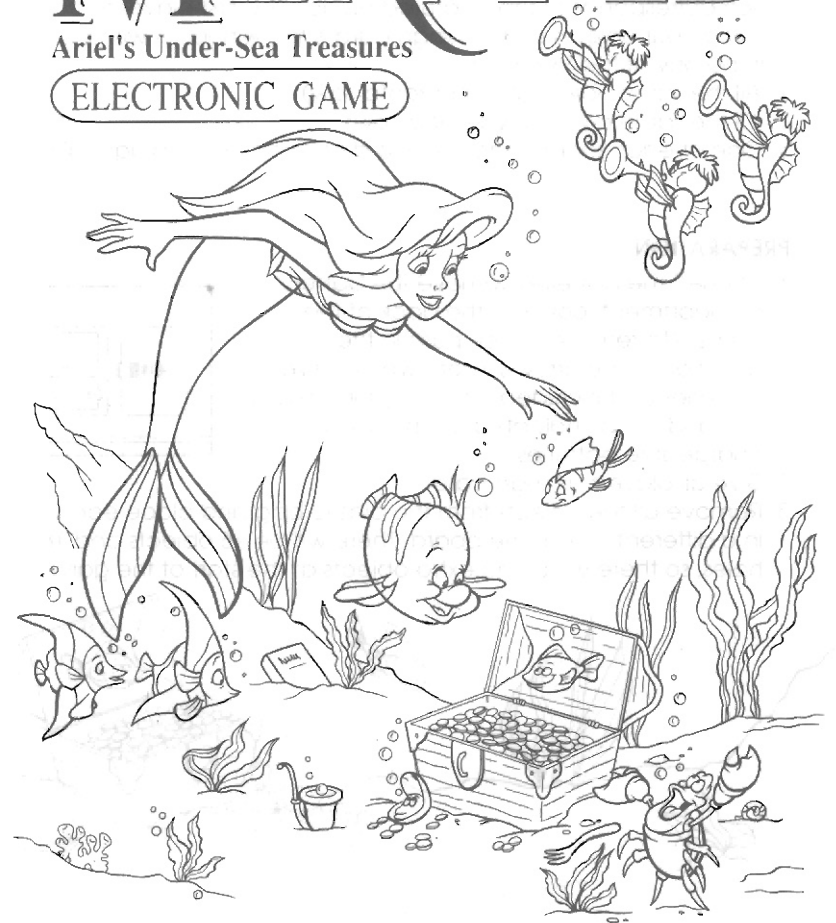
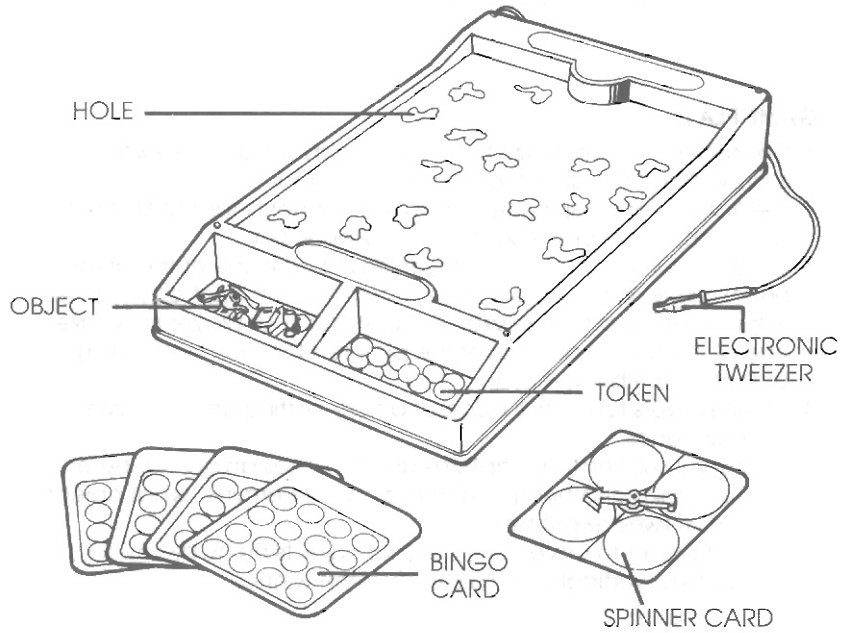


Disney's
THE LITTLE MERMAID
 Ariel's Under-Sea Treasures
 ELECTRONIC GAME



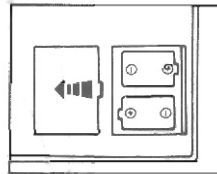
OBJECT

Using the tweezers, players try to pick-up "human objects" which have been placed in the playing board. The first player starts his or her turn by spinning the arrow on the spinner card provided to see which object will have to be captured. When an object is successfully captured without setting off the electronic buzzer, it is put in another opening in the board. If successful, the player is allowed to take an Ariel token and cover the space on his or her bingo card which corresponds to the captured object. The first player to cover a row of four objects on the bingo card is the winner. A winning row can be any of the following :

1. All the same object (any horizontal row)
2. All the same color (any vertical row)
3. One of each shape; each one a different color (a diagonal row)

PREPARATION

1. To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in the direction of the arrow.) Insert two " C " size batteries (not included), making sure to align " + " and " - " as indicated. Do not use rechargeable batteries.
2. Give all players a bingo card.
3. Remove all the objects from the plastic bag and place each one in a different hole in the board. There will be 16 objects and 18 holes, so there will be no extra objects at the start of the game.



4. Have the spinner card available at each player's turn to determine what object they will choose.
5. Place the Ariel tokens in one of the compartments in the board for easy access.
6. Test the electric tweezers to be sure they are working. They are designed to make it tricky to remove the objects from their holes. If the tweezers touch the edge of the hole during the game, a loud buzzer will sound, ending a player's turn.

GAME PLAY

1. Choose one player to go first. (Game play will go clockwise around the table after the first person's turn.)
2. The first player will spin the dial on the spinner board to find out which object he or she will have to tweeze out.
3. Using the tweezers, the first player tries to pick one of the objects out of a hole in the board and place it in a different empty hole without setting off the buzzer. If successful, that player may take one of the tokens and cover the picture of the corresponding object on the bingo card.
4. When players touch the edge of a hole, setting off the buzzer, their turn ends.
5. If a player successfully captures and replaces an object, he or she may take another spin of the dial to determine what object they must tweeze out next.
6. The first player to cover a row of four objects on his bingo card horizontally, vertically or diagonally is the winner!

