

SLOBBERIN' SAM

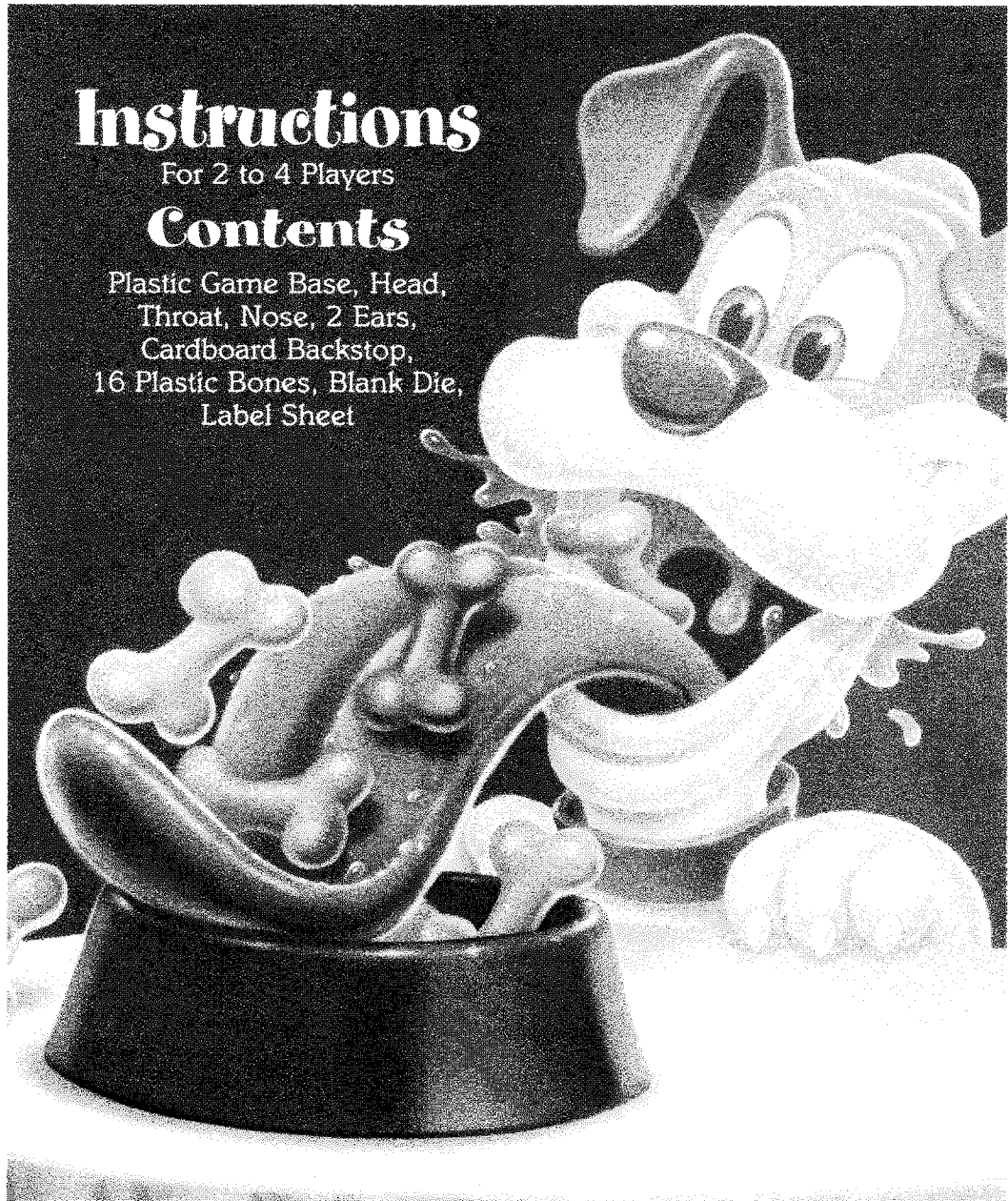
THE HOT LICKETY DOG GAME TM

Instructions

For 2 to 4 Players

Contents

Plastic Game Base, Head,
Throat, Nose, 2 Ears,
Cardboard Backstop,
16 Plastic Bones, Blank Die,
Label Sheet



Game Assembly

Remove the parts from the plastic bag, then discard the bag.

Insert the Batteries

Make sure the ON/OFF switch (above Sam's left paw) is in the OFF position. Turn the game base upside down. Using a screwdriver, loosen the battery door screw and remove the battery door. See Figure 1. **Important:** Loosen **only** the battery door screw — do not loosen or remove the 2 screws next to the battery door.

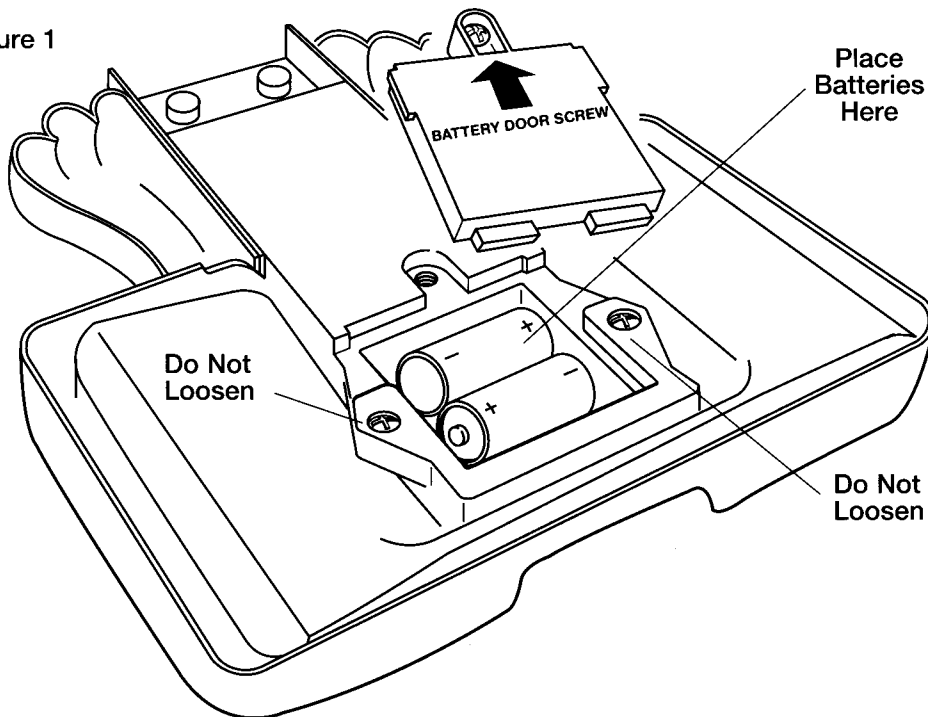
Insert 2 "C" size alkaline batteries into the battery box according to the diagram inside.

Be sure to match the "+" and "-" battery symbols to the symbols in the diagram. Then replace the battery door and tighten the screw.

Turn the game base rightside up and test the batteries by sliding the switch to the ON position. Sam's tongue should begin lapping. If it doesn't, the batteries may be weak or improperly installed. Slide the switch OFF when done.

Caution: Batteries may leak if improperly installed. Remove batteries when game will not be used for an extended time. Never mix battery types.

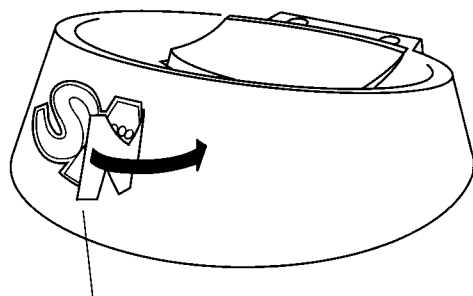
Figure 1



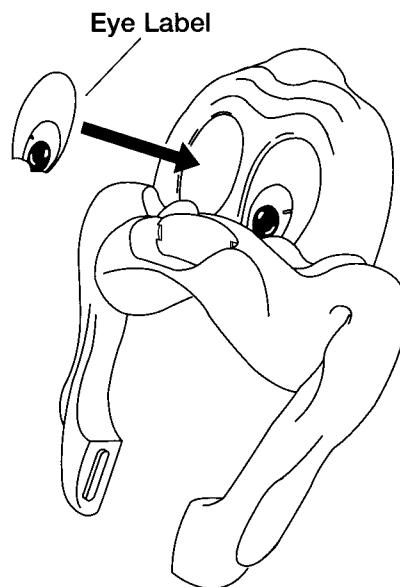
Apply the Labels

Apply one die label to each side of the die, in any order. Then apply the bowl label and the eye labels as shown in Figure 2.

Figure 2



Bowl Label



Eye Label

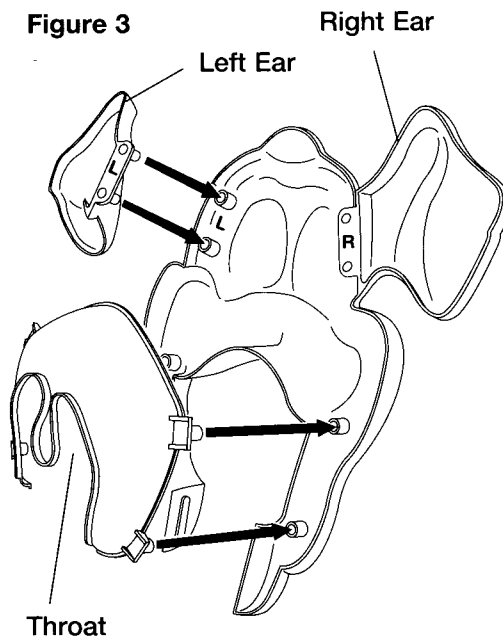
Attach Ears and Throat

Attach Sam's ears and throat to the back of his head as shown in Figure 3.

Ears: Attach the ear marked "R" (Right) to the side of the head marked "R" by pushing the 2 pegs into the 2 holes. Then attach the ear marked "L" (Left) to the side of the head marked "L" in the same way.

Throat: Fit the throat into the back of the head by pushing the 4 pegs into the 4 holes.

Figure 3



Right Ear

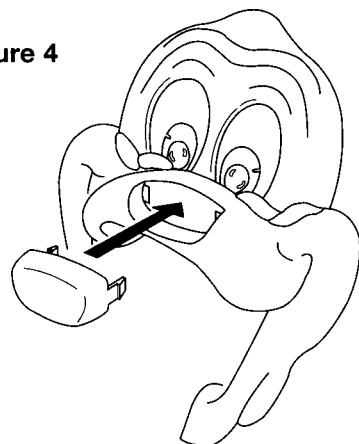
Left Ear

Throat

Attach Nose

Fit the nose into the face by snapping the 2 tabs into the 2 slots. See Figure 4.

Figure 4



Attach Bowl to Base

Lift the game base and slide the lower side of Sam's bowl under the tongue. Then lower the 2 front base pegs into the 2 holes in the bowl. See Figure 5.

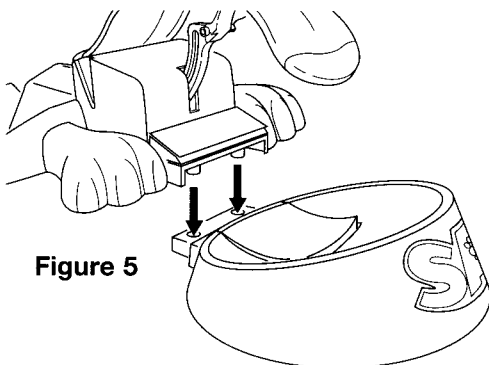


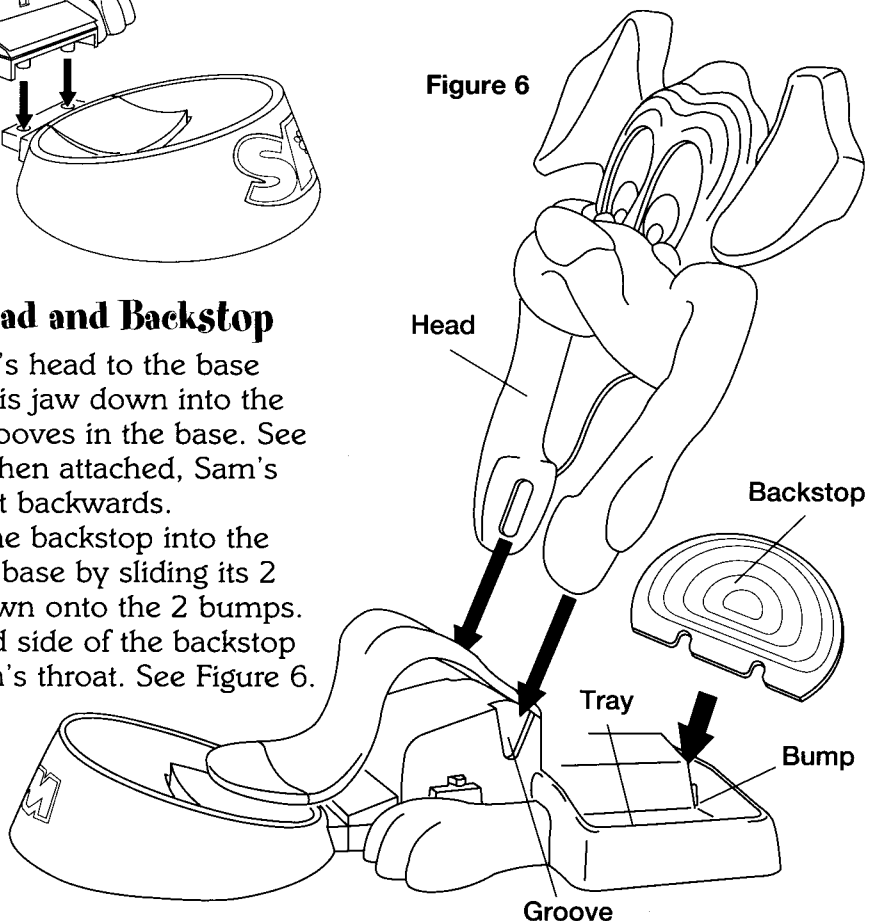
Figure 5

Insert Head and Backstop

Attach Sam's head to the base by sliding his jaw down into the recessed grooves in the base. See Figure 6. When attached, Sam's head will tilt backwards.

Then fit the backstop into the back of the base by sliding its 2 notches down onto the 2 bumps. Face the red side of the backstop toward Sam's throat. See Figure 6.

Figure 6



Game Setup

Take 4 bones of the same color and place them in front of you. All players do the same. Place any extra bones out of play.

Slide the switch to the ON position. Sam's tongue will begin lapping his bowl. It's dinnertime, and he's hungry for bones!

How to Feed Sam

To feed Sam, you must drop a bone into his bowl so that he can lick it up with his tongue. Here's how to do it:

Take a bone and hold it on the front edge of the bowl. See Figure 7. As Sam's tongue starts to lick, let go of the bone so that it slides down into the bowl.

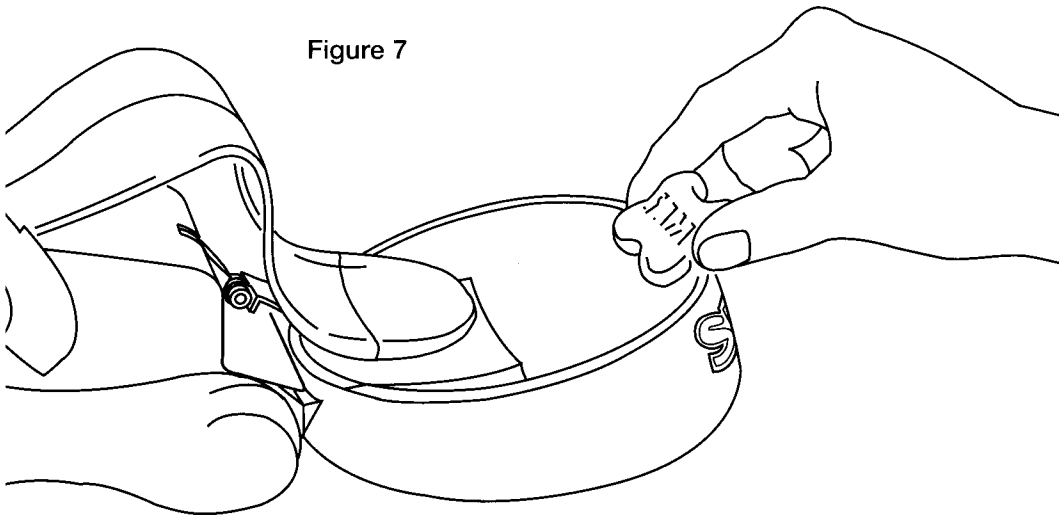
If your timing is right, Sam will pick up the bone with his tongue and flip it right into his mouth! The bones that Sam "eats" will land in either of the 2 trays behind his mouth.

No fair placing the bone on Sam's tongue, or tossing it directly into his mouth!

"Bone Up" on Your Feeding Technique

Before you play your first game, it's a good idea to practice feeding Sam. Remember, good timing and a little luck are the keys to keeping Sam happy and well fed!

Figure 7



Drop your bone into the bowl at just the right time for Sam to flip it into his mouth!

Gameplay

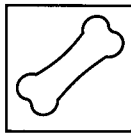
Object: Be first to feed Sam all 4 of your bones!

Pick a player to go first. Play then continues to the left.

On Your Turn

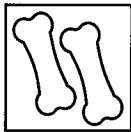
1. Roll the Die.

First, roll the die. Your die roll will tell you how many **chances** you get to feed Sam a bone. If you're lucky, you can get rid of as many as **3 bones on one turn!**



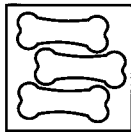
1 Bone.

You get 1 chance to feed Sam a bone.



2 Bones.

You get 2 chances to feed Sam a bone.



3 Bones.

You get 3 chances to feed Sam a bone.

2. Feed Sam!

Now try to feed Sam one of your bones. Will he eat it — or not? (It may take a few laps of his tongue before you know for sure!)

- If Sam flips the bone into his mouth, you've gotten rid of the bone! Leave the bone in whichever tray it landed. (If your bone falls out of a tray, just return it to the tray.)

- If Sam does **not** flip the bone into his mouth, take back your bone from wherever it landed.

Since Sam didn't eat the bone, you've missed this chance to get rid of it.

Once you've used up all of your chances to feed Sam, your turn is over. Pass the die to the player on your left.

How to Win

Keep taking turns rolling the die and trying to feed Sam, until one player has gotten rid of all of his or her bones. That lucky player wins the game!

Challenge Game

Play as above, except that players must try to toss their bones **directly onto the front of Sam's tongue.** (It's not allowed in the regular game, but in this game it's the only way to play!) You get rid of a bone whenever it flips from Sam's tongue directly into his mouth (without falling into the bowl first)!

Storing Your Game

Done playing? Carefully detach the ears, head, bowl and backstop. Your game will now fit right back into the box!