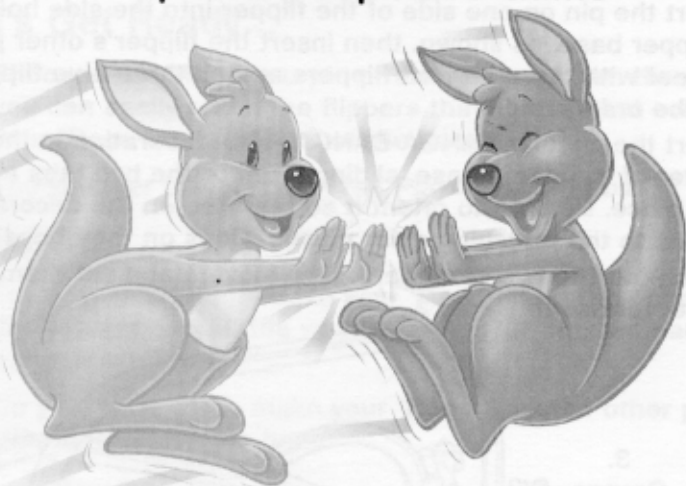


Kanga-Banga Roo™

Hop to the Top Race Game



For 2 players / Ages 3 to 6

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Just pop your flippers and make your 'Roos Hop to the Top in this hippity-hoppity race game! Begin with Ages & Stages® Game 1 to practice hand-eye coordination, then move on to Game 2, which adds counting and keeping score. And there's no reading required.

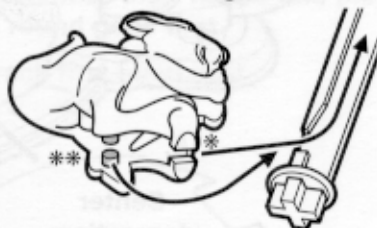
IN THE BOX...

KANGA-BANGA ROO™ game with 2-part base, 3 hoops, 6 Kangaroos, 6 flippers • 2 Kangaroo movers
• Cardboard decoration for base

WHAT TO DO FIRST...

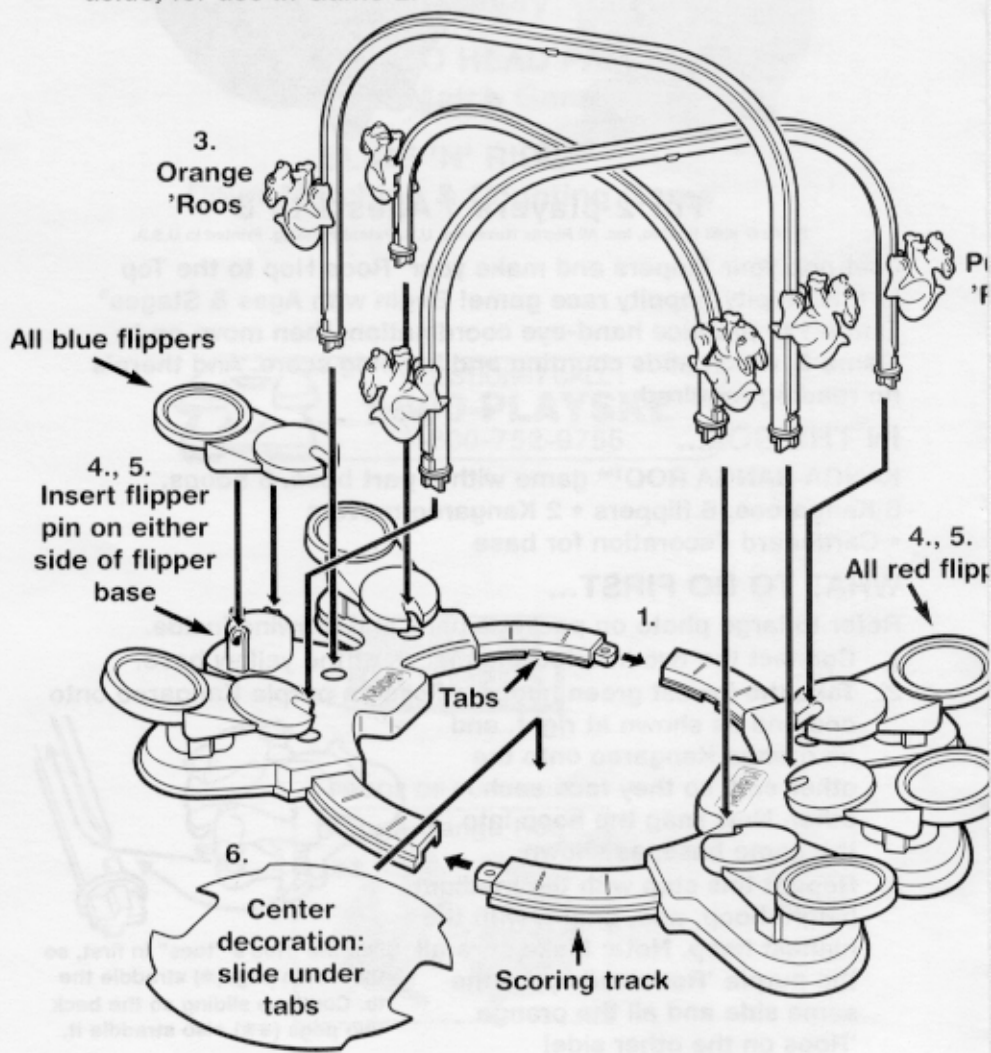
Refer to large photo on package back and drawing inside.

1. Connect the two interlocking pieces of the yellow base.
2. Take the lowest green hoop and slide a purple Kangaroo onto one end as shown at right, and an orange Kangaroo onto the other end, so they face each other. Now snap the hoop into the game base, as shown.
3. Repeat this step with the medium height hoop, and, finally, with the highest hoop. Note: Make sure all the purple 'Roos end up on the same side and all the orange 'Roos on the other side!



Slide the 'Roo's "toes" in first, so the inside pegs(*) straddle the rib. Continue sliding so the back two pegs (***) also straddle it.



4. An adult should snip the 6 flippers off the runners they come on. Discard the runner.
5. Snap a red flipper onto the purple 'Roo side of the base: Insert the pin on one side of the flipper into the side hole in a flipper base, as shown, then insert the flipper's other pin. Repeat with the other red flippers and all three blue flippers for the orange side.
6. Insert the circular KANGA-BANGA ROO decoration in the center of the game base, sliding it under the two tabs to hold it in place. Be sure to orient it so the 'Roo on the decoration is next to the matching color plastic 'Roos on the hoops.
7. Punch out the two cardboard 'Roo movers and set them aside, for use in Game 2.





Ages & Stages® Game 1

Be first to get all three of your 'Roos to the top and you win!

Let's Get Ready...

-  Choose your 'Roos—purple or orange—and turn the game so you can easily reach the flippers that control that color. Push your 'Roos to the bottom of the hoops.
-  The younger player goes first. Players take turns.

Let's Go!

-  Tap your flipper and make your 'Roo hop up the hoop. Did you get him all the way to the top? If not, tap harder on your next turn!
-  On your turn, try to make your 'Roo knock the other player's 'Roo back down the hoop.

Who Won?




Keep taking turns. The winner is the first player who gets his or her three 'Roos to hop to the top—and stay there!

3.
purple
'Roos

Ages & Stages® Game 2

Best of three rounds wins! The game is played the same, with this added challenge:

ers

-  Take the 'Roo mover that matches your color 'Roos and put it on START on the matching color scoring track.
-  When you get three 'Roos to the top, you have won the round. Move your mover one space ahead on the scoring track. Return the 'Roos to the bottom of their hoops and play again. The loser of the previous round goes first.
-  Reach the end of your scoring track first—you win!



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