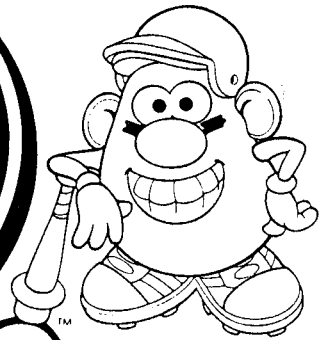


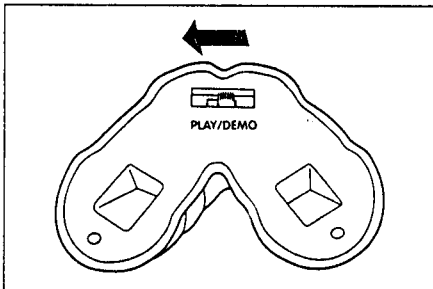
Mr. Potato Head Says



For 1-4 Players
Ages 3 and Up

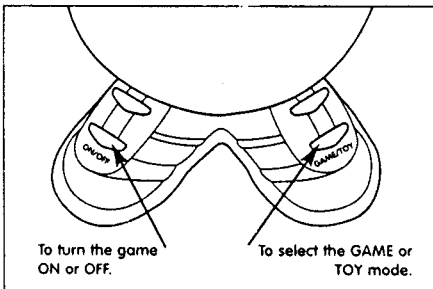
CONTENTS

- 1 Electronic MR. POTATO HEAD SAYS™
- 13 Attaching Parts (3 hats, 2 arms, 2 ears, 2 noses, 2 eyes and 2 mouths)
- 40 Mr. Potato Head™ Chips
- 3 AA Batteries



GETTING STARTED

Before playing with MR. POTATO HEAD SAYS, you have to take him out of the DEMO MODE. Look at the bottom of his feet: Move the slide switch to the PLAY position.



To turn the game
ON or OFF.

To select the GAME or
TOY mode.

A LOOK AT

MR. POTATO HEAD SAYS™

To operate MR. POTATO HEAD SAYS, press the buttons on his shoelaces. Press **his** right shoe's button to turn the unit ON and OFF. Press **his** left shoes button to switch between GAME and TOY mode.

MR. POTATO HEAD SAYS GAME

For 2-4 Players

OBJECT

To be the player with the most MR. POTATO HEAD Chips at the end of the game.

SETUP

- Remove all of MR. POTATO HEAD's parts.
- Place MR. POTATO HEAD, his parts and the Chips in the center of the table or on the floor.

GAMEPLAY

- The youngest player goes first: Take MR. POTATO HEAD and press the ON Button. (Careful: Don't push this again during the game or it will end the game, and you'll have to start over!)
- The game automatically starts in the GAME mode once you push ON.
- MR. POTATO HEAD leads gameplay, so listen carefully to his instructions!

On your turn...

- MR. POTATO HEAD gives a command, such as "Mr. Potato Head says, put on my arm." You may put the arm anywhere you want! He might also tell you to remove a part.
- This witty spud knows if you put on the correct part—and he knows where you put it! If you were correct, he will randomly tell you to collect one or two Chips.
- If you didn't put on the correct part, or if he didn't say, "Mr. Potato Head says," you don't take a Chip and your turn ends.
- Pass MR. POTATO HEAD to the player on your left. Play continues until MR. POTATO HEAD tells you the game is over. He may not be completely put together when the game ends.

ADDED PLAY

Once in a while, this wacky tater will give a command such as, "Mr. Potato Head says, touch your nose!" All players respond. He will tell everyone to collect a Chip.

WINNING

When MR. POTATO HEAD tells you the game is over, the player with the most Chips is the Top Spud. If there is a tie, you can share the victory or play again.

ACTIVITY-TOY MODE

For 1 to Many Players

PLAY

- Press ON to turn him on. Press "TOY/GAME" to select TOY mode.
- Have fun attaching different parts in different places. MR. POTATO HEAD has something clever to say with every part you attach!

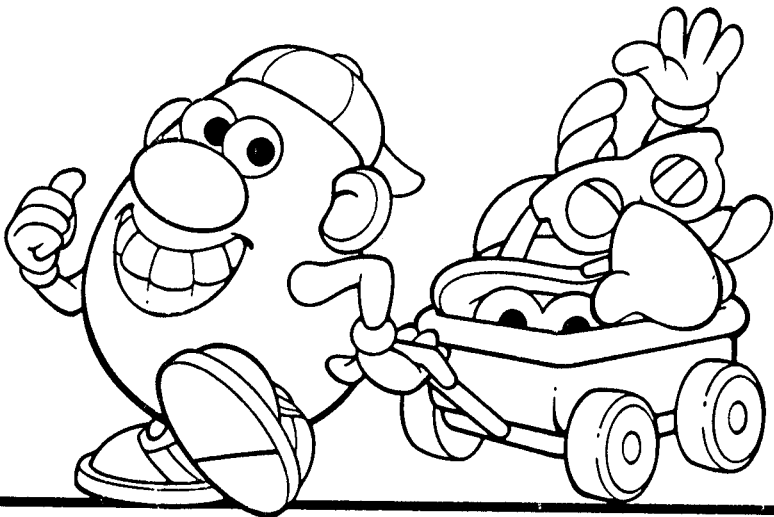
CARE INSTRUCTIONS

When you are finished playing with MR. POTATO HEAD, remove all of his parts and put them back in the box.

This is an electronic potato, so take care not to drop him—and never throw him around like some ordinary Hot Potato!

TO ORDER ADDITIONAL POTATO PARTS

If you lose any of MR. POTATO HEAD's body parts, here's how to order a bag of all 13 parts: Send a check made out to HPD for \$2.50 (postage and handling included). Mail to HPD, P.O. Box 693, Pawtucket, RI 02862, or telephone 888-836-7025 (toll-free) to place a Visa or MasterCard order. California and Rhode Island residents, add sales tax. Please allow 4-6 weeks. Offer valid in the U.S. and Canada, while supplies last, and price is subject to change without notice.



BATTERIES

To Replace Batteries: Loosen the screw on the battery compartment on the back of MR. POTATO HEAD and remove the door. Insert 3 AA batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

CAUTION: To Avoid Battery Leakage

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

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 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).



www.mrpotatohead.com
www.hasbro.com
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U.S. Patent No. 5,850,628 and U.S. Patent Pending.
MADE IN CHINA WITH INTEGRATED CIRCUIT
MADE IN TAIWAN.

