

**Electronic • Talking • Musical**



# Hot Potato Game

For 2 or More Players / Ages 3 to 6

## Object

Quickly toss MR. POTATO HEAD from player to player. Don't get caught holding him when the whistle blows, or you'll lose a Hot Potato card. When you're out of cards, you're out of the game! The last player in the game wins!

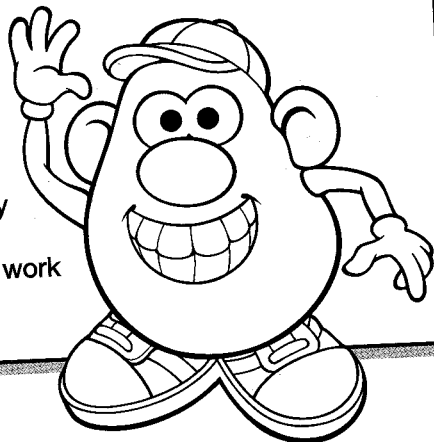
## Contents

- MR. POTATO HEAD Hot Potato game unit
- Sheet of 12 Hot Potato cards

## Batteries

The battery compartment is attached inside, for safety. Do not try to remove it.

*To insert batteries:* Open the back of the game unit. The battery compartment is attached to the inside, so do not try to remove it; work on it inside the potato.



Loosen the screw and remove the battery compartment door. Insert 2 AAA-size batteries (we recommend alkaline), making sure to match the + and - symbols with those in the compartment. Then replace the door, tighten the screw, and close up the back. If the sound is weak or distorted, or the game fails to operate properly, replace the batteries.

## 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 they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
2. Make sure the batteries are inserted correctly and always follow the game and battery manufacturers' instructions.
3. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

## The First Time You Play

Carefully detach the 12 Hot Potato cards from the parts sheet. Discard the cardboard waste.

### Game Setup

Players sit on the floor or at a table, or stand in a circle. Give players an equal number of cards. Place any unused cards in the middle of the play area. *Note:* In a game for 7 or more players, don't use the cards; place them out of play.

### Game Play

**Starting the Round:** The youngest player starts the first round by squeezing MR. POTATO HEAD. When the music starts playing, the round begins!

**Toss the Tater!** Quickly toss MR. POTATO HEAD to the left, from player to player. (In a 2-player game, quickly toss him back and forth.) Keep tossing the tater as fast as you can, while the music plays and he talks his head off!

**Getting Caught:** At some point during the round, the music will stop, the whistle will blow, and MR. POTATO HEAD will say, "I feel like a mashed potato!" The player who is caught holding MR. POTATO HEAD *when the whistle blows* loses the round. If he was in mid-air when the whistle blew, the player who just tossed him loses the round.

If you lose the round, you lose one Hot Potato card. Place it in the middle of the play area. If you lose your *last* card, you're out of the game! *Note:* In a game for 7 or more players, any player who gets caught is immediately out of the game.

**Keep Playing!** Now the next player to the left squeezes MR. POTATO HEAD, to start a new round. Keep tossing the tater as fast as you can, so you won't get caught red-handed when the whistle blows!

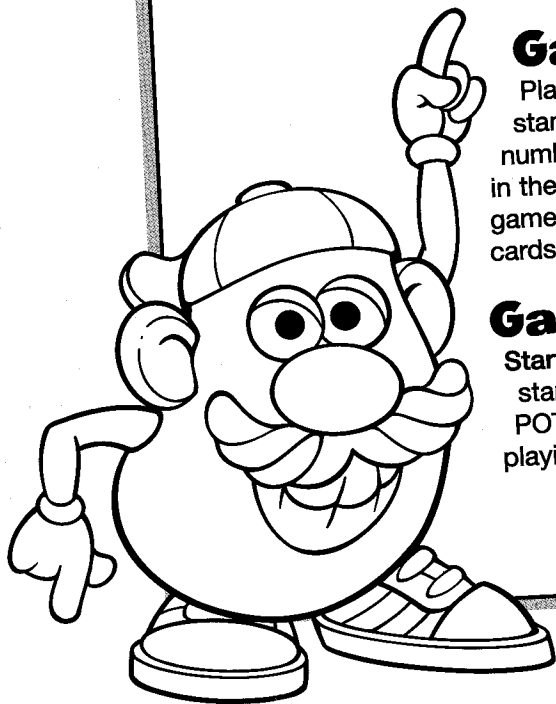
## How to Win

Keep playing rounds until only one player remains in the game. That player is the winner!

## Game Play Options for Mixed Ages

Got players of different ages and skill levels? Here are a few ideas to give each player a fair chance to win:

- Give one or more extra cards to the little ones, so they can stay in the game longer.
- Give each younger player one extra chance after losing his or her last card.
- Give an equal number of cards to all players. As soon as one player runs out of cards, the game ends. Players count their cards, and the one with the most cards wins! (If there's a tie, it's a toss-up — all tying players win!)



# To Clean

Mr. Potato Head Hot Potato is surface washable only.

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). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

## FCC STATEMENT

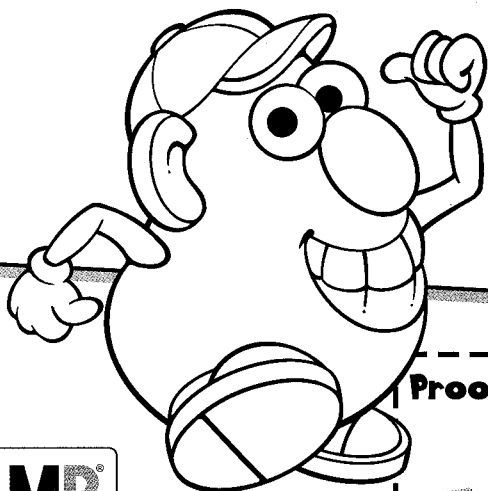
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate 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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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**Proof of Purchase**



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Game**

