

5+  2-4

KER PLUNK™

Game

Please keep this instructions sheet for future reference as it contains important information.

 **WARNING:**
CHOKING HAZARD – Toy contains small marbles. Not for children under 3 years.

Now **KER PLUNK!™** – one of the great games of all time -- is more fun than ever! Just set it up, start playing, and watch out for marbles that go “Ker Plunk!”

CONTENTS

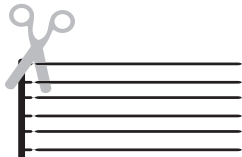
Tube (Left and Right halves), 21 Sticks, 24 Marbles

OBJECT

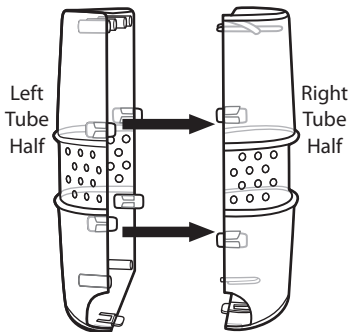
To skillfully remove the sticks from the tube, dropping the fewest marbles.

ASSEMBLY

1. Snap the Left and Right halves together.
2. Cut the plastic sticks off of their frame.
Use safety scissors.

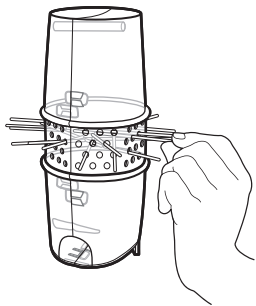


TUBE ASSEMBLY



SETUP

1. Stand the tube on a flat surface.
2. Insert the sticks into the tube -- just put one end of the stick through a hole and push it through to a hole on the other side. Place the sticks randomly so that they crisscross each other in different directions, as shown in 3.
3. When the sticks are inserted, load the marbles by dropping them through the opening in the top of the tube. The marbles will rest on top of the web of sticks. If any fall through onto the game base, just reload them until all the marbles rest on top of the sticks.



HOW TO PLAY

1. Choose a player to go first; play then passes to the left.
2. On each turn:
 - a) Slowly rotate the tube so that the is facing you. Be careful not to move the marbles!
 - b) Choose any stick and carefully pull it all the way out of the tube, trying not to move the marbles and causing them to fall. Note: The first stick you touch is the stick you must pull, but you may hold the tube steady with one hand.
 - c) When you've removed the stick, place it aside. It's now the next player's turn to follow steps a, b and c.



NOTE: A player's turn is not completely over until the moment the next player touches the tube to rotate it, or touches a stick. Any marbles that drop before the next player touches either the tube or a stick are added to the first player's score.

3. Collect any marbles that drop during your turn and keep them in front of you.
4. When all the marbles have dropped out of the tube, each player counts the number of marbles in front of them. The player with the least number of marbles is the **WINNER!**

