

# WATERFULS®

by Milton Bradley

## MICKEY & FRIENDS ALL★STAR SOCCER

2-Player Water Game



### THE SETUP

Remove both stoppers from the box flap. Fill the game unit with water while pushing the button(s) on the front, to help eliminate air bubbles.

NOTE: Although you can use tap water, it may contain air bubbles. For best results, we suggest that you use bottled, distilled or tap water that has been boiled (by an adult) and cooled to room temperature.

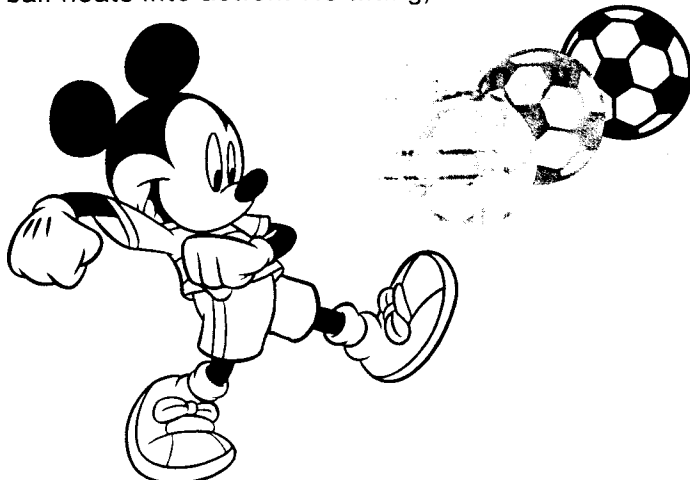
Fit one stopper into the hole on top. Then fit the spare stopper into the hole on the bottom, for storage.

### THE SHAKE DOWN

Tilt the game to bring the soccer ball to the bottom. Make sure it doesn't stick to the top.

### WHOOSH!

Place the game on a flat surface. Push the button(s) on the front of the game. WHOOSH—the ball floats into action! No tilting, that's not fair!



### HOW TO PLAY

Ready for a fast-action soccer game? Score points by WHOOSHING the ball into your opponent's goal. First to score 12 points wins!

Set both scoreboard dials at "0." You and your opponent each choose a different team—either Mickey and Minnie, or Donald and Daisy. You now control one side of the "field." For example, if you choose the Mickey and Minnie team, Mickey is your kicker and Minnie is your goalie. Push your WHOOSH button (below Mickey) to try to get the ball past Daisy into your opponent's goal!

**The Kick-off:** To start, tilt the game so that the ball settles in front of the youngest player's kicker. On the count of 3, that player pushes his or her WHOOSH button to kick the ball into action. Right after the kick-off, *both* players begin pushing their WHOOSH buttons at the same time. Keep WHOOSHING to kick the ball and guard your goal, while your opponent does the same!

Each time the ball goes into your opponent's goal, you score 1 point. Turn your scoreboard dial to the next highest number. Your opponent does the same each time he or she scores. Keep WHOOSHING to score more and more!

### HOW TO WIN

The first player to score 12 points wins the game!

