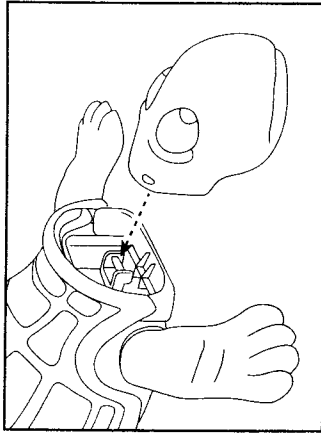


Troubleshooting:

If Topsy's head becomes detached, it can be reattached by pushing the clasp on the back of his head over the post in the neck opening of his shell, and snapping into place.



FCC Statement

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 used in accordance with the instructions, may cause harmful interference to television or radio reception. 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 antennae.
- Increase the separation between the equipment and the receiver.
- 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.

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 please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H3X6.

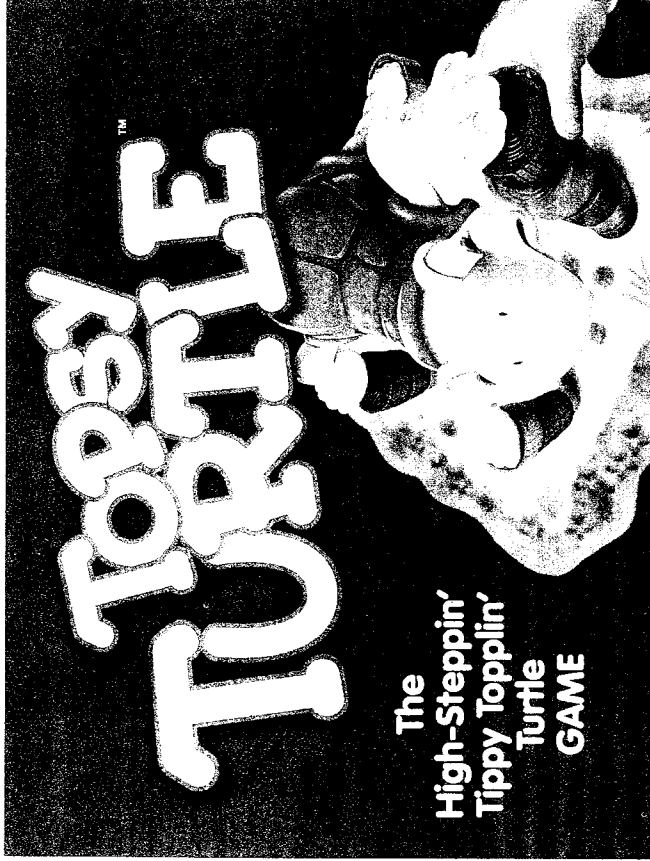
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www.hasbro.com

Proof of Purchase

**Topsy
TURTLE**
GAME 40042

MB
MILTON
BRADLEY



For 2 to 4 players / Ages 3 to 6

Contents

- Electronic Talking Topsy Turtle • 24 Color Blocks • 4 Turtle Legs • Pond Gameboard

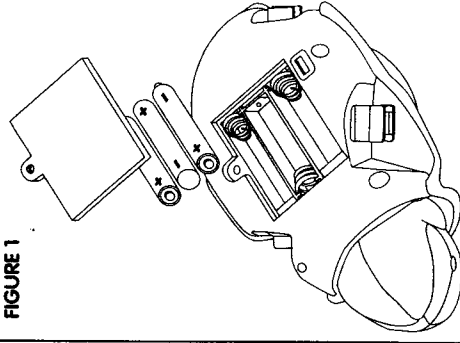
Object

To be the first player to place all of your blocks under Topsy Turtle's feet.

Batteries

Insert batteries: Loosen the screw on the battery compartment door on the bottom of Topsy Turtle. 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. See Figure 1.

FIGURE 1



CAUTION:

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

Setup

- The turtle legs are not interchangeable. The initials on the underside of each leg identifies the slot it fits into. Carefully snap the 4 legs into the openings on the underside of Topsy Turtle. See Figure 2 and Figure 2A.
- Place Topsy Turtle in the center of the pond gameboard within reach of all players.
- Each player takes 2 of each color block (red, green, and blue).
- Keep your blocks within easy reach and place any extra blocks out of play.

Game Play

- The youngest player goes first. Play then proceeds to the left.
- Slide the ON/OFF switch located on the underside of Topsy Turtle to the ON position.
- After the short introduction, press the raised scale on Topsy's shell to begin play. See Figure 3.
- Topsy calls out a color, and begins moving his legs up and down. Insert a block of the color called under one of Topsy's raised feet. (For example: If Topsy calls out "Blue," place a blue block under one of his raised feet.) If Topsy calls out "Any Color," place any color block under one of Topsy's feet.
- When Topsy stops moving, your turn is over.
- If Topsy falls over during your turn, you must gather all of the blocks on the gameboard and add them to your pile.

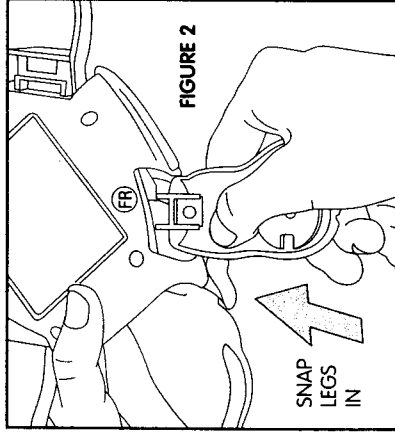


FIGURE 2

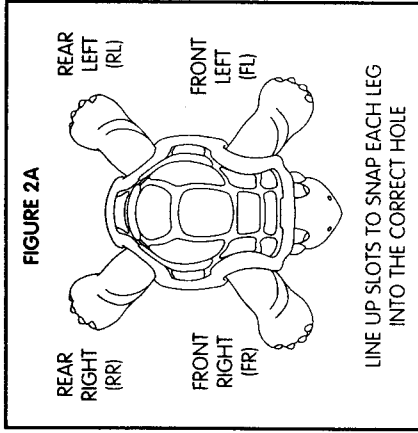


FIGURE 2A

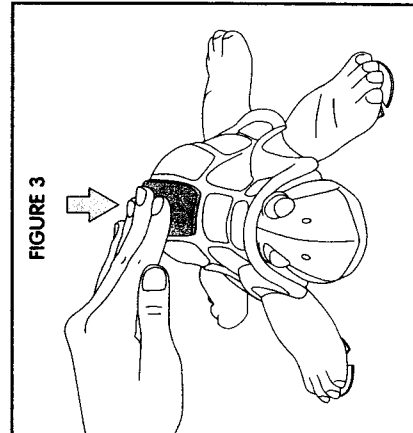
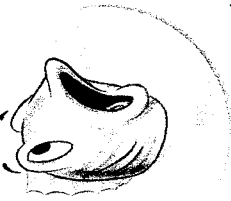


FIGURE 3



- Play continues until one player has placed all of his/her blocks under Topsy's feet.
- NOTE: You can only use 1 hand to place a block, but if you're quick you may be able to place more than 1 block of the same color under Topsy's feet during the same turn. Also, if you think Topsy might topple, on your turn you may adjust the blocks under his feet to keep him from falling.

(Remember: Your turn ends when Topsy stops moving.)

Winning

The first player to place all of his/her blocks under Topsy's feet wins. The winner then presses the raised scale on Topsy's back to hear his special winning message.

Game Option

Working Together: In this game, players work together to get Topsy Turtle to the top of all of the color blocks.

- Set all of the blocks in a pile within reach of all players.
- The youngest player goes first with play passing to the left.
- Press the raised scale on Topsy's back to begin.
- As Topsy calls out the colors, players, in turn, take a matching block from the block pile and place it under one of Topsy's raised feet.

See how high you can stack the blocks before Topsy falls. If he does fall, it's ok. Just put all of the blocks back into a pile and begin again. When you get him on top of all of the blocks, everybody wins! Press the raised scale on Topsy's back to hear his special winning message.

Remember

Slide the ON/OFF switch located on the underside of Topsy Turtle to the OFF position after gameplay.

Restorage

Carefully remove the legs from Topsy Turtle as shown in Figure 4. Return all contents to the box and close lid for easy storage. If storing for an extended period of time, remove the batteries.

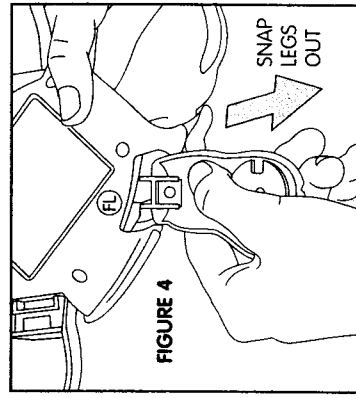


FIGURE 4