

Yahoo! Buckaroo!

INSTRUCTIONS FOR 2 TO 4 PLAYERS

OBJECT

Have the most cowpokes on the motorized bull when he stops bucking.

CONTENTS

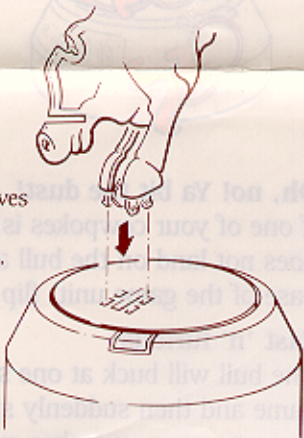
Motorized bull game unit, 4 sets of horns, label sheet, 4 horses, 16 cowpokes

ASSEMBLY

1. If the bull is not attached to the base of the game unit, attach his front hooves to the base as shown in Figure 1.

Press the bull's front hooves into the holes in the base until they snap into place.

Figure 1.



2. Stick the labels on the game unit as shown in Figure 2.

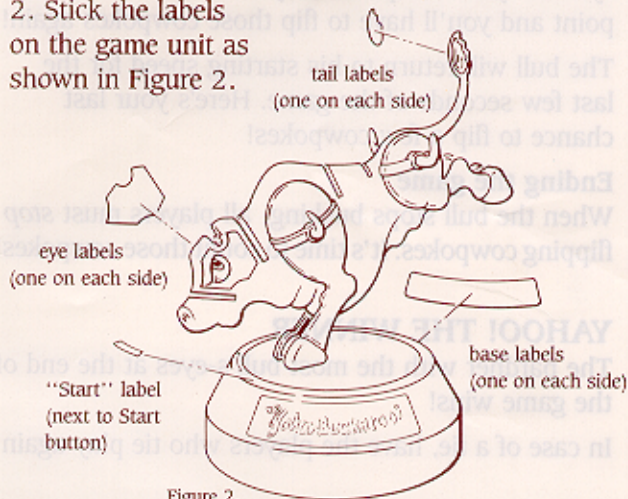


Figure 2.

3. Attach the four sets of horns in order as shown in Figure 3. Match the number on each set of horns to its corresponding location on the bull, then slide the horns on.



Figure 3.

Place the horns on the bull so that the number on the horn is on the same side as the number on the bull.

BATTERY INSERTION

Place three "C" size alkaline batteries into the battery compartment under the base of the game unit. Be sure to match up the + and - symbols on the batteries with those in the compartment.

Test the batteries by pressing the "Start" button on the base of the game unit. The bull will begin to buck and turn around. Wait for the bull to stop before continuing to set up the game (about a minute). If the bull fails to start bucking, batteries may be weak or improperly installed.

IMPORTANT: Batteries could damage game unit and may leak if improperly installed. Remove batteries if game is not used for an extended period of time.

SETUP

Place the game unit on a flat, sturdy surface. Each player takes one horse and four cowpokes of the same color.

Seat one of your cowpokes on your horse's saddle. Put your horse in front of you, about nine inches away from the bull. All players do the same.

When the bull begins bucking, you'll be flipping your cowpokes at it from your horse. NOTE: Feel free to adjust your horse's distance from the bull until you find what works best for you.

GAMEPLAY

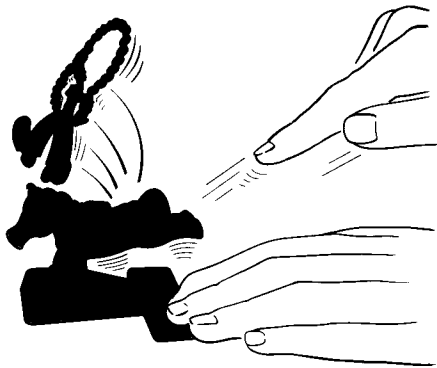
Git the bull goin'!

Choose a player to press the "Start" button on the base of the game unit. The bull will start bucking like all get-out! At the same time, all players shout "Yahoo!" and start flipping their cowpokes.

Flip them cowpokes!

Hold your horse at its base as shown in Figure 4. With your other hand, quickly press down on the horse's rear hooves and then let go. Your cowpoke will fly through the air. Adjust your aim as you play and try to hook your cowpokes onto the bull.

Keep flipping your cowpokes quickly at the bull, trying to get bull's-eyes.



Press down on your horse's hooves, now let go!

Figure 4.

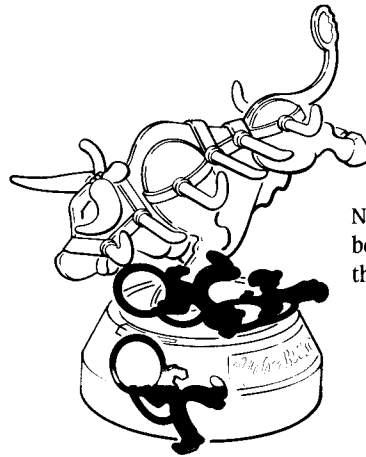
What's a bull's-eye?

You get a bull's-eye whenever your cowpoke is hanging on the bull. A cowpoke doesn't necessarily have to be hanging by its lariat (or on a horn) to be counted as a bull's-eye. For instance, your cowpoke may be straddling the bull's back, hanging

upside-down between two horns or just hanging from any part of the bull (like the tail). Cowpokes may even be hanging from other cowpokes! Give a "Yahoo" yell whenever you get a bull's-eye!

See the illustrations below for some examples of what is and what is not a bull's-eye.

YAHOO! All of these are bull's-eyes!



NOPE! None of these are bull's-eyes because they're not hanging onto the bull. Sorry, pardner!

Oh, no! Ya bit the dust!

If one of your cowpokes is bucked off the bull, or does not land on the bull at all or lands on the base of the game unit, flip that cowpoke again.

Fast 'n' furious

The bull will buck at one speed for most of the game and then suddenly speed up! Keep a sharp eye out—your cowpokes may be bucked off at this point and you'll have to flip those cowpokes again!

The bull will return to his starting speed for the last few seconds of the game. Here's your last chance to flip a few cowpokes!

Ending the game

When the bull stops bucking, all players must stop flipping cowpokes. It's time to count those cowpokes!

YAHOO! THE WINNER

The pardner with the most bull's-eyes at the end of the game wins!

In case of a tie, have the players who tie play again.



My bull isn't bucking! What do I do?

If batteries are fresh and properly installed, the tabs in the battery compartment may not be in complete contact with the battery terminals. Try this: Remove batteries and locate the metal tabs on the 3 negative (-) sides of the compartment. Readjust the tabs using a small, regular flat-head screwdriver. Slide the head of the screwdriver behind the tab. Gently turn the screwdriver in a circular motion, pushing the tab out slightly, as illustrated here. When all 3 negative (-) tabs have been adjusted, reinsert the batteries.

