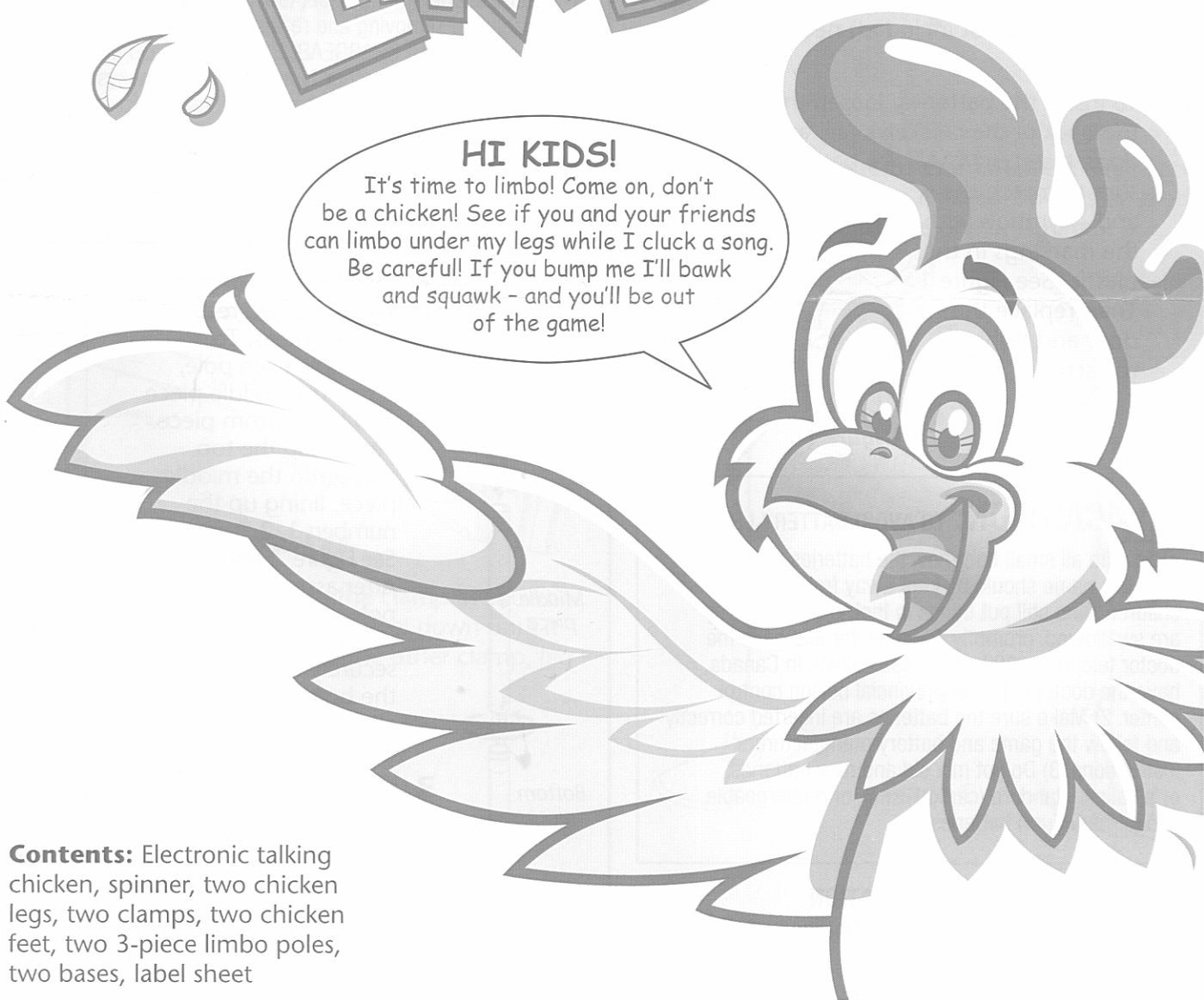


CHICKEN LIMBO®

FOR 2 OR
MORE PLAYERS
AGES 4+

HI KIDS!

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



Contents: Electronic talking chicken, spinner, two chicken legs, two clamps, two chicken feet, two 3-piece limbo poles, two bases, label sheet



ASSEMBLY

Remove the game parts from their plastic bags, and discard the bags.

Apply the labels: Apply the mouth and eye labels to the chicken. See the pictures on the box for their location.

1. The batteries: Requires 3 x 1.5v "AAA" or LR03 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

To insert the batteries, loosen the screw on the back of the chicken's tail, and remove the door. Insert 3 "AAA" size batteries, making sure to match the + and - symbols with the markings in the plastic. See Figure 1. Then replace the door and tighten the screw.

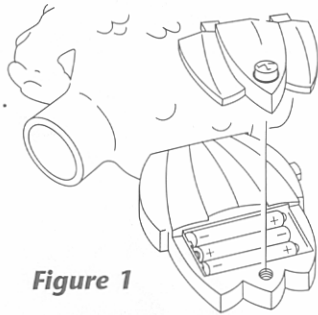


Figure 1

CAUTION:

1) Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings. 2) Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries. 3) Remove exhausted or dead batteries from the product. 4) Remove batteries if product is not to be played with for a long time. 5) Do not short-circuit the supply terminals. 6) 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. 7) RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY. 8) As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

CAUTION: TO AVOID BATTERY LEAKAGE

1) As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect. In Canada, have the doctor call your provincial poison control center. 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions. 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

2. The limbo poles:

There are two red 3-piece poles. To assemble each pole, screw the middle piece into the bottom piece. Then snap the top piece into the middle piece, lining up the numbers 1, 2, 3 and 4. See Figure 2. **Important:** After assembling each pole, make sure that the middle piece is securely fastened to the bottom piece, and all screw holes in back are lined up.

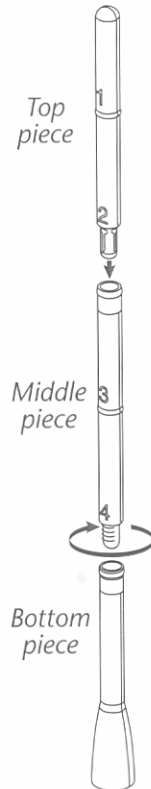


Figure 2

3. The bases: Place the two yellow bases on the floor. Then snap one pole down into each base, as shown in Figure 3.

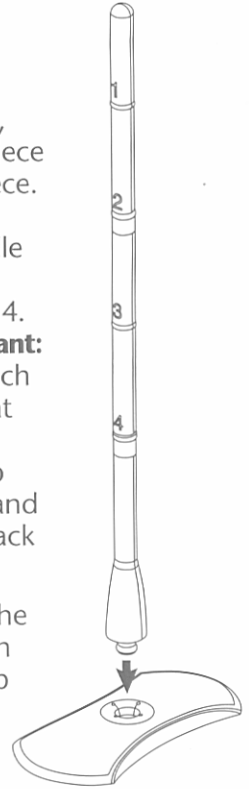


Figure 3

4. The legs and feet: For this step you'll need the two orange legs, the two orange feet and the two red clamps. Assemble a foot to each leg as follows:

- a. Slide a clamp onto the end of either leg, as shown in Figure 4A.

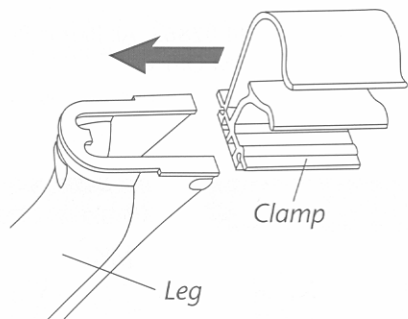


Figure 4A

- b. Slide either foot down onto the leg, as shown in Figure 4B.

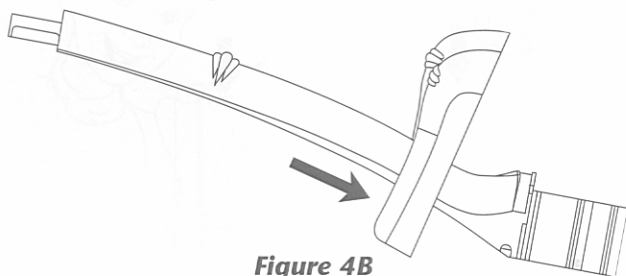


Figure 4B

- c. Fit the foot, toe first, onto the clamp as shown in Figure 4C. Then press the heel down until it snaps into place. Assemble the other clamp, leg and foot the same way.

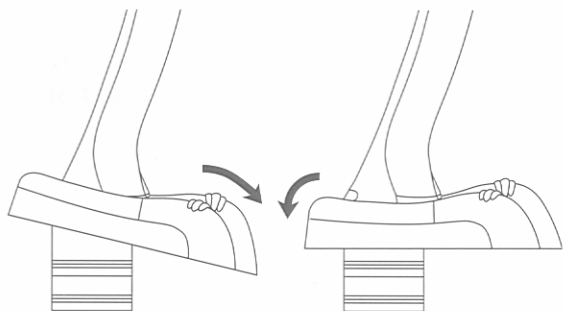


Figure 4C

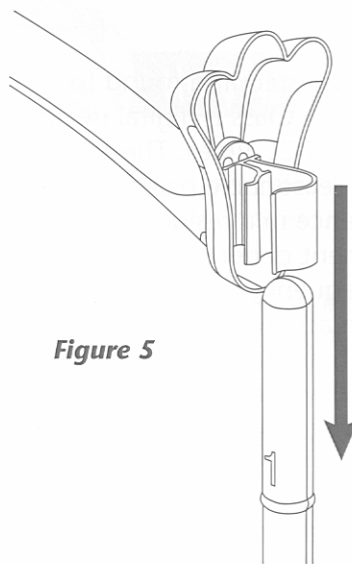


Figure 5

5. Attach the legs to the poles:

Slide a leg clamp down onto either pole until it stops at the bump below Number 1. See Figure 5. Attach the other leg to the other pole the same way.

- 6. Attach the legs to the chicken:** Slide each leg into a side of the chicken. Your assembled game will look like the one in Figure 6.

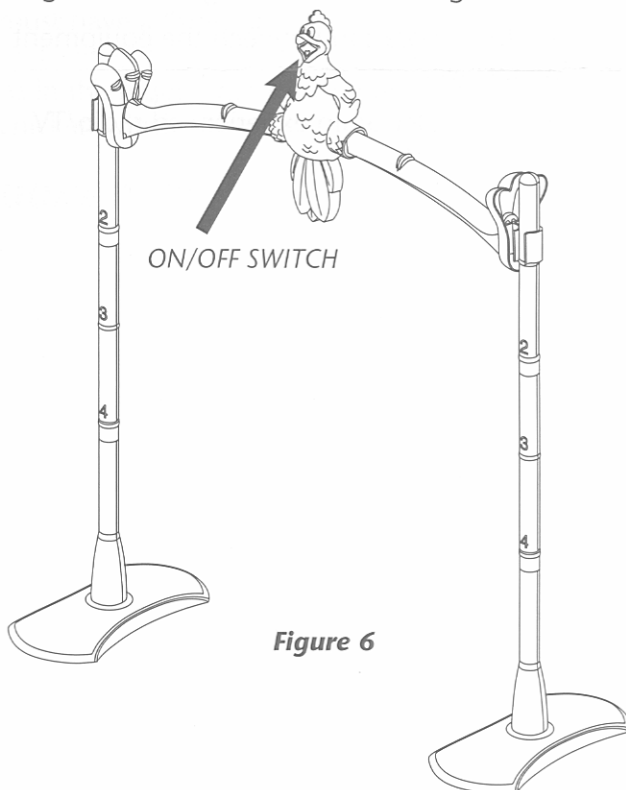


Figure 6



HOW TO PLAY

The object is to limbo under the chicken without bumping into her. If you bump, you're out – but not for long! Everybody gets to limbo again and again! Here's how to play:

1. Turn on the game by pressing the chicken's mouth.
2. Choose one player to spin the spinner. That player announces to all of the other players which limbo position was spun.

Free Style: Whenever the arrow points to a line between two limbo positions, you may limbo free style! Choose any one of the six ways to limbo — or make up your own!

SIX WAYS TO LIMBO!

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



Classic 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!

3. Everybody line up in single file in front of the chicken.
4. The first player in line pushes the chicken's tail back until she starts singing.
5. The first player gets into the position shown on the spinner, and tries to go under the chicken without bumping her. Then, one by one, each player must follow in the same position. See Figure 7.

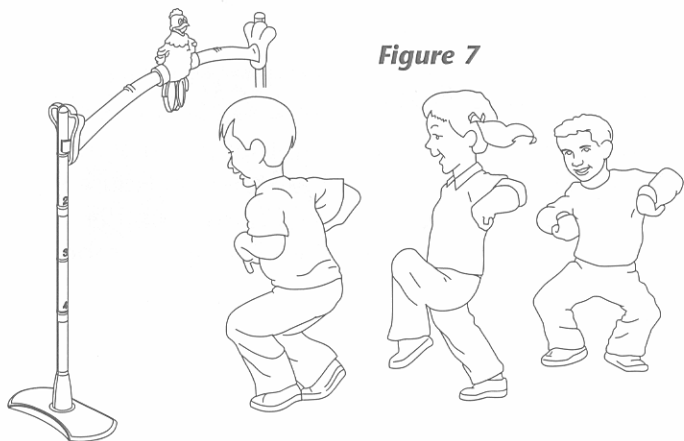


Figure 7

Careful! If you bump the chicken hard enough while passing under her, she'll squawk loudly for about five seconds, say "Gotcha!" and then stop (see Figure 8). Sorry – you're out of the game for now!



Figure 8



HOW TO WIN

To restart the chicken, the next player in line presses her tail back until she starts singing. The game continues as each player moves under the chicken in the position that's shown on the spinner. After all players have either moved under the chicken or are "out," here's what happens:

- If some players are still in the game, then lower the chicken's legs to the next level. See *Time to Get Down*, below.
- If all players are "out," then the game is over and the chicken wins.

Time to Get Down!

At the same time, you and another player slide the chicken down to Level 2 as shown in Figure 9. Everybody gets to play again. Choose another player to spin the spinner, then line up to limbo!

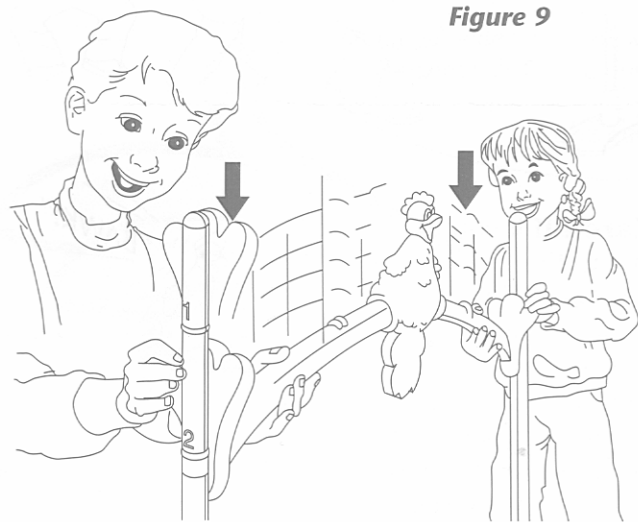


Figure 9

After everyone has taken a turn, if any players were successful, then lower the chicken again to the next level. Careful! It's pretty tough to limbo at levels 3 and 4!

There can be more than one winner. Any player who successfully moves under the chicken at level 4 is a winner!

Remember, at any level, if no player makes it under the chicken without bumping her, the chicken wins!

CHALLENGE LIMBO

Play this game as described above, except that if you bump the chicken hard enough to make her squawk, you're out of the game permanently! The last player left in the game wins!

If more than one player successfully passes under the chicken at level 4, those successful players must have a "spin-off." Keep spinning the spinner and doing the limbo until there's a clear winner. As in the regular game, if no one is successful, the chicken wins!

DONE PLAYING?

Press the chicken's mouth to turn the game off. Then, either leave the game assembled for the next time you play, or disassemble it for storage as follows:

1. Slide the chicken's feet up and off of the poles, then remove both legs from the body.
2. Lift the poles out of the bases. Pull the top piece off each pole, then unscrew the middle piece from the bottom piece.
3. Lift each foot, heel first, off the legs. Then place the game parts back into the box.

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 the 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. U.S. consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd. Hasbro Consumer Affairs. P.O. Box 43, Caswell Way, Newport, Wales, NP19 4YD; or telephone our Helpline on 00800 2242727.

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