


For 2 Players / Ages 6 and Up



FROG TENNIS™

The Electronic Flip-Floppin'
Frog Game

Object

Serve and volley the frog back and forth across the pond. Score points by making him SPLASH onto your opponent's side of the pond. To win the match, be the first player to score 5 points!

Contents

- *Electronic base with frog* • *2 Racquets* • *2 Rock pieces*
- *2-Piece pond gameboard* • *Label sheet*

The First Time You Play

Insert the batteries: Loosen the screw on the battery compartment, located under the game base, and remove the door. Insert 3 "AA" size batteries (we recommend alkaline), making sure to match the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.

CAUTION: TO AVOID BATTERY LEAKAGE

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

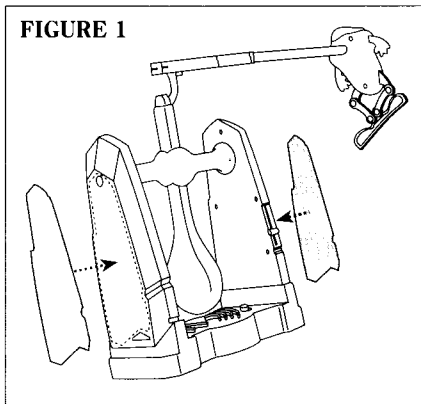


FIGURE 1

Label the base: Carefully apply each Frog Tennis label to the matching side of the base, as shown in Figure 1.

Get Ready for the Match!

Assemble the lever: Snap the two parts of the lever together, as shown in Figure 2.

Attach the rocks: Snap a rock piece onto each side of the base. See Figure 3.

Set up the pond gameboard: Carefully fit each side of the pond gameboard securely in the base, as shown in Figure 4.

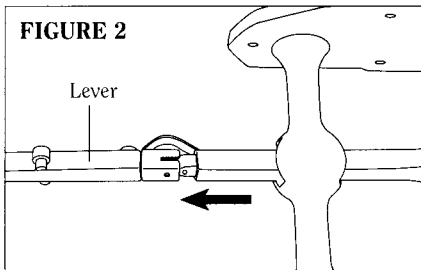


FIGURE 2

Frog Tennis, Anyone?

Players each take a racquet and sit facing each other, with the game between them. Make sure the scoring markers are in their lowest positions, as shown in Figure 4.

Slide the ON/OFF button to the ON position. The frog will “ribbit” and “croak” as he gets ready for the match!

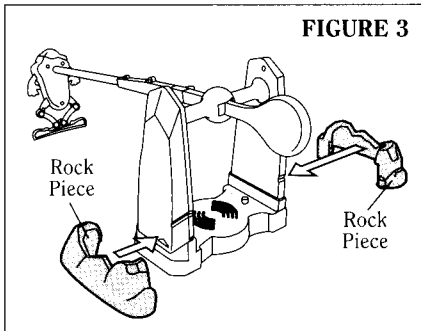


FIGURE 3

THE SERVE

Choose one player to serve the frog. If you're the server, place your racquet flat on the playing surface. Place the frog on the racquet head, and your thumb on the trigger. See Figure 5.

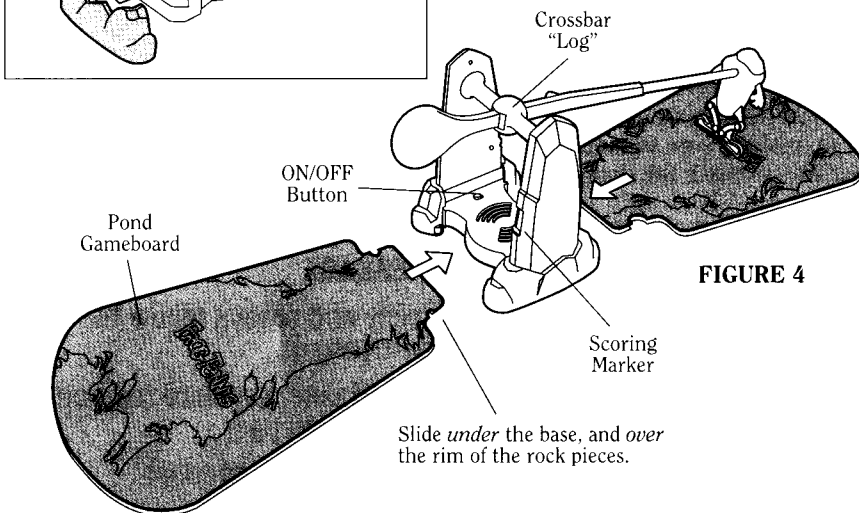


FIGURE 4

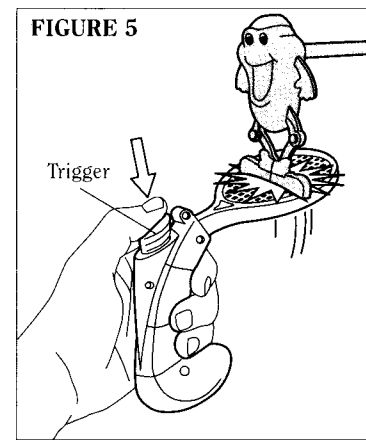


FIGURE 5

To serve, press the trigger with your thumb. Try to get the frog to fly over the crossbar “log” and onto your opponent's side of the pond. You can serve the frog as many times as it takes to do this, as long as the frog doesn't *SPLASH* onto your side of the pond. (See *SPLASH!*)

THE RETURN

When the frog “leaps” across the pond, your opponent must press the trigger on his or her racquet to “return” the frog to your side of the pond. Your opponent can hit the frog as many times as it takes, as long as the frog doesn't *SPLASH* onto the pond gameboard. (See *SPLASH!*)

THE VOLLEY

Keep hitting the frog back and forth over the “log” with your racquet. Listen to the sound effects as he goes up and over, leaping and bounding across the pond! The volley ends when the frog hits the pond and goes *SPLASH!*

SPLASH!

If the frog hits the pond, you'll hear a *SPLASH!* This ends the serve or the volley, and the *player on the opposite side of the pond* scores one point!

Whenever you score a point, slide your scoring marker up one notch. Your opponent then continues the match by serving the frog.

HANGING UP

Occasionally, the frog may “hang up” over the “log” and not want to come down on either side of the pond. If this happens during your *serve*, just serve again. If it happens during a *volley*, the player who served gets to serve again.

Winning the Match

Keep playing until one player scores 5 points and slides his or her scoring marker to the top position. That player wins the match!

Storage

Done playing? Slide the ON/OFF button to the OFF position. To store your game, gently pull the two lever pieces apart, and slide both rock pieces off the base. Now your game will easily fit inside 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. 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, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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