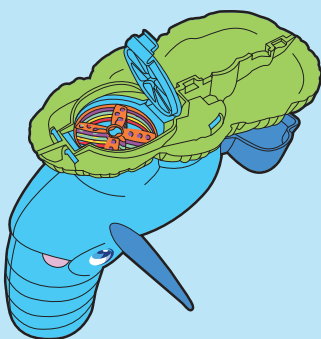


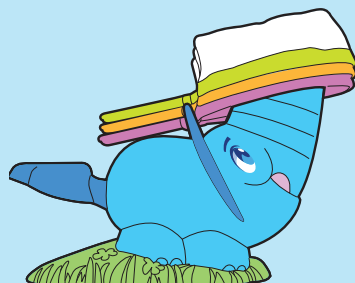
UP FOR A CHALLENGE?

Try only counting the flyers players catch in the air! If a flyer lands on the floor, it cannot count toward any player's total.

STORAGE



1. Load the flyers into the tummy compartment.



2. Hang the nets on the trunk.

Elefun[®] FLYERS

CONTENTS

ELEFUN body, tail, and
2 ears • stabilizing base
3 plastic net frames
3 mesh nets • 15 flyers



CAUTION: Hair entanglement may result if child's hair comes in contact with moving parts of the toy. Adult supervision required.

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Hasbro, Pawtucket, RI 02861-1059 USA. Retain this information for future reference.

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: <https://consumercare.hasbro.com/en-au>
New Zealand consumer service: <https://consumercare.hasbro.com/en-nz>

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HASBROGAMING.COM



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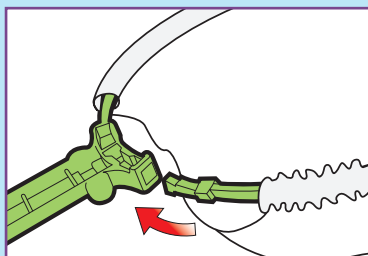
ADULT ASSEMBLY REQUIRED.
ADULT SUPERVISION REQUIRED.

OBJECT

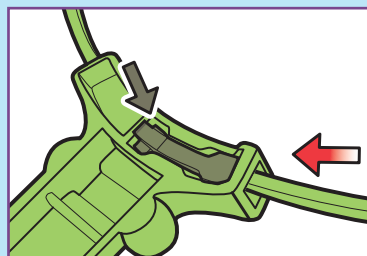
Collect the most butterfly flyers, either in the air or after they land!

NET ASSEMBLY

1. For each net, hold the net handle with the word "ELEFUN" facing down.
2. Insert the end of the rim into the opening in the edge of the net. Then slide the net around the rim.
3. Lock the rim into the handle as shown.

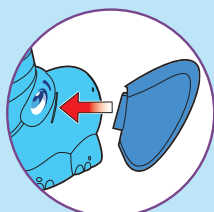


Slide the square end of the rim into the square hole in the handle.

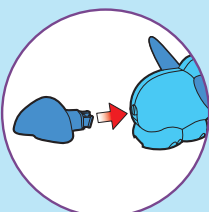


Push the end of the rim up past the narrow area; then, push it into the square hole.

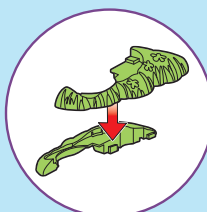
ELEFUN ASSEMBLY



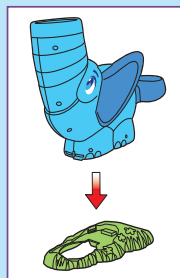
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2



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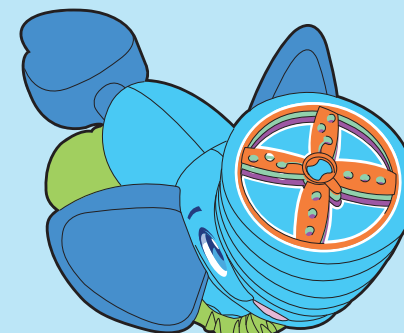


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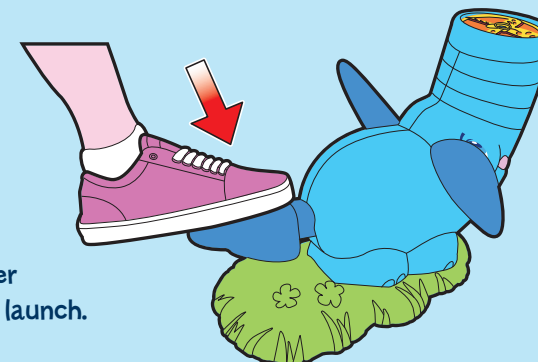
PLAY

Players take turns loading and launching the butterfly flyers, with the youngest player taking the first turn, and the next-youngest going after.

1. One player loads 1-3 flyers into Elefun's trunk. The other players stand back and get ready to catch, leaving the space above Elefun's trunk clear.



2. The player who loaded the flyers steps down on ELEFUN's tail to launch the flyers.



Note: Do not lean over ELEFUN's trunk during launch.

3. All players try to catch the flyers as they spin in the air! If any flyers land on the floor, players can pick them up and put them in their net. Those flyers count, too!
4. Players put any caught flyers off to the side, remembering which collection is theirs.
5. Players repeat until all of the flyers have been launched and collected.

GET READY!

1. Place ELEFUN on the floor in the center of play.
2. Each player picks a net.

WIN!

Players count up their butterfly flyers. The player with the most wins! If multiple players have an equal number of flyers, those players tie!