



# The Action Hangs in the Balance! CHOKING Not for child

⚠ WARNING:

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

#### **CONTENTS:**

Base

Tripod

Short pole

Long balancing pole

Adjustable gravity ring

2 balancing perches

2 balancing rings

Balancing clown

3 pegs

24 scoring discs

Lifting fork

Spinner

Label sheet

Please remove all components from package and compare them to the components list. If any items are missing, please call 1-800-524-TOYS.

#### OBJECT

Be the first player to remove and collect 4 discs. Discs are collected by removing them without causing the Clown to fall off his perch.

#### **SETUP**

- Apply labels. Place 1 Clown Label on each side of Clown Balancing Piece. Apply 3 Stars, 8 Triangles and Logo Label to base. (Refer to box for label placement.) Note: For best adhesion, try not to apply the labels more than once.
- 2. Assemble Tip It as shown in diagram.
- 3. Place 8 colored discs on each of the 3 pegs by repeating the following sequences: First peg: Orange, Yellow, Red. Second peg: Red, Orange, Yellow. Third peg: Yellow, Red, Orange. Each peg must contain 8 discs in the proper sequence.
- 4. Balance the Clown on the Perch on top of the Long Pole.

#### THE GRAVITY RING

The Gravity Ring is the small rubber disc attached to the long pole. As players acquire skill in the game they may want to make it more difficult to remove discs without upsetting the clown. To do this, slide the Gravity Ring up the long pole. The closer it is to the top of the pole, the more difficult the game.

#### PLAYING THE GAME

- 1. Youngest player goes first.
- 2. Spin the spinner and note the color where the pointer stops.
- 3. Using the fork, try to remove that color disc from any of the three pegs on the tripod without causing the Clown to fall from his perch. If other discs are in the way, you must use the fork to remove them, one at a time, and place them on any other peg without causing the Clown to fall. When you reach the disc you are after, remove it with the fork and place it in front of you.

**Note:** During your turn you may steady the tripod with the fork, but you may never touch a disc or the tripod with your hand.

- 4. The player to the left goes next.
- **5.** You may transfer discs from one peg to another to keep the tripod in balance while going after a particular color disc.
- **6.** If you spin a color and there are no discs of that color on the pegs, you lose your turn.

#### **TOPPLING THE CLOWN**

If you topple the Clown during your move, you must put 1 of your discs back on a peg. If you don't have any discs, play continues with the next player. Place the Clown back on top.

#### WINNING THE GAME

The first player to get 4 discs wins!

### **ADVANCED PLAY**

For advanced play, you can play Tip It by assigning point values to the discs:

Red = 25 points

Orange = 10 points

**Yellow** = 5 points

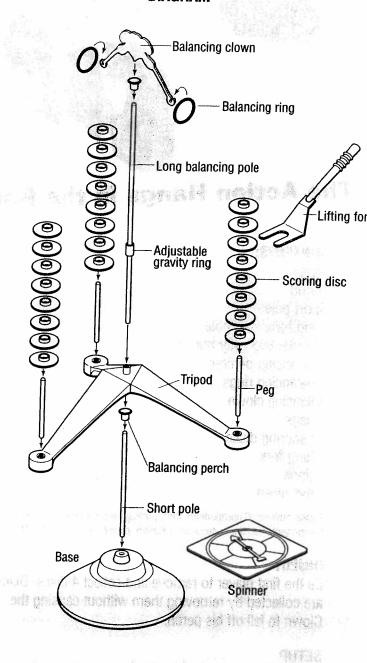
Game play is the same, except the first player to reach 100 points is the winner.

The fun never stops with Mattel Classic Game Collect them all!

# Rebound® Toss Across® Ker Plunk!®

Each sold separately and subject to availability.

#### DIAGRAM



## 2-YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free from defects in material or workmanship for 2 years (unless otherwise specified in alternate warranties) from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at our option. This warranty does not cover damage resulting from accident, misuse or abuse. VALID ONLY IN U.S.A. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Send only the product to the address above. Send all correspondence to Consumer Affairs, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245-5012, U.S.A. Or you may phone us toll-free at 1-800-524-TOYS, Monday through Thursday: 8:00 a.m.-5:00 p.m. PST (11:00 a.m.-8:00 p.m. EST); Friday: 8:00 a.m.-12:30 p.m. PST (11:00 a.m.-3:30 p.m. EST).





34033-0920 ● 1998 Mattel, Inc. El Segundo, CA 90245 U.S.A. All Rights Reserved.