



## 2 Players or Teams

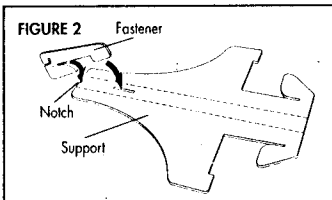
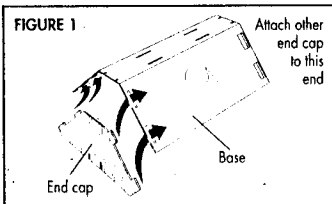
Contents: 25 POG™ milkcaps, 2 kinis, base, 2 end caps, 2 supports with fasteners, seasaw, POGMAN™ surfer, counterweight, elastic bands

## Game Assembly

Carefully detach the game parts from their sheets. Discard waste cardboard. Remove additional game parts from under the platform.

### 1. ATTACH END CAPS TO BASE

Parts needed: Base, 2 end caps — Fold the base along its scored lines. Attach one end cap to each end by fitting tabs into slots. See Figure 1.



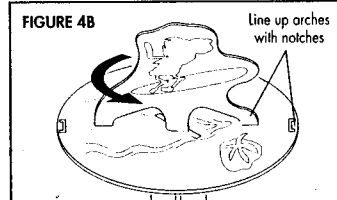
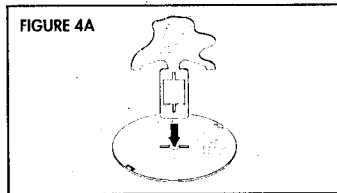
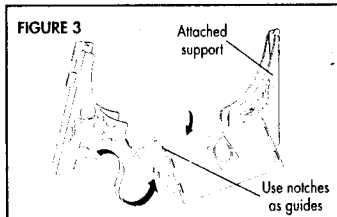
### 2. ASSEMBLE THE SUPPORTS

Parts needed: 2 supports, 2 fasteners — Fold both supports along their scored lines. On the inside of one support, fit a fastener into the notch as you slide the fastener's tab into the slot. See Figure 2. Assemble the other support the same way.

### 3. ATTACH SUPPORTS TO BASE

Parts needed: 2 assembled supports, base — Fit the bottom support notches into the bottom base slots. Using the top base notches as guides, slide the supports up onto the base.

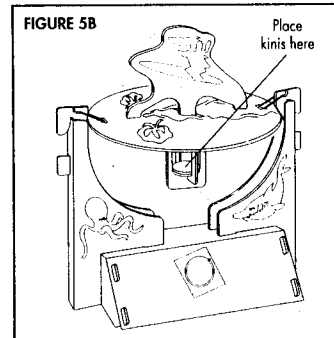
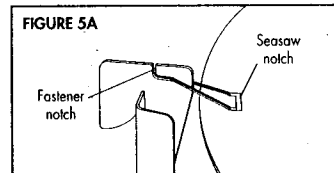
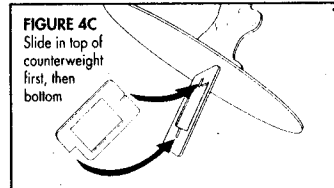
Fit the 2 support tabs into the 2 base slots. See Figure 3. Attach the other support the same way to the other side.



### 4. ASSEMBLE THE SEASAW

Parts needed: Seasaw, POGMAN™ surfer, counterweight — With the beach scene facing up, slide the surfer down through the seasaw slots. See Figure 4A.

Carefully turn the surfer so that its arches line up with the seasaw notches. See Figure 4B.



Now slide the counterweight into the bottom of the surfer as shown in Figure 4C.

### 5. ATTACH SEASAW TO BASE

Parts needed: Seasaw, base, 2 elastic bands, 2 kinis — Hook one end of an elastic band into a seasaw notch, from the top. Then hook the band's other end into a fastener notch. See Figure 5A. Attach the other side of the seasaw to the other fastener the same way.

After attaching the seasaw, place the 2 kinis inside the counterweight. See Figure 5B. Now you're ready to play!

**Object:** Be the first player or team to get rid of all your milkcaps by tossing them onto the seasaw.

## Game Setup

To play this balancing game, make sure the seasaw is beach scene up, and the surfer ends are lined up with the seasaw notches.

Place the game on a flat surface. Make sure the seasaw doesn't tilt to one side or the other. If necessary, balance it by sliding the POGMAN™ surfer a little toward one side or the other.

Each player or team takes a stack of 6 milkcaps (team members split their milkcaps as evenly as they can). Place extra milkcaps out of play.

## Gameplay

Players or teams stand facing each other with the seasaw in the center of the play area. It's up to the players to decide how far from the seasaw to stand — 3 feet or so is good for starters.

Decide who goes first by flipping a milkcap or playing Ro-Sham-Bo (Rock, Scissors, Paper). Players or teams then alternate turns. (In team play, all players should get equal turns.)

### ON YOUR TURN

Take one of your milkcaps and try to toss it onto the seasaw.

You can toss only one milkcap on your turn. Exception: If your milkcap totally misses the seasaw and the surfer, try again.

➤ If your milkcap stays on the seasaw and no other milkcaps fall off, nice toss! Your turn is over.

➤ If your milkcap falls off, or makes the seasaw tilt so that other milkcaps fall off, too bad! Add all the fallen milkcaps to your stack. Your turn is over.

Hints: If the seasaw is tipping to one side, try tossing your milkcap onto the opposite side to balance it. To do this, toss your milkcap over or around the surfer — or under its arches.

## The Winner!

Keep playing until one player or team gets rid of all their milkcaps. That player or team wins the game!

# Hang Ten

1 or More Players

**Object:** Toss your milkcaps onto the seasaw to score the most points.

## Game Assembly

Here's a target game you'll flip for! To play, turn the seasaw upside-down to the target side.

1. Remove the kinis and the counterweight. Lift the surfer out of the seasaw. Remove the elastic bands.

2. Turn the seasaw upside-down. Assemble the seasaw and attach it to the base as described in steps 4 and 5 of **Game Assembly**, with this exception: turn the surfer's arches perpendicular to the 2 seasaw notches, as shown in the illustration at right.

## Game Setup

Split the milkcaps evenly among players. Place any extra milkcaps out of play.

## Gameplay

Players position themselves and decide who goes first as in the regular game. Players alternate turns during the game.

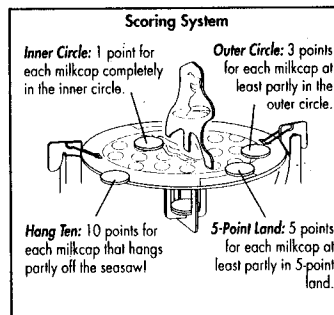
### ON YOUR TURN

Toss all of your milkcaps onto the seasaw, one by one. In this game, you can't re-toss any of them.

Score as You Toss: After tossing each milkcap, determine your score according to the scoring system at right. You don't lose points for a milkcap you've scored if it slides off the seasaw later in your turn.

Keep tossing your milkcaps as you keep a running total of your score. When you run out of milkcaps, your turn is over.

A round of play ends after each player has taken a turn.



## The Winner!

Play for one or more rounds, keeping track of your points. The player with the highest score wins!

## Other Ways to Play

In the mood to shake things up? Want to use some of your own milkcaps or kinis? Try these game variations:

➤ Add extra kinis or milkcaps to the counterweight, to make it more stable.

➤ Start with more milkcaps per player.

➤ Solo Game: Practice getting as many milkcaps as you can onto the seasaw without any falling off! For the Hang Ten game, try to beat your previous score.

Milton Bradley Company, P.O. Box 1247  
East Longmeadow, MA 01028

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