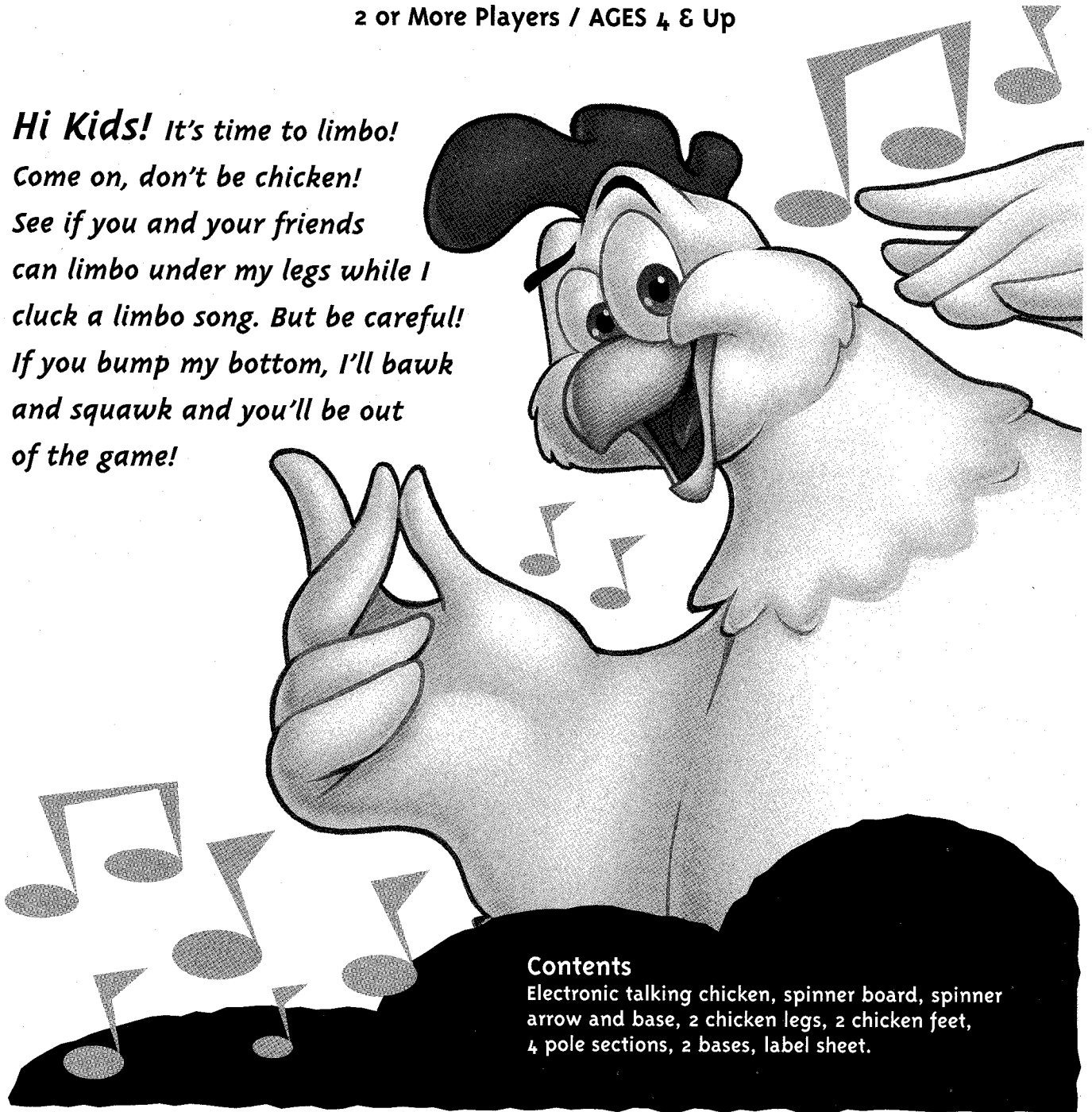


# CHICKEN LIMBO®

2 or More Players / AGES 4 & Up

*Hi Kids! It's time to limbo!  
Come on, don't be chicken!  
See if you and your friends  
can limbo under my legs while I  
cluck a limbo song. But be careful!  
If you bump my bottom, I'll bawk  
and squawk and you'll be out  
of the game!*



## Contents

Electronic talking chicken, spinner board, spinner arrow and base, 2 chicken legs, 2 chicken feet, 4 pole sections, 2 bases, label sheet.

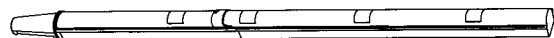
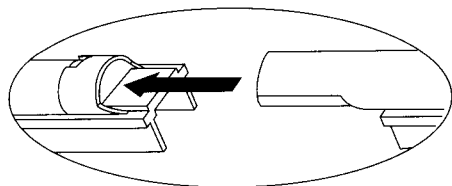
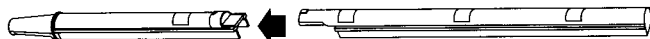


# Assembly

**1.** Remove game parts from the plastic bags. Discard the bags.

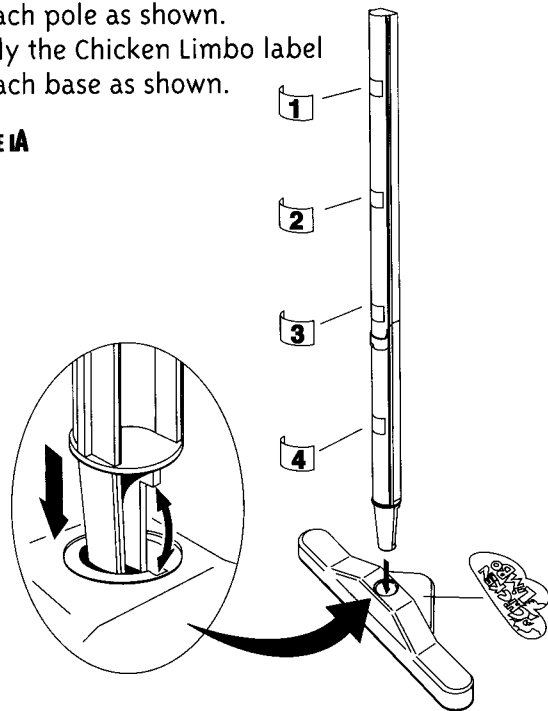
**2. Limbo Poles:** Snap together two pole sections as shown in Figure 1. Do the same for the other two pole sections.

FIGURE 1



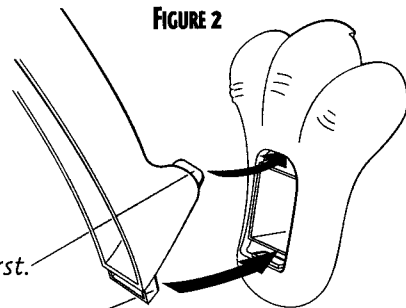
**Bases:** Place the two plastic bases on the floor and press each pole into a base as shown in Figure 1A. Apply labels to each pole as shown. Apply the Chicken Limbo label to each base as shown.

FIGURE 1A



**3. My Chicken Feet:** Attach my two feet onto my legs as shown in Figure 2.

FIGURE 2



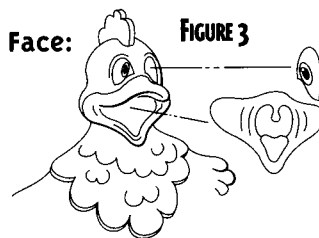
1. Insert this tab first.

2. Then snap the large tab into my foot.

**4. My Chicken Face:**

Apply the labels for my eyes and mouth as shown in Figure 3.

FIGURE 3

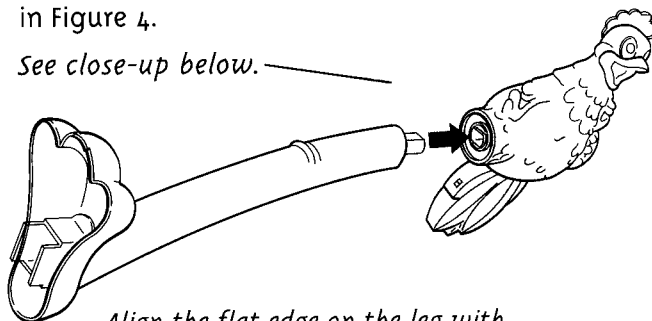


**5. My Chicken Legs:**

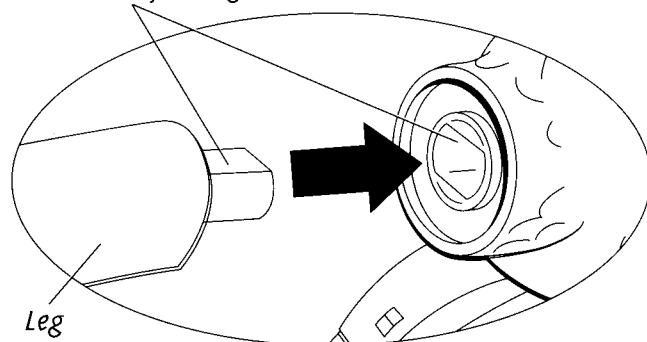
Attach both of my legs to my body as shown in Figure 4.

FIGURE 4

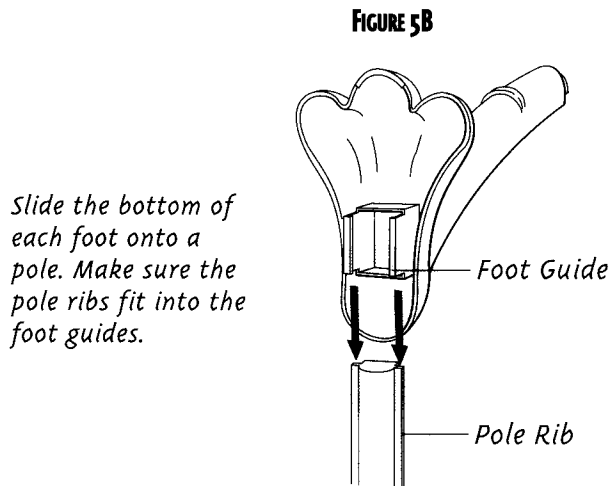
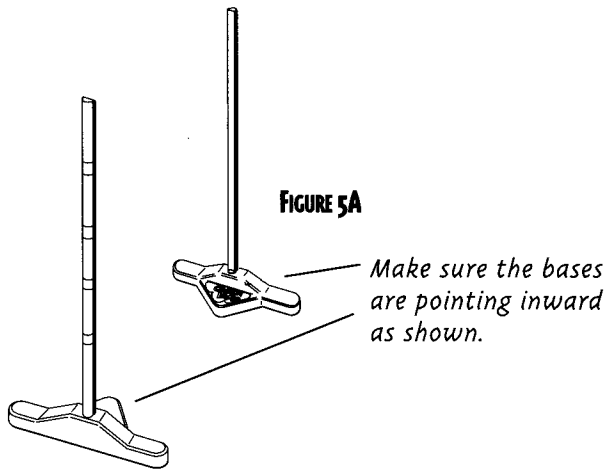
See close-up below.



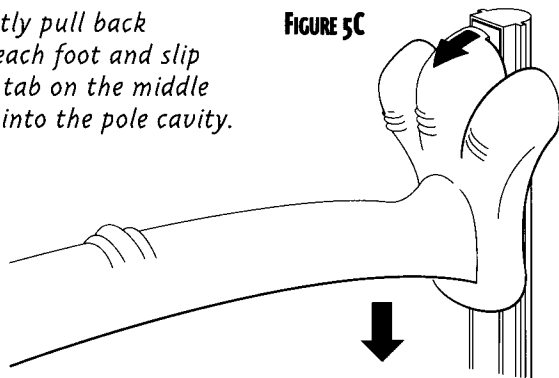
Align the flat edge on the leg with the flat edge in the socket.



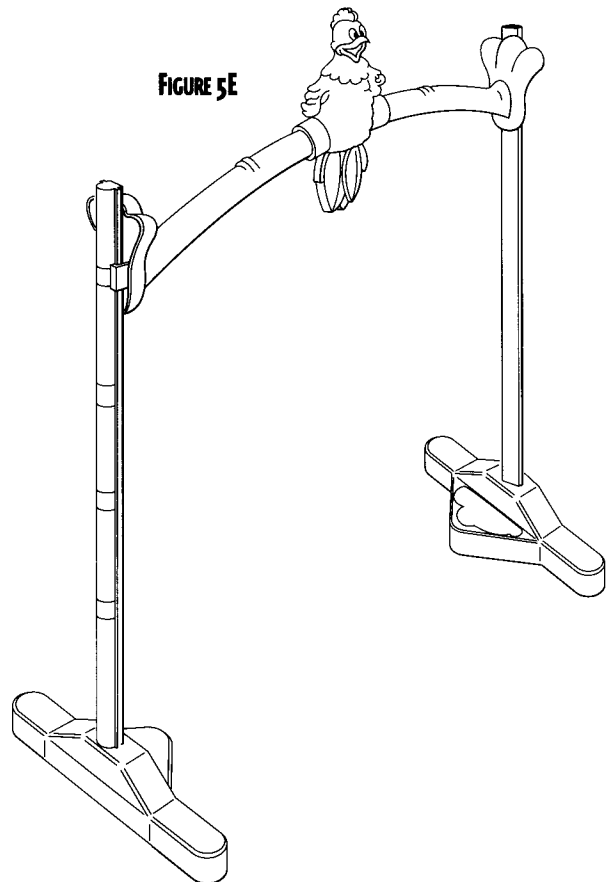
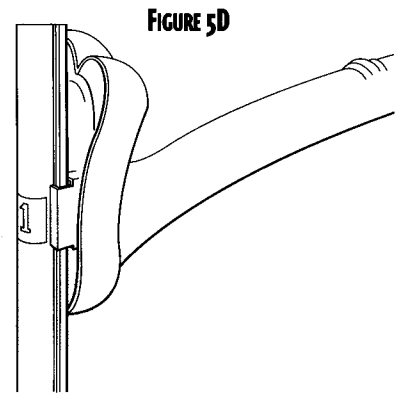
**6. All of Me:** Ask a friend to help you attach me to the poles as shown in Figure 5A-E.



Gently pull back on each foot and slip the tab on the middle toe into the pole cavity.



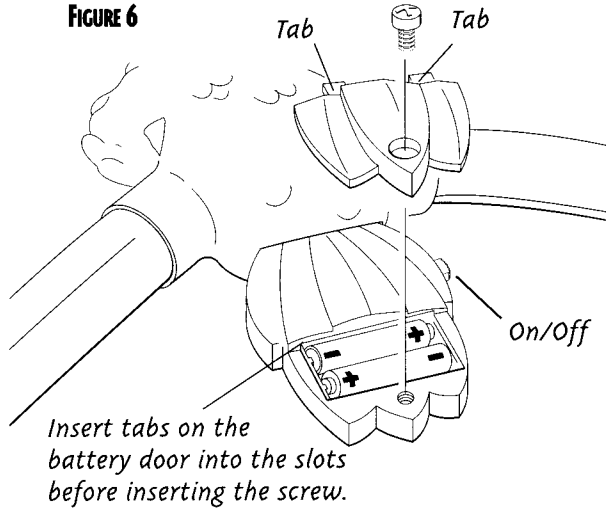
Slide the foot down until it stops at level #1.



Here's how I should look when you're finished!

**7. Install Batteries:** Make sure my ON/OFF switch is in the OFF position. Loosen the screw on the battery compartment, located on the back of my tail, and remove the door. Insert 2 AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw. See Figure 6.

FIGURE 6



**⚠ CAUTION: TO AVOID BATTERY LEAKAGE**

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

**Listen to Me Sing:** Move my ON/OFF switch to the ON position and push back on my tail (as shown in Figure 7) until I start singing. If I don't sing, my batteries may be weak or improperly installed.

**Stop My Singing:** After I sing for seven seconds or more, stop my song by pressing my tail back a second time. I will bawk and squawk for a few seconds and then stop.

FIGURE 7



*Somebody stop me!  
Push back on my tail  
a second time to stop  
my singing and clucking!*

**8. Spinner:** Remove the plastic spinner arrow and base from the runner. Discard the runner. Attach the plastic spinner arrow and base to the spinner board as shown in Figure 8.

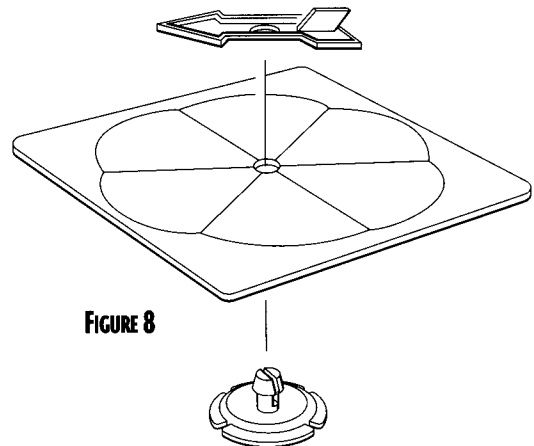


FIGURE 8



# How to Play

## Beginner's Limbo Game

The object of the game is to limbo under me without bumping into me! Nobody is "out" for long in this game! Everybody gets to limbo again and again! Here's how to play:

1. Choose one player to spin the spinner. That player announces to all the other players which limbo position was spun. If the arrow points to a line, then spin again.

## SIX WAYS TO LIMBO!

There are six different ways to go under me! You'll have to bend, duck and twist to be successful!

**Limbo:** So much fun you'll bend over backwards to do it!



**Forward:** You simply walk forward, but don't forget to duck!



**Backward:** You've got to walk backward but bend forward!



**Crabwalk:** Put your backside down and walk like a crab!



**Crawl:** Get on your hands and knees (and belly if you have to)!



**Chicken Walk:** Bend your knees and flap your arms like a chicken!



2. Everybody line up in single file in front of me, the incredibly talented chicken!

3. The first player in line pushes my tail back until I start singing.



## It's Time to Limbo!

4. The first player gets into the position shown on the spinner and tries to go under me without bumping me. Then, one by one, each player must follow in the same position. See Figure 9.

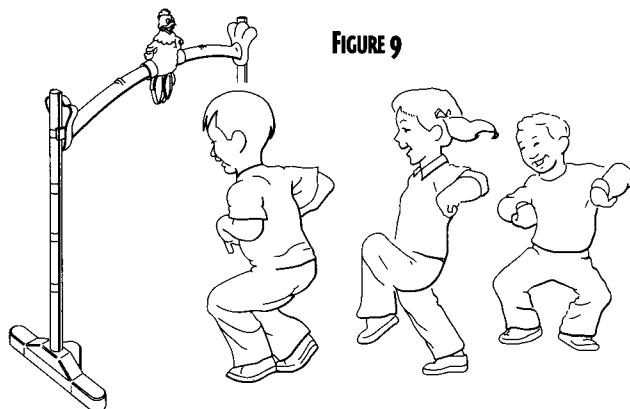


FIGURE 9

Careful! If you bump me while passing under me, I'll start squawking loudly for about five seconds, say "gotcha" and then stop. Sorry! You are out of the game for now.

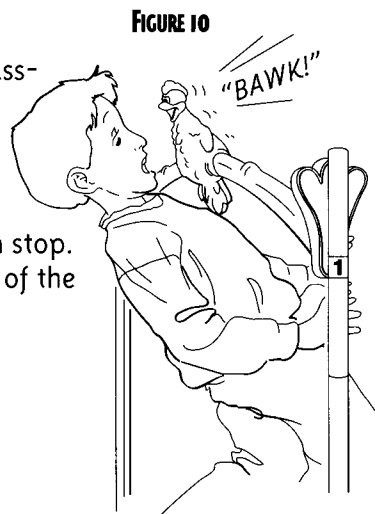


FIGURE 10

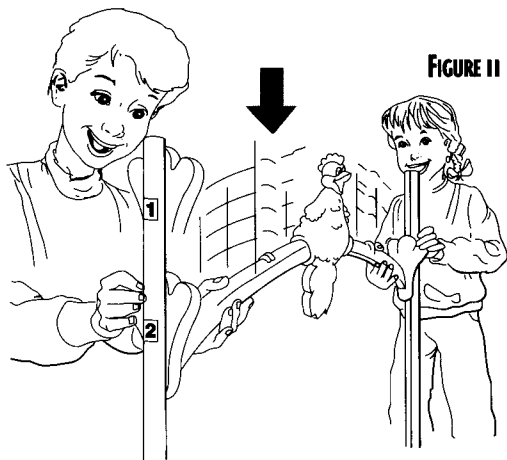
**5.** To restart me, the next player in line presses my tail back as previously described. The game continues as each player moves under me in the same position shown on the spinner. After all players have either moved under me or are "out," here's what happens:

- If some players are still in the game, then lower my legs to the next level. See the *Time to Get Down!* Section below.
- If all players are "out," then the game is over and I win! *Baww!*



### ***Time to Get Down!***

**6.** Slide me down to level 2 as shown in Figure 11. *Everybody* gets to play again, so line up!



Choose another player to spin the spinner. Gameplay continues as described above with all players participating. After everyone has taken a turn, if any players were successful, then lower me down again to the next level. Everyone then plays again. Careful! It's mighty tough to limbo at levels 3 and 4.



### **You Win the Game!**

There can be more than one winner. Any player who successfully passes under me at level 4 is a winner!



### **I am the Chicken Champ!**

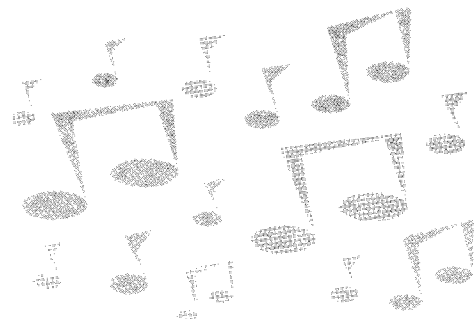
Remember, at any level, if none of you make it under me without bumping me, I win! *Baww!* *Baww!*



### **Advanced Limbo Game**

This game is the same as described above, except you are "out" of the game permanently once you bump against me. The last remaining player to successfully pass under me without bumping me wins!

If more than one player successfully passes under me at level 4, those successful players must have a "spin-off." Keep spinning the spinner and moving underneath me until a winner is determined. As in the beginner's game, if none of you were successful, I win!



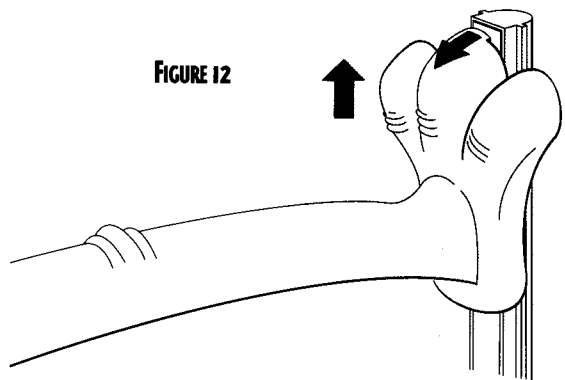


## Finished Playing With Me?

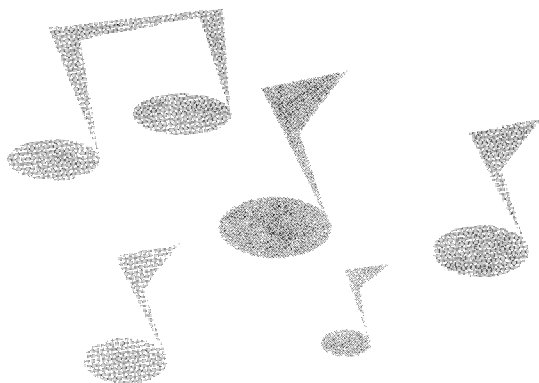
To fit all of my game parts back in the box, do the following:

1. Make sure the ON/OFF switch is in the OFF position or remove the batteries for extended storage!
2. Remove my feet from the poles as shown in Figure 12.

FIGURE 12



*Gently pull back on each foot and slip the middle toe tab out of the pole cavity. Then slide each foot off the pole.*



3. Remove my legs from my body as shown in Figure 13. Careful. Don't hurt me!

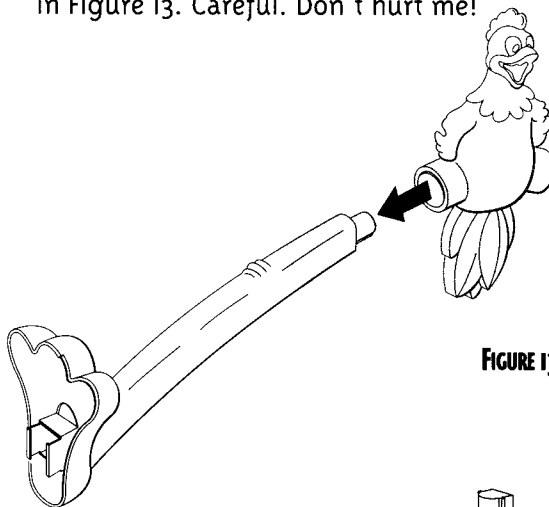
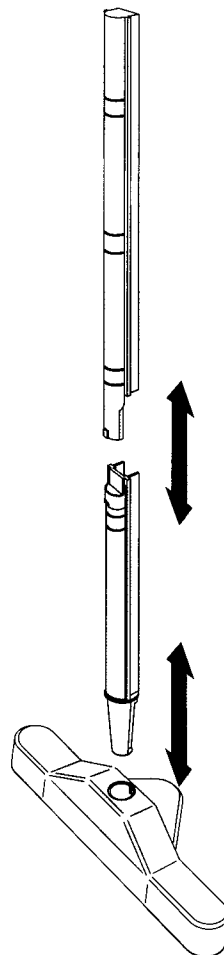


FIGURE 13

4. Carefully pull apart the pole sections as shown in Figure 14.

FIGURE 14



### FCC STATEMENT

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.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game.

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P.O. Box 200, Pawtucket, RI 02862.

Tel: 888-836-7025 (toll free).

Canadian consumers please write to:

Hasbro Canada, P.O. Box 267, Station A,  
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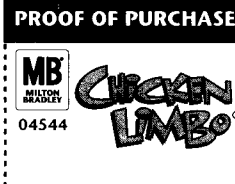
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04544-1



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