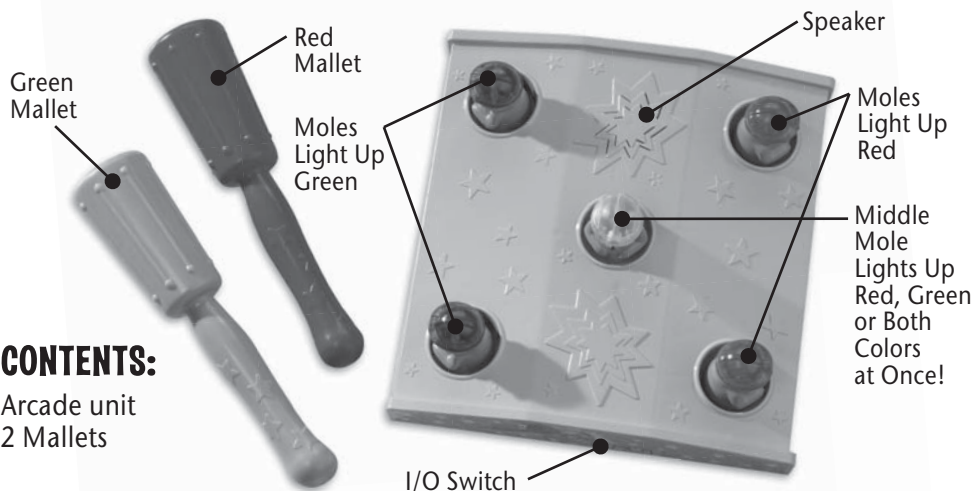


4+ | 1-2

WHAC-A-MOLE® GAME

**Pesky moles are poppin' up all over the place – can you get 'em all?
When the moles light up, smack 'em fast!**



CONTENTS:

Arcade unit
2 Mallets

HOW TO REPLACE BATTERIES

WHAC-A-MOLE® Arcade requires 3 AA batteries (not included). Use only Alkaline Batteries. Toy may not function with other types of batteries.



Unscrew the battery compartment cover on the bottom of the arcade unit with a Phillips screwdriver (not included) and lift open.

Install 3 AA (LR6) size Alkaline Batteries in compartment as shown.

Replace cover by slipping tabs into place, pressing cover down and screwing shut.

If game malfunctions, check the battery installation.

Batteries should be changed when sound distorts.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product.

To avoid battery leakage:

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).

Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).

Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Do not mix old and new batteries.

Only batteries of the same or equivalent type as recommended are to be used.

Batteries are to be inserted with the correct polarity.

Exhausted batteries are to be removed from the product.

The supply terminals are not to be short-circuited.

Dispose of batteries safely.

Do not dispose of this product in a fire. The batteries inside may explode or leak.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.



Keep these instructions for future reference as they contain important information.

This device complies with Part 15 of the FCC rules

Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

- 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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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

SET UP

Place the arcade unit on a flat surface.

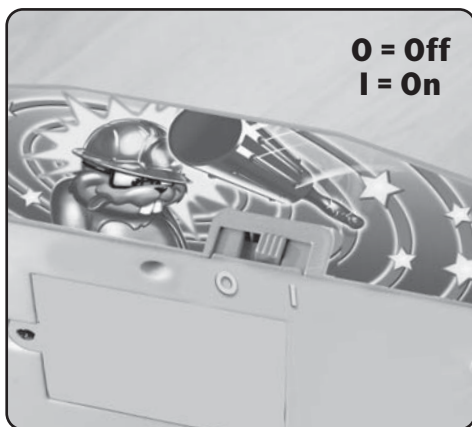
Switch the I/O button to the "I" (ON) position. You will hear "Here, moley-moley-moley™." You are now ready to play.

The arcade unit will ask you to choose first the number of players and then the level. When directed, for a 1-player game, hit a red mole. For a 2-player game, hit a green mole.

Next, when directed, for a level 1 game, hit a red mole. For a level 2 game, hit a green mole.

In a level 2 game, more moles light up and they turn off faster than in a level 1 game.

When a game is over, you can start a new one by hitting any of the moles while the unit is still turned on. You will again be asked to choose the number of players and level of play.



1 Player:

Object: Smack as many lighted moles as possible before time runs out.

How to play

- After the countdown, the player uses one of the mallets to hit any mole that is lit, whether it lights up red or green. Keep a special look out for the middle mole. When it lights up with both red and green lights, hit it fast because it's worth 2 points but it won't stay lit for long!
- Hitting a mole that is not lit subtracts 1 point from your mole total.
- The game will tell you when you only have 5 seconds to go.
- After the game tells you "Stop!," you'll hear how many moles you hit.

2 Players:

Object: Smack more of your lighted moles than your opponent.

How to play

- Each player chooses a color and makes sure that's the color that's in front of them.
- After the countdown, each player uses either color mallet to hit the moles when they light up in their color.

- Players should keep a special look out for the middle mole because it's wild! Each player should only hit the middle mole when it lights up with their color because that's the color that will get the point!
- Hitting one of your moles that isn't lit subtracts from your mole total.
- The game will tell you when you only have 5 seconds to go.
- After the game tells you "Stop!," the unit will announce which color won.
- In the event of a tie, all of the lights will flash and no winner will be announced. You can play another game as a tiebreaker!

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