

FLUSHIN' FRENZY

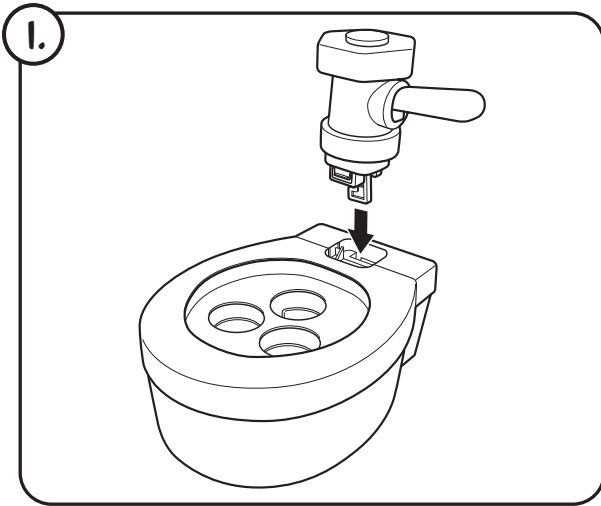
OVERFLOW

game

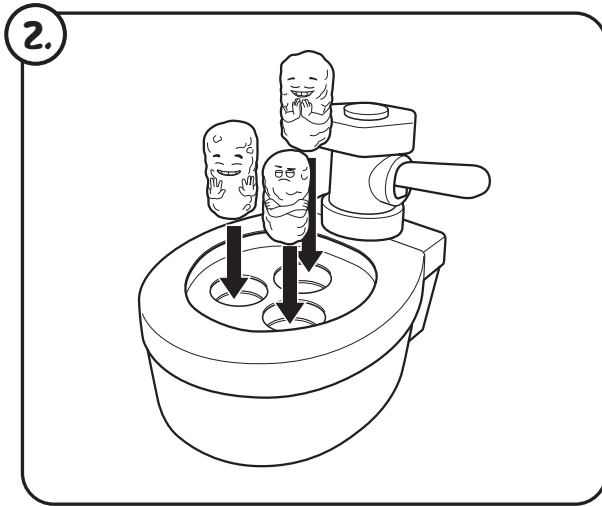
FLUSHING FRENZY OVERFLOW IN A NUTSHELL

Much Like "Musical Chairs", there is always one Less Piece of Poop than there are Players, so whenever the tank overflows and the Poops Pop up, if you don't grab one you're out of the game!

SET UP:



Assemble the toilet by plugging the handle into the base as shown.



Push the Pieces of Poop ALL the way down into the Launch chambers Located in the toilet.
NOTE: if the Poop is Not Loaded PROPERLY the Mechanism will Not work.

IMPORTANT!

Based on the Number of Players, take one Less Piece of Poop than there are Players.

EXAMPLE: If there are 4 Players, take 3 Pieces of Poop. 3 Players, 2 Pieces of Poop and so on...

OBJECT:

Catch a Poop each Round until you are the Last Player Left in the game.



WARNING: Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.

LET'S PLAY!

The youngest Player goes first.
Play continues clockwise after that.

- 1 ON your turn, ROLL the die.
- 2 The NUMBER on the die tells you how many times you must Push down on the toilet handle (you should hear a click for every push). The "water Level" will Rise with each click...
- 3 If Nothing happens, it's the next Player's turn.
- 4 If the Poops suddenly LAUNCH out of the toilet, all Players QUICKLY TRY AND GRAB one! **NOTE:** YOU MAY ONLY GRAB ONE POOP PER ROUND.

CONTENTS:

1 toilet bowl
1 toilet handle
1 die
3 Poops

The Player who DOESN'T catch a Poop is out of the game.

Remove one of the Poops from the game and Re-Load the toilet with the Remaining Poop(s).

The next Round continues in order with the Remaining Players.

WINNING

When it's down to two Players, the one who catches the Poop WINS!