Mr. Ribbit's Pond™

Frog-Hoppin' Counting and Memory Skills Game

For 2 to 4 players / Ages 3 to 6

"Sproing!" "Splash!" "Rrribbit!" MR. RIBBIT'S POND™ comes alive with sound in two different games. Follow Mr. Ribbit's instructions, and you'll leap and swim and count and use your memory skills!

In the Box...

MR. RIBBIT, the talking frog • 1 Large lily pad • 9 Smaller lily pads with cardboard inserts • 9 Bug chips
• 3 AAA batteries required (not included)

Let's Get Ready...

Refer to the photographs on the package.

- **Cardboard inserts:** Punch out the nine cardboard pieces (with a picture of Mr. Ribbit on one side and Bugs and 'Gators on the other side).
- **Lily pads:** Assemble all nine small lily pads to look like those shown on the package.
  1) Hold a lily pad with the *molded leaf side up.*
  2) Insert a cardboard piece with the *frog side up* into the empty frame: *First,* slide the bottom edge (the frog's feet) of the insert under the *two side-by-side tabs,* then press the upper edge (the frog's head) under the single tab.
  3) The **5 Bugs and 4 'Gators** will end up on the "under" side of the lily pads.
- **Bug Chips:** Punch these out of the cardboard sheet. You will not use them for Game 1, so put them aside for now.

- **Insert batteries:** Loosen the screw on the battery compartment on the back of the frog, and remove the door. Insert 3 AAA batteries (we recommend alkaline), making sure to align the + and – with the markings in the plastic. Replace the door and tighten the screw.
  CAUTION: 1. As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If the batteries are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
  2. Be sure you insert the batteries correctly, and always follow the game and battery manufacturers' instructions. **3.** Do not mix old and new batteries; do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Note: Mr. Ribbit's sound automatically shuts off when he's left unattended.

[illegible] Lily Pads

When you land on a lily pad, guess if there's a Bug or a 'Gator hiding underneath. Guess correctly, and you keep the lily pad. Can you be the first player to collect three lily pads?

- Put the big lily pad in the center of the play area and put Mr. Ribbit on top of it.
- Turn the nine smaller lily pads (with cardboard inserts) *frog*-side-up and mix them up. Now arrange them in a circle around Mr. Ribbit and the big lily pad.
- The youngest player goes first. Play passes to the left.
- At the end of your turn, always return Mr. Ribbit to the big lily pad in the center.

Press the button on Mr. Ribbit's head. He will ask if you're **"Ready?"** Then he'll give you an instruction:

If Mr. Ribbit says, "Sproing!"

- Pick him up and put him on any lily pad. If he says, "Sproing" again, hop him to the *next* pad. For every "Sproing" you hear, hop to the next lily pad. (Move in either direction on a single turn, but always move in the same direction to the next lily pad—do not leapfrog all over the place!)
- When he's through "sproinging," Mr. Ribbit will say **"Rrribbit! Who's there?"** Stop where you are!
- **"Who's there?"** Now guess who's hiding under the lily pad you landed on—is it a Bug or 'Gator? Turn over the lily pad. If you guessed correctly, keep the lily pad. If you did not guess correctly, *show everybody what you found*, then turn the little lily pad back over. Put Mr. Ribbit back on his big lily pad. Your turn ends.

If he goes "Splash!"

- The "Splash" sound means Mr. Ribbit dives into the pond and "swims" to *any* one lily pad you pick! If you remember what's under that lily pad—Bug or 'Gator—swim there.
- **"Who's there?"** Announce who you think is hiding underneath and, if you're correct, collect that lily pad! (If you don't know for sure, guess!) Your turn ends.

Who won?

Keep taking turns. The winner is the first player who collects three lily pads.

Ages & Stages Game 2: Gone Buggin'

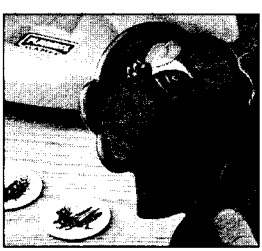
Can you remember where the Bugs are hiding? Be first to collect three Bugs, and you win! (Pssst...stay away from those 'Gators!)

Let's Get Ready...

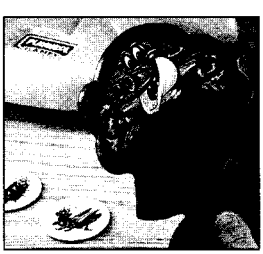
- Mix up the nine small lily pads (*frog*-side-up) and redistribute them in a circle around Mr. Ribbit.
- Now put the nine Bug Chips *blue*-side-up *inside* the circle of lily pads.

Let's Go!

The youngest player goes first, and play passes to the left. Gameplay is the same as Game 1, but now you want to remember where the Bugs are—and stay away from those 'Gators!



- When Mr. Ribbit says, **"Who's there?"** you turn over that lily pad: If it's a Bug, take one of the Bug Chips and put it white-side-up in front of you. Turn the lily pad back over.



- Ooops! If it's a 'Gator, do not take a chip. Turn the lily pad back over—and try to remember that it's a 'Gator!

Who won?

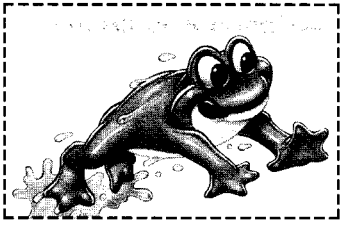
The first player to collect three Bugs wins! Let's mix up the lily pads and play again!

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: 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.

PLAYSKOOL GAMES



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