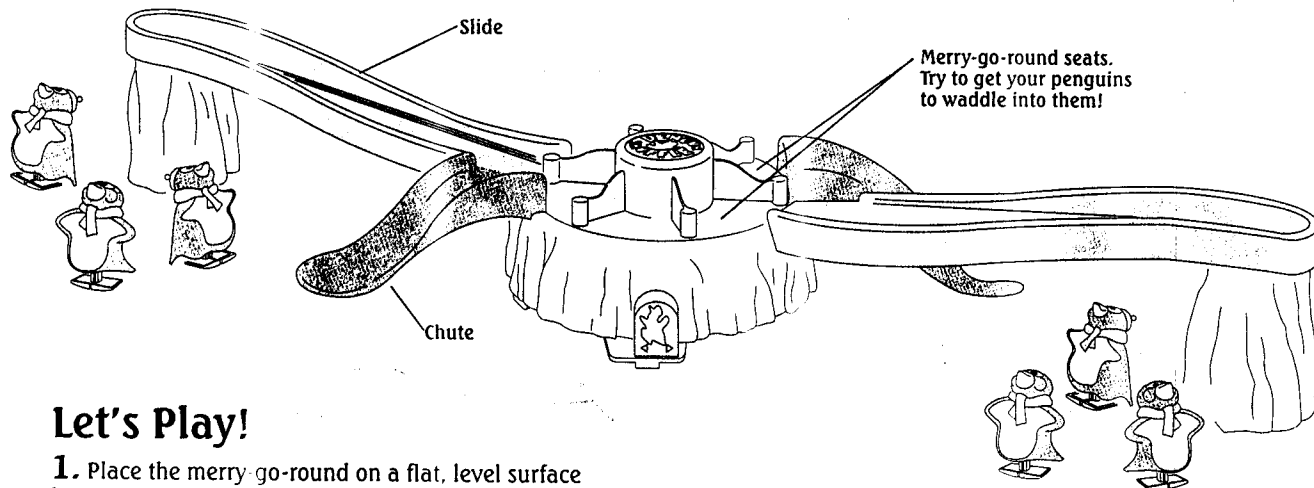
**2.** Attach a chute to the merry-go-round beside the slide, by fitting its peg into the hole. See Figure 4.

Figure 4



Now attach the other slide and support, and the other chute to the opposite side of the merry-go-round, as described above. Figure 5 (on the other side) shows the game assembled and ready for play.

Figure 5



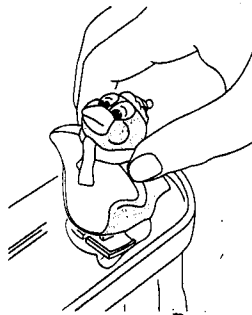
## Let's Play!

**1.** Place the merry-go-round on a flat, level surface between you and your opponent, with a slide and chute in front of each of you.

**2.** Pick a team of 3 penguins — either the ones with red hats and scarves, or the ones with green hats and scarves. Place your team near your slide. Your opponent does the same.

**3.** Slide the ON/OFF switch to the ON position. The merry-go-round will play a tune and begin turning around.

**4. Start Position:** You and your opponent each place and hold a penguin on the footprints at the top of the slide. The proper starting position for penguins is shown at right.



Start your penguin with its feet on the footprints and its tail **INSIDE** the slide.

**5.** On the count of "1-2-3-GO!" the race begins!

At the same time, you and your opponent each release your penguin to waddle down your slide toward the turning merry-go-round.

Your goal is to get your penguins, one by one, into an empty merry-go-round seat (see Figure 5 above).

- If your penguin waddles into a merry-go-round seat, quickly start another penguin down the slide. (Your penguin can be standing up or leaning, as long as it's in the seat.)
- If your penguin misses a seat, it will slide down your chute. Wait until it stops sliding — then quickly pick it up and start it down the slide again!

Keep racing your penguins, while your opponent races his or hers! The game ends as soon as one player gets all 3 penguins onto the merry-go-round.

## Special Race Rules

**Waddling rights:** Never touch a penguin while it's in motion (waddling, sliding, belly-flopping, or whatever).

**To nudge, or not to nudge?** If your penguin stops waddling partway down the slide, you may gently nudge it to get it going again. However, if it stops at the end of the slide, you must start it down the slide again.

**One at a time!** Never send a new penguin down the slide before the previous penguin has found a seat on the merry-go-round.

**Losing your seat:** If your penguin gets onto the merry-go-round but then falls off at any time afterward, you must pick it up and send it down the slide again.

## How to Win

The first player to get all 3 penguins onto the merry-go-round wins the game!

### 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.