

Snardvark™

Can You Out-Run His Tongue?

Game



For 2 to 4 players / Ages 5 and up
 Rules © 1992 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915. Printed in China.

OBJECT

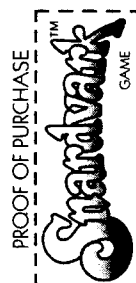
This is one hungry SNARDVARK™, and he's keeping his eyes out for snacks of some crunchy little snards—just like yours! By moving your snard according to the colors that flip up in the SNARDVARK's eyes, you're trying to be the first one to race all the way to the tip of his tongue—and pop off it before the SNARDVARK can pop you *into* its mouth!

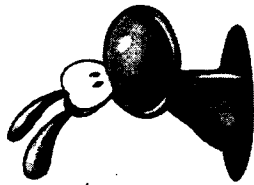
EQUIPMENT

- SNARDVARK™ with antennae • 4 snard pawns
- 2 C-cell alkaline batteries required (not included)



We will be happy to hear your questions or comments about this game.
 Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.





SETUP

- Insert the batteries: Remove the battery compartment screw, remove the cover, and place 2 C-cell batteries into the base of the SNARDVARK. Align the **+** and **-** on the batteries with the **+** and **-** in the plastic.
- Press the two antennae into the SNARDVARK's head, as shown in the box photo and illustration.
- Place the SNARDVARK on a table or on a smooth (not carpeted) floor.
- Each player selects one snard. This is your snard for the duration of the game—and it's up to you to keep it safe!
- Pull the SNARDVARK'S tongue out as far as it will go.
- Place everybody's snards on the big yellow start space on the tongue, right near the mouth. The order does not matter.



GAME PLAY

To start the SNARDVARK, slide the switch by his tail to the ON position. The SNARDVARK's eyes will begin to spin around in his head then, suddenly, STOP.

What color are the eyes? If the eyes stop on your snard color, move your little snard forward to the next available yellow space. If another snard is in front of you, skip over it.

Keep moving! As long as you don't pass his teeth, you can still escape. But if the SNARDVARK snarfs you up, you're out of the game!

Note: The SNARDVARK shuts off automatically when he's pulled his tongue all the way in.

WINNING

The first player to get his or her snard to the tip of the tongue *and hop off it* is the first winner! But keep playing so the others can escape!

To play again, move the switch by the SNARDVARK's tail to OFF, pull out his tongue (see, you got your snards back!), place them on the start space, and turn him on again!

Note:

Be sure to store your Snardvark with his switch turned off.