

Penguin Pat's FISHY BUSINESS™

GAME

Featuring the
fast-talkin',
wacky wobblin'
penguin



For 2 to 4 players / Ages 3 to 6

CAUTION:

- Hair entanglement may result if child's hair comes in contact with moving wheels.
- Adult supervision is required

Object

Collect fish from the wacky penguin as he waddles his way around the track. Try to match the tail color of the fish you get from Penguin Pat to the color of the 4 fish on your game card!

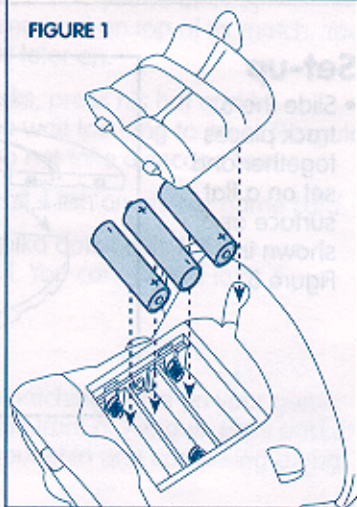
Game Contents

- Motorized Penguin Pat
- 1 Big Tuna Badge • 6-Piece Track
- 17 Die-cut Fish Tokens • 4 Plastic Beaches
- 4 Die-cut Game Cards • Label Sheet

Batteries

Insert batteries: Loosen the screw on the battery compartment door located on the backside of Penguin Pat to remove. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw. See Figure 1.

FIGURE 1



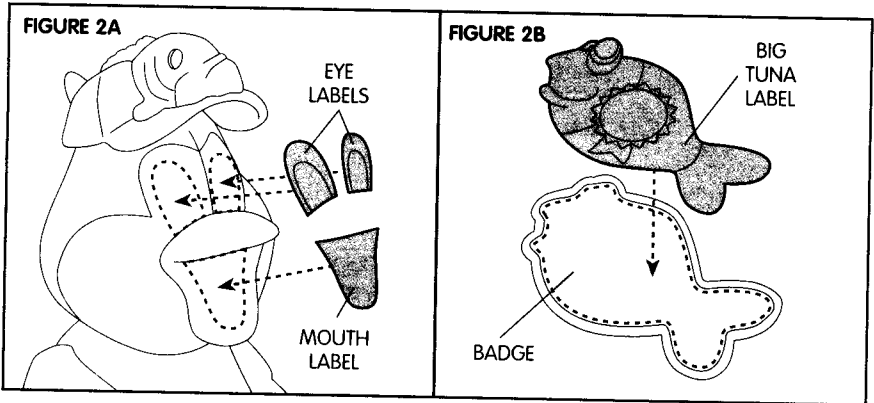


CAUTION: To avoid battery leakage

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

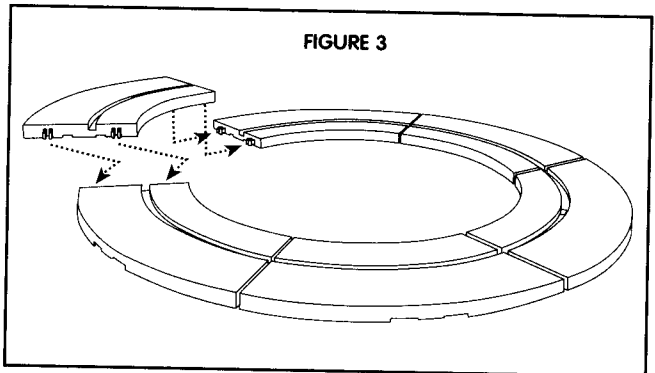
Assembly

- Carefully punch out the fish tokens and game cards from the cardboard parts sheet.
- Apply the labels to Penguin Pat's eyes and mouth, and the Big Tuna Badge as shown in Figures 2A and 2B.



Set-up

- Slide the 6 track pieces together and set on a flat surface as shown in Figure 3.

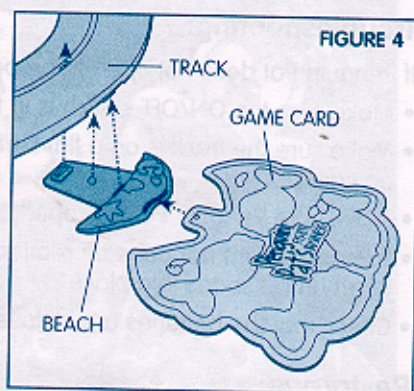




- Attach the game cards to the beaches and snap the beaches onto the track as shown in Figure 4.

Only attach the number of beaches as there are players in the game (for example, attach 3 beaches for 3 players). Place any extra beaches and game cards back in the box.

- With Penguin Pat facing in a clockwise direction, place him on the track by setting the two pegs under his feet into the groove in the track.



- Shuffle the fish tokens. Place them in Penguin Pat's bucket tail-side down.
- Slide the Big Tuna Badge into the front of the bucket.
- Slide the ON/OFF switch located on Penguin Pat's leg to the ON position.

Gameplay

1. The youngest player starts the game by pressing Penguin Pat's hat.
2. After his introduction, press Penguin Pat's hat again and he waddles his way around the track, stopping at the first player he comes to. Penguin Pat either asks you to give him a fish or tells you to take a fish (or two). Listen carefully and do as he says.
3. When you collect your fish, match the color of the tail(s) to the color of the fish on your game card. If you take a fish like one you've already collected, place the extra one on your game card on top of its match. You may be able to give it back to Penguin Pat later on.
4. Once you have done what Penguin Pat asks, press his hat and he waddles on to the next player. **Note:** If you wait too long to press Penguin Pat's hat, he may repeat his command. Do not take a second turn.
5. Continue playing until one player matches all 4 fish on his/her game card.

The Wild Fish: If you take out the fish with polka dots on its tail you can match it to any of the fish on your game card. You can move it later if you draw the fish you need.

Winning

If you are the first player to collect the 4 fish matching those on your game card, you win! Lift the Big Tuna Badge from the front of Penguin Pat's bucket to hear the victory song. Clip the badge on your shirt and come sing-along.



Troubleshooting:

If Penguin Pat does not operate properly:

- Make sure the ON/OFF switch is in the ON position.
- Make sure the track is on a flat surface. We do not recommend playing on carpet.
- Make sure Penguin Pat is properly set on the track.
- If Penguin Pat's hat pops off reattach it by pressing the hat down on his head until it snaps into place.
- Check that the batteries are installed properly or insert new ones.

Restorage:

- Disassemble the beaches, game cards and the track.
- Place Penguin Pat and all components in the box and close for easy storage.
- If storing for an extended period of time, we recommend removing the batteries.

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. It generates, uses, and can radiate radio frequency energy and, if not used in accordance with the instructions, may cause harmful interference to television or radio reception. However, there is no guarantee that interference will not occur in a particular installation. If this game 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.

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.

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.

Proof of Purchase

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GAME 41486

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