

Electronic • Talking **Silly 6 Pins**TM Bowling Game

For 1 or More Players / Ages 3 to 6

They're the silliest 6 pins around,
and they'll bowl you over with laughter!

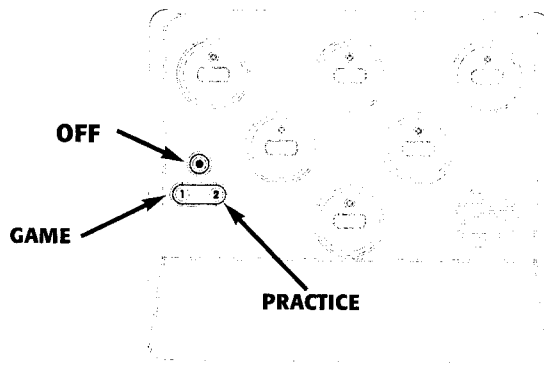


Can you knock 'em all down?

CONTENTS

- Blue plastic bowling ball
 - Talking game base with 6 bowling pins
- 3 AA-size batteries are required (not included)

THE BUTTONS



BATTERIES

Insert batteries: Loosen the screw on the battery compartment on the bottom of the base and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and – with the markings in the plastic. Replace the door and tighten the screw.

CAUTION:

To Avoid Battery Leakage

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

OBJECT

Roll the ball to knock down as many pins as you can!

SETUP

Starting with the yellow pin in front (Silly Sophie) and working toward the back, slowly stand each pin face-front into its matching color location.

To turn the game unit on, press either the PRACTICE or GAME button.

Note: The OFF button is only used for turning the unit off – *not on*.

If some of the pins are not set up yet, the game will announce "Set us up to play!" If you don't do this within about five seconds, the pins will joke and taunt you to start playing! When the pins are set up correctly, they'll all wobble for a few seconds. Now you're ready to play!

Agree how far away each player will stand from the pins, depending on skill and age. (An average distance is about four feet away.)

PRACTICE MODE

The pins wobble and joke in Practice mode, but they do not keep score. They know when they're up — and when they've been knocked down. So once you've made a hit, the lucky pins that are still standing will respond with funny comments!

Roll the ball to knock as many pins down as you can. Once all of the pins are knocked down, you can set the pins back up and play again.

GAME MODE

The youngest player goes first. (It doesn't matter who goes next.)

Roll the ball. Continue to roll until you hit at least one pin. **Each player gets two hits per turn. Roll the ball as many times as necessary to get those two hits.** Or, you might even get a Strike (all 6 pins knocked down at once) on the first ball!

Just like in Practice mode, the pins know when they're up — and when they've been knocked down.

When you get a hit — if it is not a Strike — you get another chance. On your second hit, you either get a Spare (all the rest of the pins knocked down at once) or you'll hear the total number of pins you knocked down.

Once you hear your score, set all of the pins back up for the next player.

Note: If you set any pins back up after the first hit, the game will reset to the beginning. So, be sure to wait until after the second hit to set the pins back up.

WINNING

The player with the highest score (after everyone has had one turn) wins. If more than one player has the same high score, play again to break the tie!

TURNING THE UNIT OFF

The game unit will automatically turn itself off after about two minutes of inactivity. Or, to shut down the game manually, hold down the OFF button for a few seconds.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and reinsert the batteries to reset the computer, or try new batteries.

This equipment 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. 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 radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment 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 receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.



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