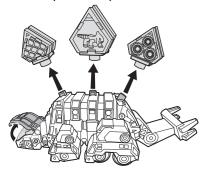
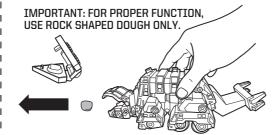
TO PLAY 4: MUNCH & UNLOAD

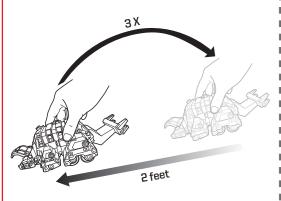
A. Remove spikes and open mouth.



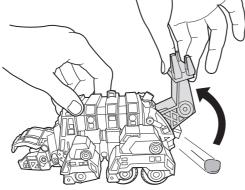
B. Put a piece of rock shaped dough in front of Garby's mouth. Roll forward to eat the rock.



C. Roll Garby forward around 2 feet 3 times to process the rock.

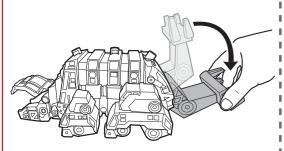


D. Lift tail to unload a brick for building.



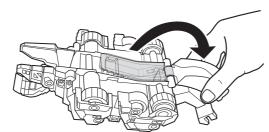
WARNING: DO NOT AIM AT EYES OR FACE. ONLY USE PROJECTILES SUPPLIED WITH THIS TOY. DO NOT FIRE AT POINT BLANK RANGE.

E. Push tail all the way down to reset.



CLEANING

For best performance, open compartment under Garby and remove any dough left inside after play.

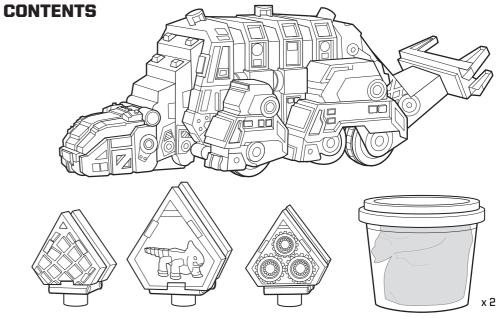


MUNCHIN' MACHINE



INSTRUCTIONS

 $Please\ keep\ these\ instructions\ for\ future\ reference\ as\ they\ contain\ important\ information.$



- To keep dough soft, always put back in container after play. For the best results, keep in cool place. Water may be added ONE DROP at a time to restore softness. NOT FOR HUMAN CONSUMPTION.
- · Avoid contact with carpet, clothing, walls and furniture.
- \bullet Dough may stain or stick to some surfaces. Protect play area before use.
- Remove excess dough compound by allowing to dry, then scrape and/or vacuum away.
- If hands get dirty with dough, use soap and water to wash hands clean.
- Dough contains wheat flour.

SAFETY TESTED GENTLE

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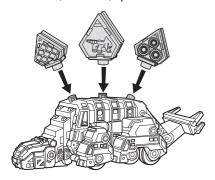




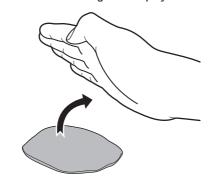
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10 PLAY 1: MAKE TRACKS

A. Attach (or detach) spikes as desired.

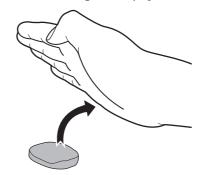


B. Flatten some dough on the play surface.

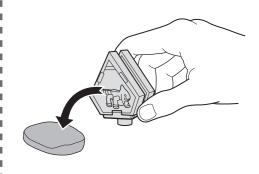


TO PLAY 2: CREATE PATTERNS

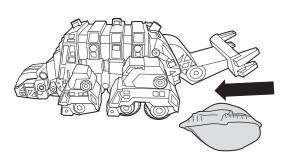
A. Flatten some dough on the play surface.

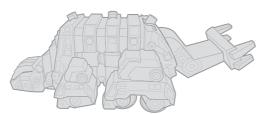


B. Select a spike and press it into the dough.

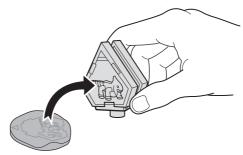


C. Roll over the dough to see Garby's tracks.

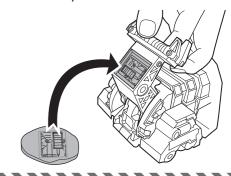




C. Lift spike to reveal a pattern. Try both sides of all spikes to reveal more patterns.

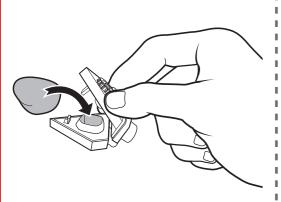


D. There is a pattern on the tail too!

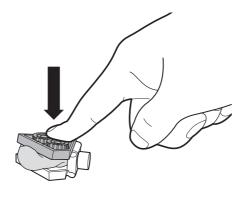


TO PLAY 3: USE MOLDS

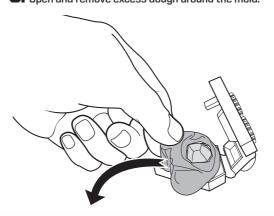
A. Select a mold. Open and put dough inside.



B. Press down.



C. Open and remove excess dough around the mold.



D. Gently remove the shaped dough.

