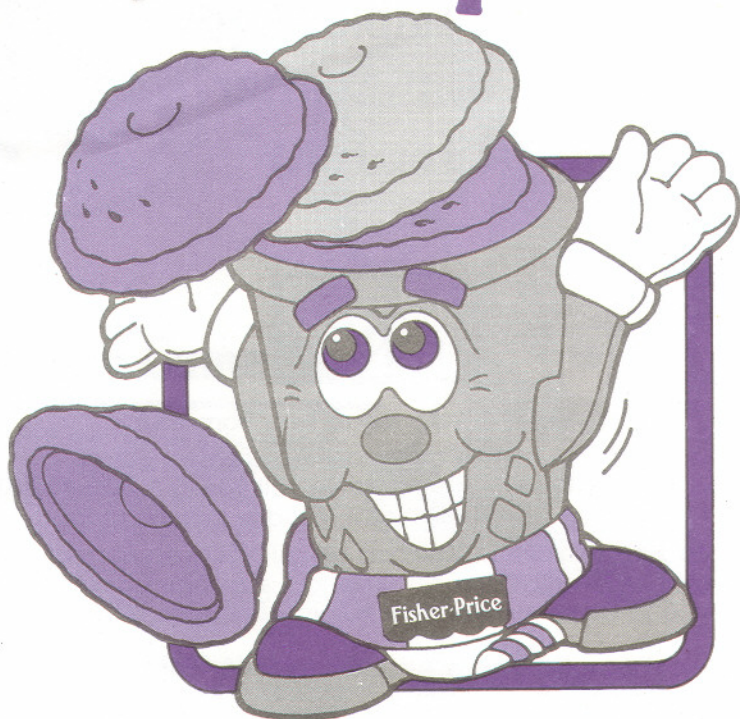


# Fisher-Price® Games

## Shiverin' Scoops™



For 2-4 Players

Designed for Ages 3-7

**Object of the Game**

Be the first to put all your scoops onto  
Mr. Cool Cone and add the whipped cream with cherry!

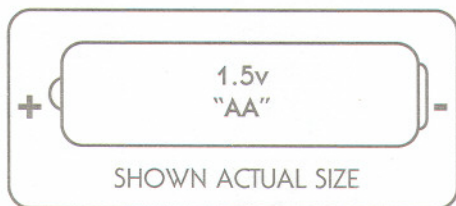
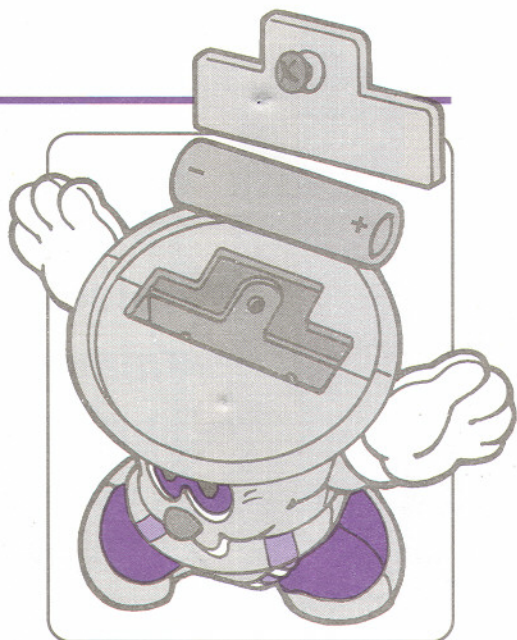
**Contents**

Mr. Cool Cone, 12 Scoops, 4 Ice Cream Parlor Cards,  
Whipped Cream with Cherry, Winner's Circle

One size "AA" alkaline battery is required (not included).

# Battery Installation

- Locate the battery compartment on the top of Mr. Cool Cone.
- Unfasten the screw in the battery compartment door with a Phillips screwdriver. The screw will remain in the door.
- Lift the battery compartment door open.
- Insert one size "AA" alkaline battery as indicated on the inside of the battery compartment.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.



## Please Note:

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadium) batteries.
- Remove the battery during long periods of non-use. Never leave a worn out battery in Mr. Cool Cone. Battery leakage and corrosion can damage this toy.
- Do not attempt to recharge non-rechargeable batteries.
- Remove a rechargeable battery from Mr. Cool Cone before recharging.
- Charging of a rechargeable battery should only be done under adult supervision.
- Avoid short-circuiting the terminals of the battery.
- Remove an exhausted battery from Mr. Cool Cone.



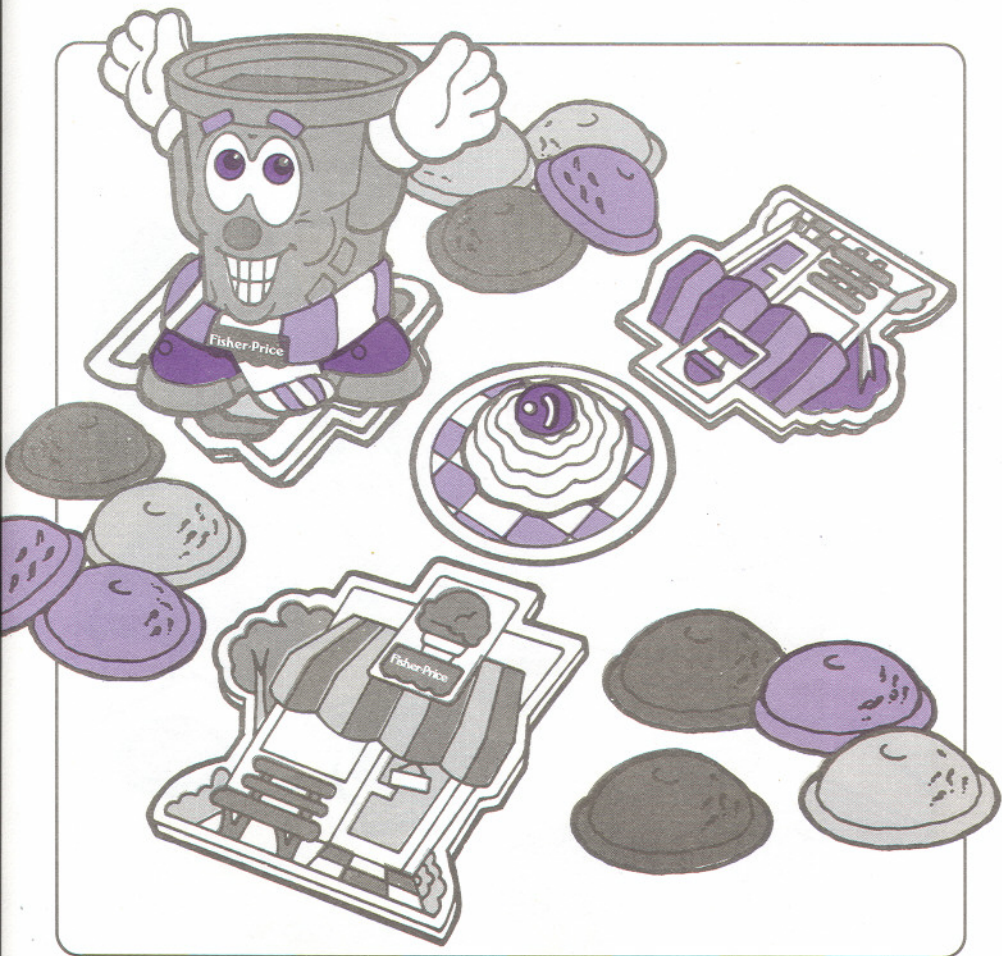


# Game Set-Up

- Each player picks an ice cream parlor card. Next, divide the scoops evenly between the players.
- Place your ice cream parlor card and the scoops in front of you.
- Place the winner's circle and the whipped cream with cherry on a flat surface in the middle of all the players.

**Hint:** For beginner players, place the ice cream parlor cards close to the winner's circle. For more advanced players, place the ice cream parlor cards farther from the winner's circle.

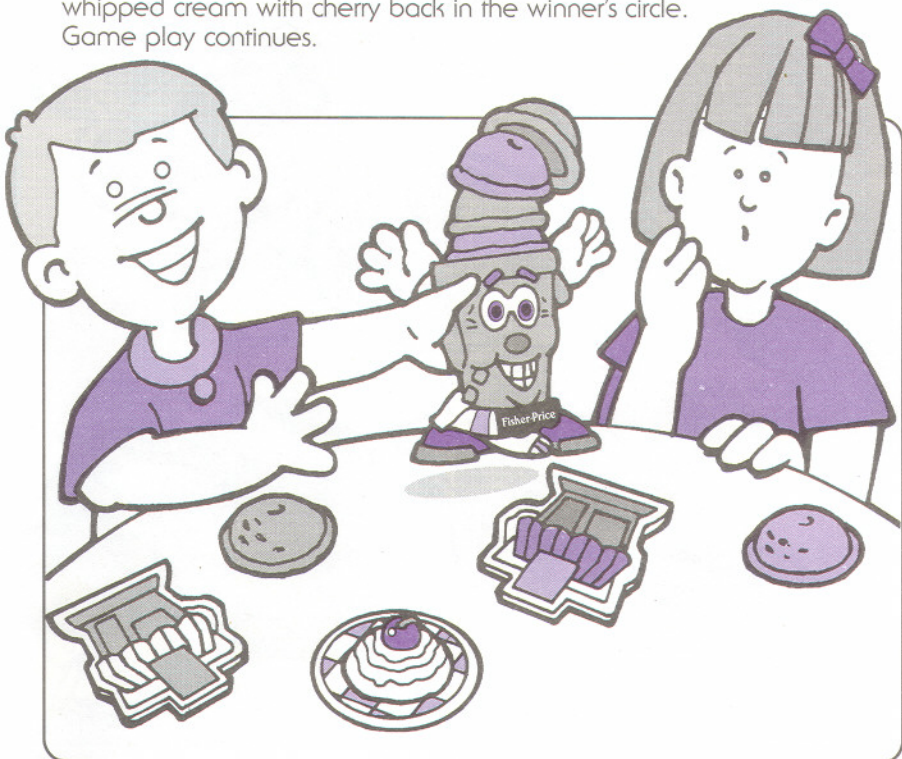
- Place Mr. Cool Cone on the youngest player's ice cream parlor card to start the game.



# Beginner Game Play

## Let's Make an Ice Cream Cone

- The youngest player goes first. Play continues to the left (clockwise). Slide the ON/OFF switch to the "ON" position. (Mr. Cool Cone will shiver when you lift him and stop when you place him down during game play.)
- Place a scoop on top of Mr. Cool Cone.
- Now, carefully pick up Mr. Cool Cone and set him down on the ice cream parlor card of the player to your left. It's the next player's turn.
- Oops! If the scoops fall while you're stacking the scoops, or the scoops fall while you're passing Mr. Cool Cone to the next player, you'll have to keep 'em.
- Pick up **all** of the fallen scoops and place them near your ice cream parlor card. Then set Mr. Cool Cone down on the ice cream parlor card of the player to your left. It's the next player's turn.
- Play continues until a player places his or hers last scoop on Mr. Cool Cone. **On that player's next turn**, he or she first puts the whipped cream with cherry on top of the scoops and then sets Mr. Cool Cone down on the winner's circle. If the scoops fall, you have to keep 'em and put the whipped cream with cherry back in the winner's circle. Game play continues.

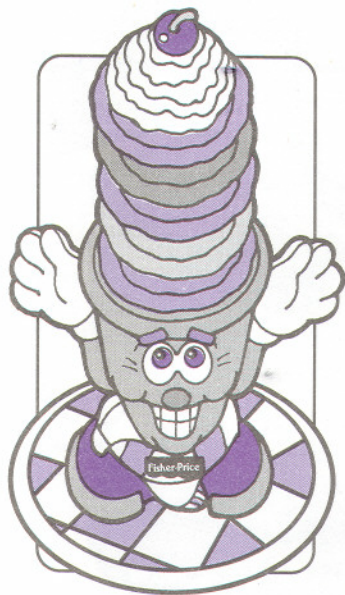




## You Win!

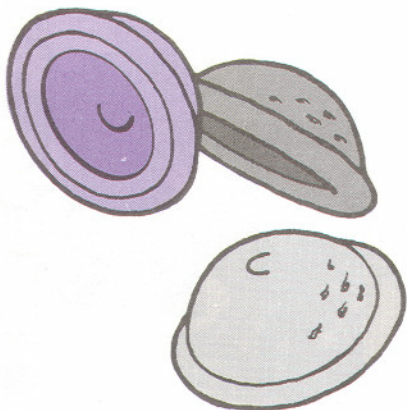


- Be the first to use all your scoops, add the whipped cream with cherry and then place Mr. Cool Cone on the winner's circle.



## Advanced Game Play

- The play of the game is the same, but it's much harder to keep the scoops on top of shiverin' Mr. Cool Cone in advanced game play!
- Players must pick up Mr. Cool Cone with one hand and then add one of their scoops with the other hand.
- Then, still carefully balancing Mr. Cool Cone, set him down on the ice cream parlor card of the player to your left. It's the next player's turn.
- For even greater challenge, place the ice cream parlor cards around the room so that players need to walk very carefully with Mr. Cool Cone when setting him down on the next player's ice cream parlor card.



# Look for our other Fisher-Price® Games

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- Barnyard Bingo™
- Get The Picture™
- Memory Doctor™
- Octopus Dominoes™
- Scrambled Eggs™
- S'getti Scatter™
- Tic Tac Tony™



Questions? We'd like to hear from you!

Or, if you would like to order replacement pieces, please call Fisher-Price Consumer Affairs, toll-free at **1-800-432-KIDS**, between 8 AM and 6 PM EST Monday through Friday.

Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to: Fisher-Price Consumer Affairs, 636 Girard Avenue, East Aurora, New York 14052.

Please keep these instructions for future reference.

If you have any questions about this product:

**In Canada**, call **1-800-567-7724**, or write to: Mattel/Fisher-Price, 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

**In Great Britain**, telephone 01734 770488.

**In Australia**, call the Fisher-Price Australian Consumer Advisory Service toll-free at 1-800-800-812, or write to: Fisher-Price, Mattel Pty. Limited, 461 Plummer Street, Port Melbourne, Victoria 3207.

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