

SHARK ATTACK!™

INSTRUCTIONS

ASSEMBLY

Before this shark can go bowling, he needs some assembly. Carefully twist the wheel, wheel bracket and steering dial from the runner and follow directions below. Discard runner.

Figure 1

Place tire onto wheel.

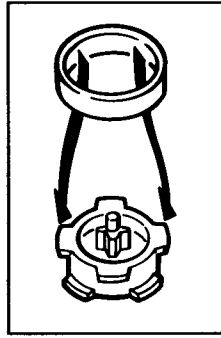
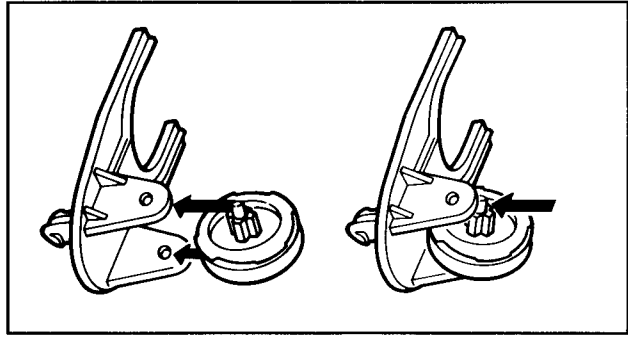


Figure 2

Insert assembled wheel into wheel bracket as shown by placing one side of axle into one bracket hole and then snapping in the other side.



CONTENTS

Motorized shark
Six fish pins
Pin guide
Wheel
Tire
Wheel bracket
Steering dial
Label sheet

1 or More Players

OBJECT

Be the first player to score 12 points by knocking down the most fish pins.

WARNING!

This shark likes to bowl *indoors* on a hard floor. Keep him away from the beach! **Do not** put him in water!

Figure 4

Steering dial should be centered as shown with the "L" on the left and the "R" on the right. During gameplay, you may turn the dial to the left to make the shark go left or turn the dial to the right to make the shark go right.

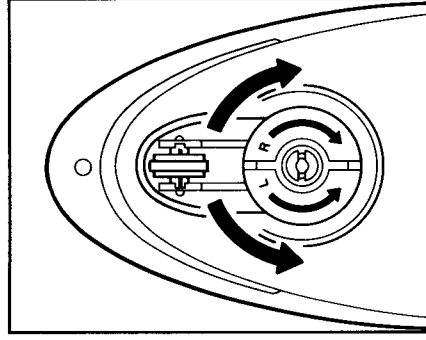


Figure 5

Carefully place teeth label and large eye labels onto shark as shown.

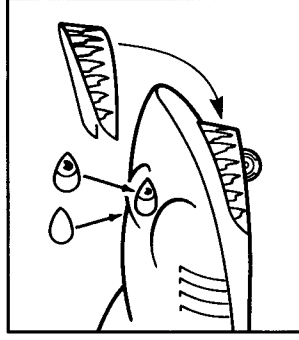
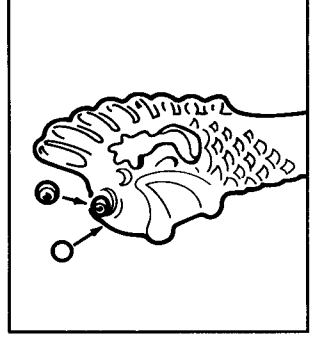


Figure 6

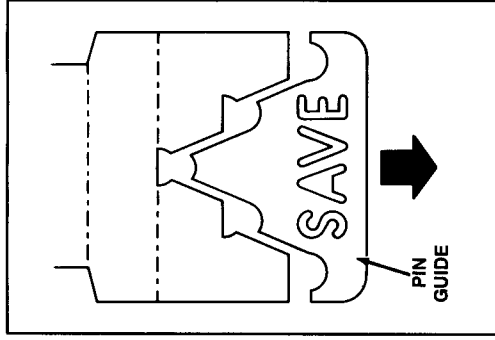
Carefully place smaller eye labels on fish pins as shown.



SETUP

Figure 7

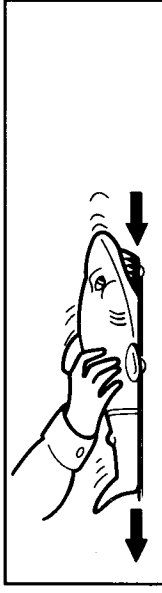
Carefully remove perforated fish pin guide from cardboard insert as shown.



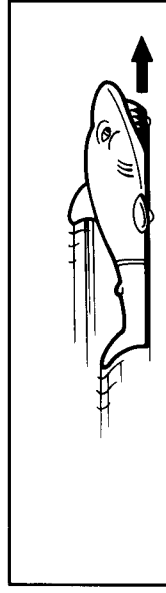
HOW TO PLAY

Select a starting line for the shark about **eight to ten feet** away from the fish pins. Choose a player to go first.

On your turn, place the shark on a hard floor and wind him up by pulling him back and forth on the floor. The shark will begin making a winding sound. Continue moving the shark back and forth until you hear a loud click. Do not continue winding him after you hear the click.



Take aim at the fish pins and let go of the shark. He will move slowly at first and then quickly lunge at the fish pins.



You have **two** tries to knock down as many fish pins as possible.

- If you knock down less than six pins on your first try, remove the fallen pins and try a second time to knock down the remaining pins. Your turn is then over.
 - If you knock down all six pins on your first try, it's a strike! Set up all the pins and try a second time to knock down as many pins as possible. Your turn is then over. Be sure to reset all fish pins at the end of your turn.
- Keep track of the total number of fish pins knocked down on your turn. You get **one** point for every fish pin knocked down.

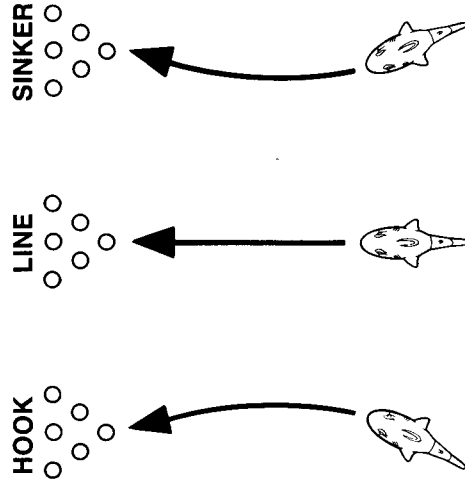
THE WINNER

The first player to earn 12 points is the winner.

ADVANCED BOWLING

If you can knock down all six pins on one turn, you are ready for advanced bowling! Try one or more of the following:

- **Go for the long-distance attack!** Move the shark farther away from the fish pins.
- **Score higher to win!** The first player to earn 18 or 24 points wins.
- Use "hook, line and sinker" shots! Turn the steering dial on the shark so he curves to the left, moves in a straight line, or curves to the right.



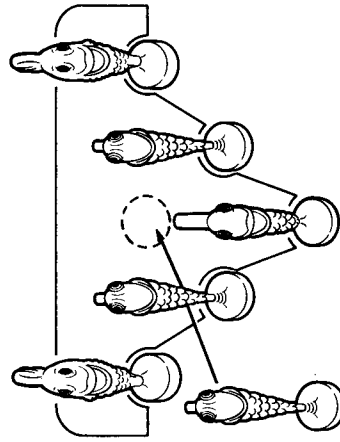
CHAMPIONSHIP BOWLING

Create your own Shark Attack Bowling League and compete with your friends! Each player has ten tries to get as many strikes as possible.

- 0 strikes.....Gutter Guppy
- 1-2 strikes.....Minnow Masher
- 3-4 strikes.....Trout Tipper
- 5-6 strikes.....Tuna Toppler
- 7 + strikes.....Bass Basher

Figure 8

Set up fish pins on a hard floor as shown. Remove pin guide before placing last pin in center.



Aim shark in this direction.

