

1.5V
AA / LR6 x4

Not included.

TO INSERT BATTERIES

Use a Phillips/cross head screwdriver (not included).

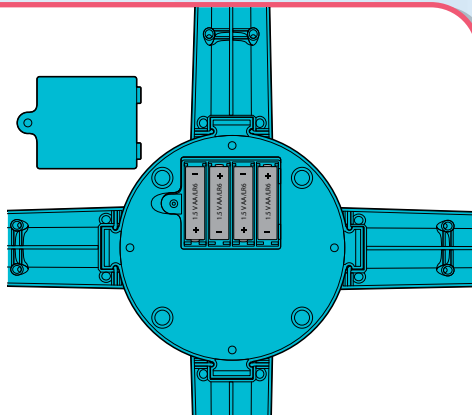
IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. TO AVOID BATTERY LEAKAGE

- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
- Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
- Remove exhausted or dead batteries from the product.
- Remove batteries if product is not to be played with for a long time.
- Do not short-circuit the supply terminals.
- RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries.
Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

- Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.



Hungry Hungry Hippos LAUNCHERS

4+



E9707



CONTENTS
BASE • 4 HIPPOS •
4 RAMPS • 4 LAUNCHERS •
20 PLASTIC MELONS

**ADULT ASSEMBLY
REQUIRED.**



WARNING:

CHOKING HAZARD - Toy contains small balls. Not for children under 3 years.

Retain this information for future reference.

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Consumer contact:

US/Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200,
Pawtucket, RI 02861-1059 USA. TEL. 1-800-255-5516.

Australia consumer service: auconsumercare@ap.hasbro.com
New Zealand consumer service: nzconsumercare@hasbro.com

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PARENTS: HASBROGAMING.COM

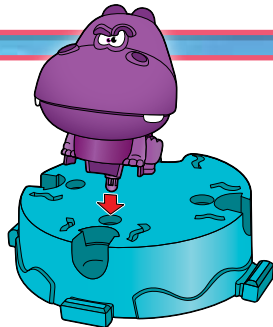


OBJECT

Be the first player to launch five melons into your hippo's mouth!

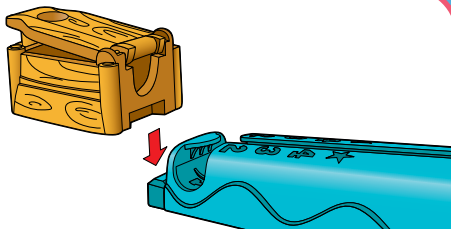
GET READY

1. Load four AA batteries into the battery box located on the bottom of the base. (See battery info on back.)



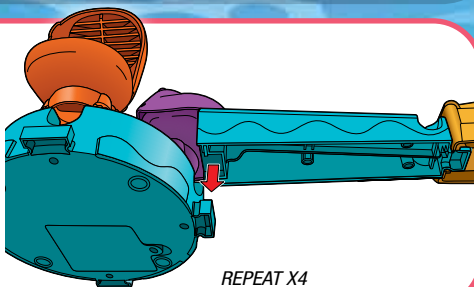
REPEAT X4

2. **Connect each hippo to the base:** Line up the connection ports and press the hippo head down until it snaps into place. Any hippo can connect to any space atop the base.



REPEAT X4

3. **Connect each launcher to a ramp:** Line up the connection ports and slide the launcher down onto the narrow end of the ramp until it snaps into place. Any launcher can connect to any ramp.



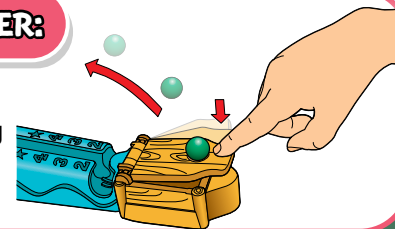
REPEAT X4

4. **Connect each ramp to the base:** Line up the connection ports and slide the large end of the ramp down onto the base until it snaps into place. Any launcher can connect to any port on the base.

5. Place five melons inside each launcher crate. You're ready to play!

HERE'S HOW TO USE THE LAUNCHER:

Place a melon on the launcher pad. Then, using the tip of your finger, gently press the launching tab all the way down and slide your finger off the back to release the melon into the air!



LET'S PLAY!

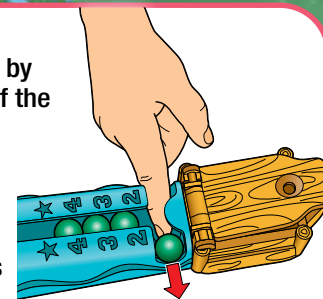
Slide the power button on the base from left to right to select between OFF, Beginner, and Expert modes. When the youngest player says "GO," all players race to launch the melons from their launchers into their hippos' mouths.

HOW TO WIN

After your hippo chomps down a melon, it'll roll back down your ramp into a counter. The player whose hippo is first to eat five melons wins!

TO BEGIN ANOTHER GAME

Pop the melons out of each counter by sliding them out through the base of the ramp via the open pathways.



What happens if a melon bounces off the unit?

Players must retrieve their own missed melons as quickly as they can. You can attempt as many shots as needed with each melon.

Can a player collect and shoot other player's melons?

No. Stealing melons from your opponent is not allowed.

RE-STORAGE

1. Remove each hippo attachment from the base by pulling it upward.
2. Remove each ramp from the base by sliding the ramp upward.
3. Remove each launcher from its ramp by sliding it upward.
4. Store the melons in the launchers, then place all parts back in the box.