

IMPORTANT: BATTERY INFORMATION

CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings. 2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries. 3. Remove exhausted or dead batteries from the product. 4. Remove batteries if product is not to be played with for a long time. 5. Do not short-circuit the supply terminals. 6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

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.
- Applicable only to items that plug into an electrical outlet.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

We will be happy to hear your questions or comments about this game. US consumers please 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. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

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Not suitable for children under 3 years
because of small parts - choking hazard.

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MB
GAMES



ADULT ASSEMBLY REQUIRED

Topsy Turtle

The
Tilting, Toppling,
Talking Turtle
Game

For 2 to 4 Players
AGES 3+



OBJECT

Be the first player to place
all your blocks under Topsy
Turtle's feet.

 **x4** ALKALINE BATTERIES REQUIRED
1.5VAA or LR6 size
NOT INCLUDED | Phillips/cross head screwdriver (not included) needed
to insert batteries.

CONTENTS

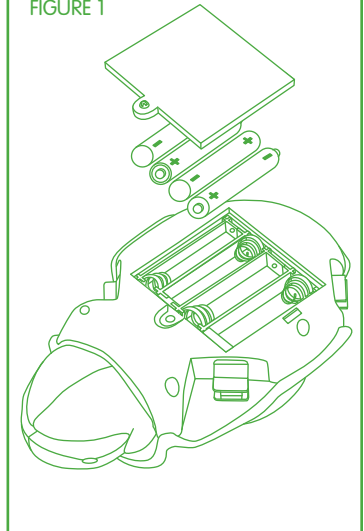
- Electronic Talking Topsy Turtle
- 24 Coloured Blocks • 4 Turtle Legs

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.

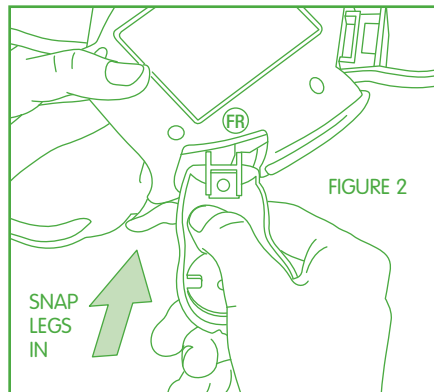
FIGURE 1





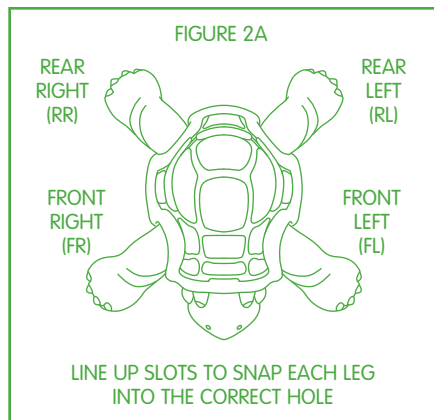
ASSEMBLY

The turtle legs are not interchangeable. The initials on the underside of each leg identifies the slot that it fits into. Carefully snap the 4 legs into the openings on the underside of Topsy Turtle. See Figure 2 and Figure 2A.



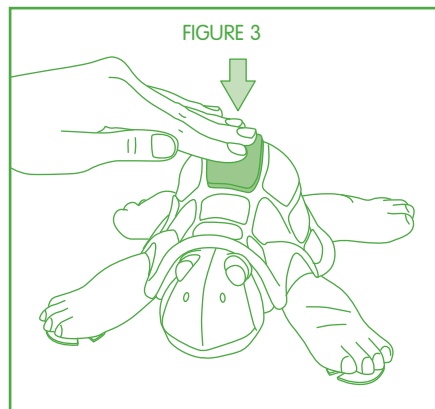
SETUP

1. Place Topsy Turtle within reach of all players.
2. Each player takes 2 of each colour block (red, green and blue).
3. Keep your blocks within easy reach and place any extra blocks out of play.



GAMEPLAY

1. The youngest player goes first. Play then proceeds to the left.
2. Slide the ON/OFF switch located on the underside of Topsy Turtle to the ON position.
3. After the short introduction, press the raised scale on Topsy's shell to begin play. See Figure 3.
4. Topsy calls out a colour, and begins moving his legs up and down. Insert a block of the colour called under one of Topsy's raised feet. (For example: If Topsy calls out "Blue," place a blue block under one of his raised feet.) If Topsy calls out "Any colour," place any colour block under one of Topsy's feet.
5. When Topsy stops moving, your turn is over.



2



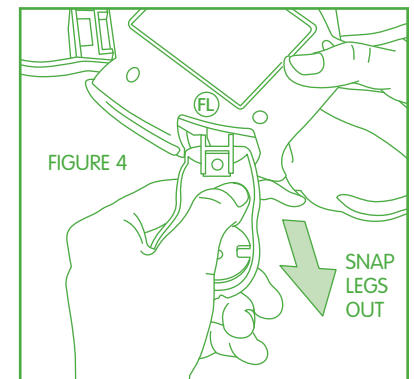
6. If Topsy falls over during your turn, you must gather all of the fallen blocks and add them to your pile.
7. Play continues until one player has placed all of his/her blocks under Topsy's feet.

NOTE: You can only use 1 hand to place a block, but if you're quick, you may be able to place more than one block of the same colour under Topsy's feet during the same turn. Also, if you think Topsy might topple, on your turn you may adjust the blocks under his feet to keep from falling. **(Remember: Your turn ends when Topsy stops moving.)**

Alternative Game (Cooperative): In this game, players work together to get Topsy Turtle to the top of all of the colour blocks. If he does fall, it's up ok. Just put all the blocks back into a pile and begin again. When you get him on top of all of the blocks, everybody wins!

WINNING

The first player to place all of his/her blocks under Topsy's feet wins. The winner then presses the raised scale and on Topsy's back to hear his special winning message.

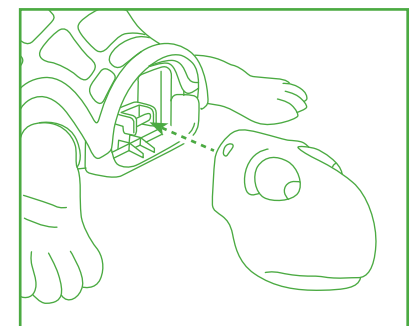


RE STORAGE

Carefully remove the legs from Topsy Turtle as shown in Figure 4. Return all contents to the box and close lid for easy storage.

TROUBLESHOOTING

If Topsy's head becomes detached, it can be reattached by pushing the clasp on the back of his head over the post in the neck opening of his shell, and snapping into place.



TO REPLACE BATTERIES

Make sure the ON/OFF switch on the electronic console is in the OFF position. Then loosen the screw on the battery compartment, located on the underside of the console, and remove the door. Insert 4 AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.

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