

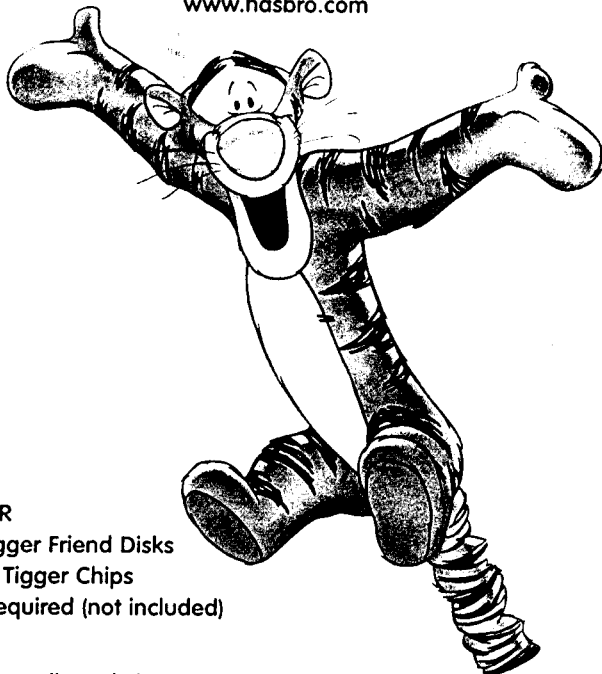


Talkin' Tigger Bounce Game

For 2 or more players / Ages 3 and up

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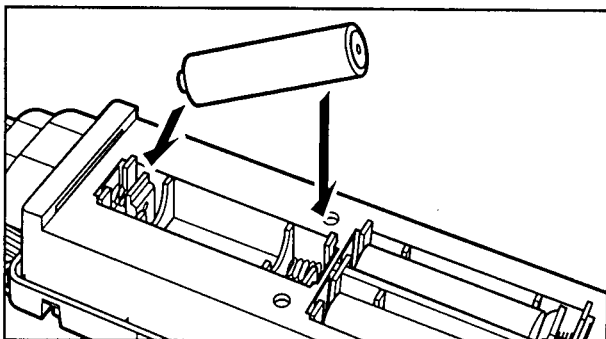


CONTENTS

- 1 TALKIN' TIGGER
- 8 Cardboard Tigger Friend Disks
- 8 Purple Plastic Tigger Chips
- 3 AAA Batteries required (not included)

ASSEMBLY

- Punch out the 8 cardboard Tigger Friend disks.
- Insert batteries: The battery compartment is located in Tigger's back. Open the back, then loosen the screws, and remove the door. Insert 3 AAA batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.



The + end of each battery must be inserted into the small, round, white plastic support, as shown.

CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
- Make sure the batteries are inserted correctly, and follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

TO TURN TIGGER ON AND OFF

- To wake up Tigger, squeeze his tummy.
- To put Tigger to sleep, press and hold his nose until you hear him say "Well...TTFN, Ta Ta For Now!"
- In Game 1, Tigger will automatically shut off after about a minute of inactivity. In Game 2, he goes to sleep after 10 minutes.

GAME 1: "FIND MY FRIENDS" For 2-4 Players

OBJECT

Be the first player to collect all of your chips by finding Tigger's friends.

NEEDED TO PLAY

- Talkin' Tigger
- 8 Cardboard Friend disks
- 8 Purple plastic Tigger chips

SETUP

- Place all 8 cardboard Tigger Friend disks on the floor, in a circle, with Tigger's friends facing up.
- Place all 8 purple Tigger chips in the center of the circle.
- With all of the players watching, turn each Friend disk upside down. Players should try to remember which friend is where!

GAMEPLAY

- Squeeze Tigger's tummy until you hear him say "Find My Friends."
- Bounce Tigger once on his tail to select this game.
- The youngest player goes first.

On Your Turn:

- Take Tigger by his paws and bounce him from disk to disk in a clockwise direction.
- You will hear Tigger bounce ("Boing...Boing...Boing...") when his tail bounces on the Friend disks.
- Randomly, Tigger will say, "Stop! Tell me who you found!" or "Stop! Who did ya find?"

MAKING GUESSES

- Guess which Tigger friend is hidden on the other side of the disk that you've landed on.
- Turn over the disk, showing all the other players who you found.
- If you are CORRECT, take a purple plastic Tigger chip from the center of the circle. Leave the Friend disk face up.
- If you are INCORRECT, turn the Friend disk facedown. Do not collect a purple plastic Tigger chip.
- The player's turn ends, and play continues to the left.

WINNING

- For 2 Players: Be the first to collect 4 purple Tigger chips.
- For 3 Players: Be the first to collect 3 purple Tigger chips.
- For 4 Players: Be the first to collect 2 purple Tigger chips.

To end the game, press Tigger's nose. To play the game again, bounce him on his tail. To select another game, squeeze his tummy.

GAME VARIATION #1

Begin the game by placing the 8 cardboard Friend disks around the room, not in a circle.

GAME VARIATION #2

For a greater challenge, begin the game with all 8 cardboard Friend disks *facedown*. No peeking!

GAME 2: "HIDE-N-SEEK TIGGER" For 2 to many players

OBJECT

Be the first player to find Tigger and bounce him on his tail!

NEEDED TO PLAY

Talkin' Tigger

SETUP

Choose a grown-up or player who will hide Tigger.

GAMEPLAY

- Squeeze Tigger's tummy until you hear him say "Hide-N-Seek Tigger!"
- Bounce Tigger once on his tail to select this game.
- A grown-up or player hides Tigger and bounces him on his tail again to begin the game.
- Tigger loves to talk! He will acknowledge the start of gameplay with a "Boing," then randomly give you hints to where he's hiding, like "Over here!" and "You're getting closer!"
- Don't take too long to find him, or he'll get tired and go to sleep in his hiding place! (If this happens, the person who hid him will have to start the game again.)

WINNING

The player who finds Tigger bounces him once on his tail. This same player gets to hide him next!

To play the game again, bounce Tigger on his tail. To select another game, squeeze his tummy.

Game Variation:

Collect a purple Tigger chip every time you find Tigger. Play until all of the chips are gone. The player who finds Tigger the most times wins!

ACTIVITY: "LET'S BOUNCE!" For 1 to many players

OBJECT

To bounce and play with Tigger.

NEEDED TO PLAY

Talkin' Tigger

SETUP

- Squeeze Tigger's tummy until you hear him say "Let's Bounce!"
- Bounce Tigger once on his tail to select this activity.

PLAY

- Take turns simply bouncing and playing with Tigger as he "Boings" and talks and bounces along with you. Bounce him on anything you choose.
- Tigger will randomly say, "Stop! Tell me what ya found!" The player then says what Tigger has bounced on—"The couch" or "A book."

ENDING THE ACTIVITY

To play the activity again, bounce Tigger on his tail. To select another game, squeeze his tummy.

To stop playing, press and hold Tigger's nose until you hear him say, "Well...TTFN, Ta Ta For Now!"

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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.
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Proof of Purchase

Talkin' Tigger
Bounce Game

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