

ELECTRONIC

# WHAC-A-MOLE<sup>®</sup> GAME

## INSTRUCTIONS

FOR 1 TO 4 PLAYERS/AGES 4 AND UP

### Object

Ready for some fast-action, mole-whackin' fun? Grab a mallet and pick a mole. When he lights up and makes his own special sound, whack him fast to score 10 points. To win, whack your way to the highest score!

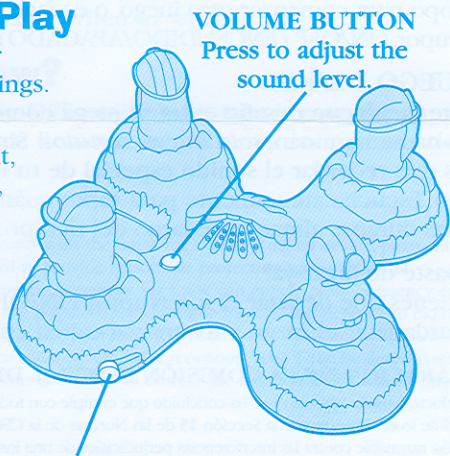
### Contents

- Electronic Whac-A-Mole game unit
- 4 Plastic mole mallets

### The First Time You Play

Remove the game parts from their wrappings, and discard the wrappings.

**Insert the Batteries:** Loosen the screw on the battery compartment, located underneath the game unit, and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to match the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.



#### ON/OFF SWITCH

Slide to turn the game on or off, and to select a game.



### 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.

# Let's Get Ready!

**Take a mallet and start the game.** Each player takes a mole mallet. Place any extra mallets away from the playing area. Then slide the ON/OFF switch to the Solo Game, the Easy Game or the Hard Game setting. Each game is described below.

**Volume control:** To adjust the sound level to High, Medium or Low at any time press the Volume button.

## Let's Play!

### THE SOLO GAME

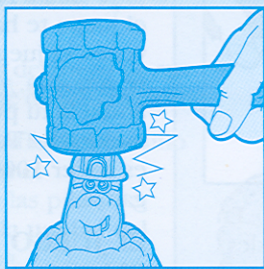
In this marathon whack attack, it's you against all 4 moles! Play this game for practice and fun, and try to beat your personal best score. You *can* beat the moles, but you must score a whopping 1,000 points to do so!

When the moles ask *Who's playin'?*, "sign in" by whacking any mole (see the **Basic Mole-Whackin'** box below). Then the game begins! To play, wait for any mole's hat to light up, then quickly whack that mole to score 10 points. When you've been buzzed 10 times, the game ends. The moles gloat, *We win!*, then announce your score. Can you top it the next time? Your ultimate

challenge is to score 1,000 points to win!

### Basic Mole-Whackin'

Your goal is to whack a mole fast when his hat lights up, and/or he makes his special sound (depending on which game you're playing).



In the Solo Game, you whack *any* mole that lights up; in the other two games, you whack only your *own* mole.

To whack a mole, hit his hat with your mallet. Do it fast, before time runs out—you only have about one second (even less when the game speeds up!).

- **Boing—you score!** If you whack the right mole in time, you'll hear a *Boing!* sound. Nice job! You just scored 10 points.
- **Buzz—you bust!** If you whack the wrong mole, or you whack the right mole after time runs out, you'll hear a buzzer. Ouch! You just lost 10 points.

### THE EASY GAME

**Object:** In this game, whack your mole fast when he lights up and makes his own special sound. Score extra points by whacking first when you hear the bonus sound. To win, be the first to score 100 points.

1. **Choose your mole.** When the moles say, *Who's playin'?* *Whack that mole now!*, "sign in" by whacking the mole that's closest to you. Each player has a different mole to whack during the game.

#### *2-Player Challenge Game:*

If only two of you are playing, you can "kick it up a notch" by choosing two moles apiece.

2. **Listen for your mole's sound.** Before a game begins, each player's mole lights up and plays his special sound. Remember your mole's sound—that's the one to listen for during the game.

**The bonus sound.** A bonus sound is also played before each game begins. This extra sound plays randomly during a game. (It doesn't belong to any mole, so there's no light signal — you'll only hear the sound.) When the bonus sound plays, the first player to whack his or her mole scores 10 bonus points. So remember this sound, and be ready to whack your mole fast whenever you hear it!

**3. Play!** Now the moles begin lighting up and making their sounds randomly while the music plays. When your mole lights up and you hear his sound, whack him fast to score 10 points. Remember, don't whack too late or you'll *lose* 10 points; and don't get too comfy, because every now and then the pace picks up!

**How to win:** As soon as a player scores 100 points, the game ends. The moles say *You win!* and announce each player's score, starting with the winner. Then they'll say, *Let's play again! Who's playin'?* Whack your mole to start another game; or choose a different game by sliding the ON/OFF switch to that game's setting.

## THE HARD GAME

This extra-challenging game plays like the Easy Game, except that the moles don't light up — *they only make sounds*. With no light signal to look for, you'll have to remember your mole's special sound (*and* the bonus sound), and listen very carefully so you'll know when to whack!

## Done Playing for Now?

Just slide the ON/OFF switch to the OFF position. Storage is easy: the game and mallets fit right back in the box! Remove the batteries during extended storage.

## 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 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.

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). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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