

HUNGRY HUNGRY HIPPOS[®]

THE FRANTIC MARBLE MUNCHING GAME!

INSTRUCTIONS

2 to 4 PLAYERS Ages 4 and Up

CONTENTS:

Hippo game base, 4 Hippo attachments, 4 Hippo heads, 4 Levers, 20 Marbles, Label sheet

OBJECT OF THE GAME:

The Hippo that "munches" the most marbles wins!

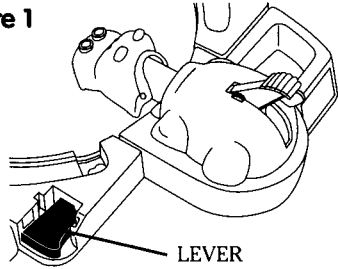
GAME ASSEMBLY:

Remove the four Hippo heads and four levers from the plastic bag. Discard the bag.

Attach Levers:

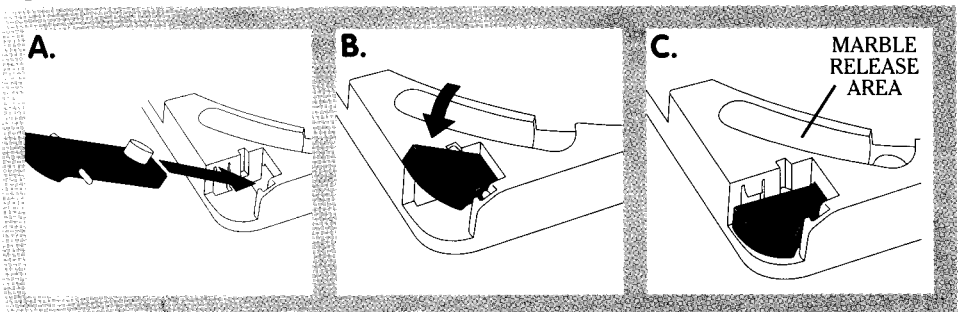
Here is what a lever looks like properly assembled. See figure 1.

Figure 1



Place the game base on a flat surface and attach the four levers as shown in Figure 2. The round button on each lever should be facing up.

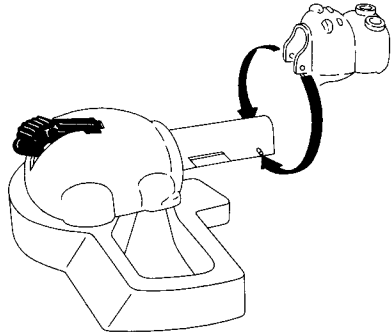
Figure 2



Attach Hippo Heads:

Attach the four Hippo heads onto their matching color necks. Attach one side of a head at a time, so the pin fits through each hole on the Hippo's head. See Figure 3.

Figure 3



Apply the Labels:

1. Carefully apply the matching color label to each Hippo attachment as shown in Figure 4.
2. Apply matching color eye labels to all four Hippos as shown in Figure 5.

Figure 4

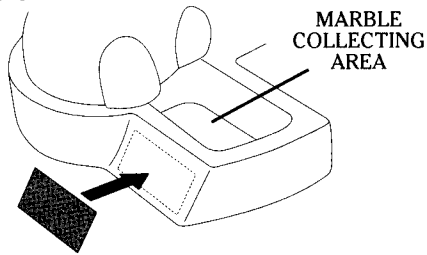
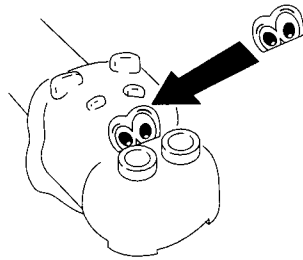


Figure 5



GAME SET UP

Placement of Hippo Attachments:

1. Lift the head and slide each Hippo attachment into the base as shown in Figure 6A, pressing down to connect.
2. To activate Hippo, push tail down to release neck mechanism as shown in Figure 6B.

Figure 6A

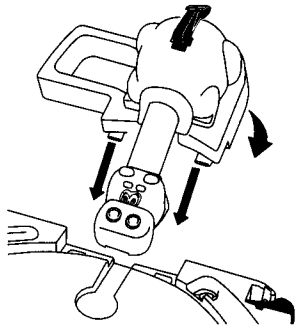
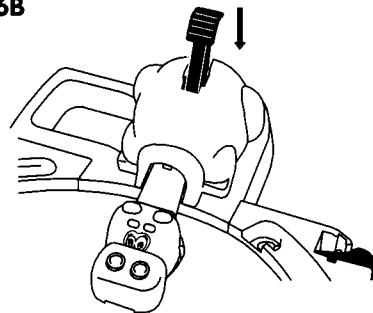


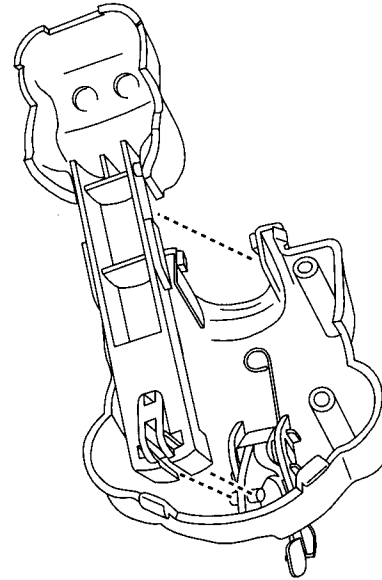
Figure 6B



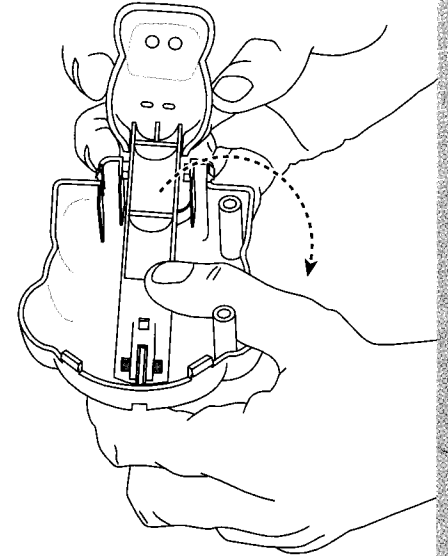
Fixing Your Hippo!

If a head pops off, simply reattach it as shown in Figure 3. If a body pops off, reattach it as shown below in Figures 7A through 7C.

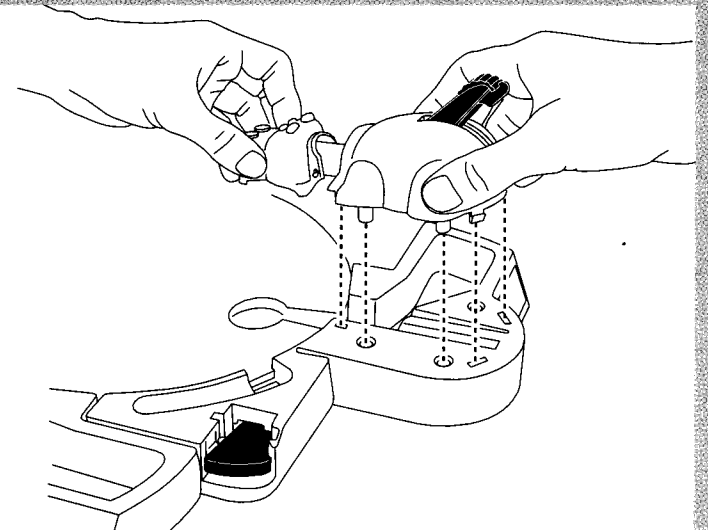
- 7A. Turn Hippos body upside down and attach neck to tail base as shown.



- 7B. First, hold neck in place and turn Hippo right side up.



- 7C. Then, snap Hippo back onto base as shown. Make sure neck stays attached inside Hippo.



HOW TO PLAY

Beginner's Game:

1. Select a Hippo and place 5 marbles into the marble release area near your Hippo (see Figure 2C). All players do the same.
2. One player is chosen to release a marble by pressing the marble release lever (see Figure 1). As soon as the marble is released, all players try to make their Hippos gobble it by pressing the Hippo tails until someone succeeds.

Note: The Hippo tail must be pressed down all the way and released all the way for the Hippo to gobble marbles properly.

3. The next player (moving in a clockwise direction) releases a marble and the process is repeated.

4. After all the marbles have been gobbled, each player counts up the marbles in his or her marble collecting area (see Figure 4).

The player who captured the most marbles wins the game!

Advanced Game:

Here's another exciting, frantic way to play! All players release their marbles at the same time and attempt to gobble as many as they can at the same time. After all the marbles have been gobbled, players count up their marbles.

The player with the most marbles wins the game!

RE-STORAGE:

To store your game, remove the Hippo attachments from the game base by lifting them up and out. Before putting them in the box, lock each Hippo neck in place by pressing the tail down and pulling the head up. Place the game base in the box bottom, followed by the hippo attachments, and marbles on top. Close the cover for easy storage.

To order additional sets of marbles, send your full name, address, the name of the game, game part and quantity you require, and a check made out to HPD for \$2.00 per set (postage and handling included). Mail to "HPD," P.O. Box 693, Pawtucket, RI 02862, or telephone 888-836-7025 (toll-free) to place a Visa or MasterCard order. California and Rhode Island residents, add sales tax. Please allow 4-6 weeks. Offer valid in U.S. while supplies last, and price is subject to change without notice. We reserve the right to limit quantities.

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WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.
Contains marbles.

MB

Milton Bradley SEAL

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