

STUFFY FACES™ GAME

For 2 Players

Full of action-packed fun. That's "Stuff Yer Face"! A game that challenges you and a friend to maneuver puppet-like arms and hands to pick up colored marbles and stuff them into the mouth of your clown pal. Once you've grabbed at and gobbled up all of your color marbles, try and capture the highly prized red marbles. The player who gobbles up the most red marbles wins the game!

OBJECT

Gobble up the most red marbles and win the game.

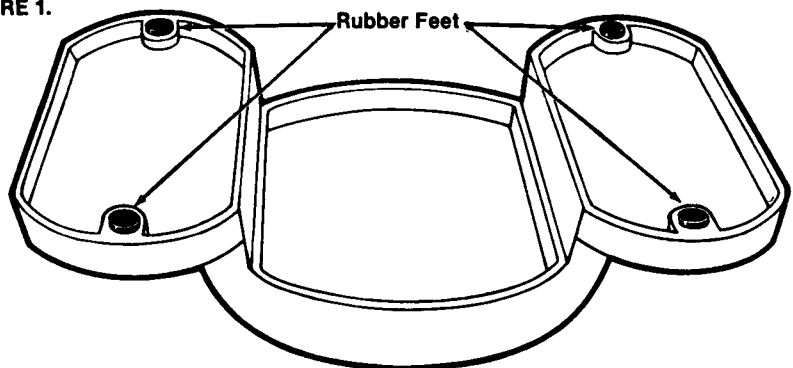
CONTENTS

- 1 game unit
- 4 plastic hand/arm units
- 4 cloth sleeves
- 4 rubber feet
- 2 plastic torso parts
- 2 plastic face parts
- 8 support rings
- 25 marbles
- 2 label sheets

HOW TO SET UP THE GAME

1. Peel off 4 rubber feet from the rubber strip and attach them to the bottom of the game unit. Just stick them onto the 4 recessed areas as shown in Figure 1.

FIGURE 1.



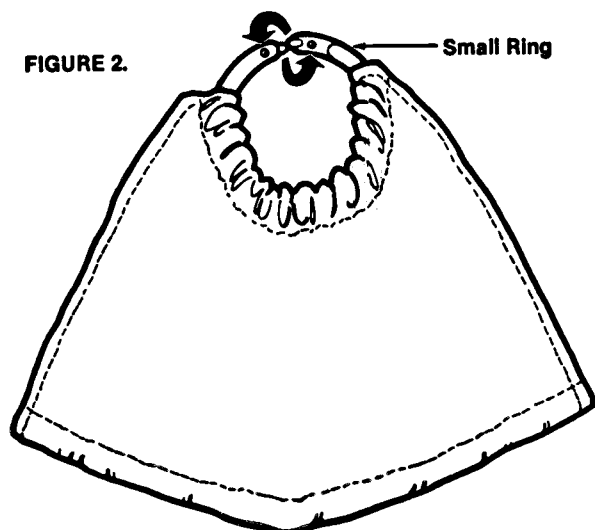
2. Apply the name-of-the-game labels to the game unit. Position them as seen on the package cover.

3. **Assembly of the clown figures:** there are 6 basic parts that make up one clown figure. They are: the plastic face; the plastic torso; the face and tongue labels; the 2 cloth sleeves; the 2 plastic hands and arms; and the 4 support rings (2 large rings; 2 small rings). Here's how it all goes together. . .

A. Break off the 8 support rings from the runner. You will use 2 large rings and 2 small rings per clown.

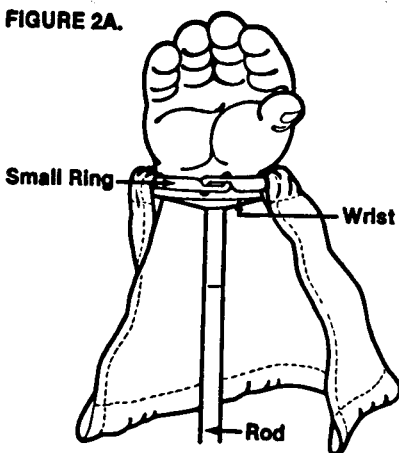
B. Pull open a small ring and thread it all the way through the top hem (narrower end) of the cloth sleeve, as seen in Figure 2.

FIGURE 2.



C. Two plastic hand/arm units are used per clown – a right hand unit and a left hand unit. Attach the small ring and the sleeve to the “wrist” of the right hand/arm unit, as shown in Figure 2A. The ring fits into the rim of the wrist area. Once in place, snap the ring shut. Adjust the sleeve so it evenly encircles the hand and wrist area.

FIGURE 2A.

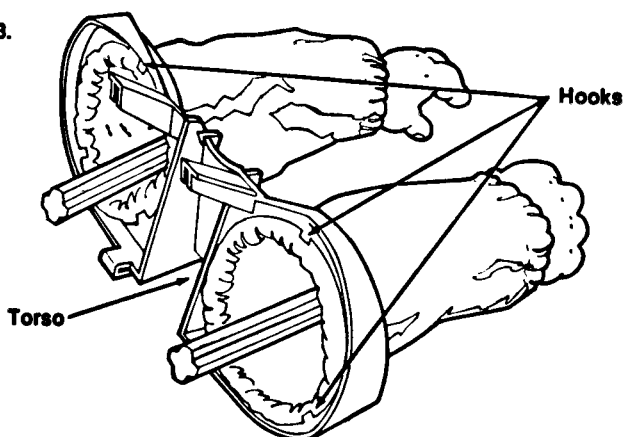


D. Pull open the large ring and thread it through the bottom hem (wider end) of the cloth sleeve. Then snap the ring shut.

E. Assemble the left hand/arm unit as above using a matching color sleeve.

F. Now both hand/arm units must be attached to a plastic torso. To do so, just slip them into the two holes of the torso, as shown in Figure 3. The plastic hooks on the torso will hold them in place.

FIGURE 3.



G. Fit torso with attached hands/arms into the game unit by sliding it into the game unit's runners, as shown in Figure 4.

FIGURE 4.

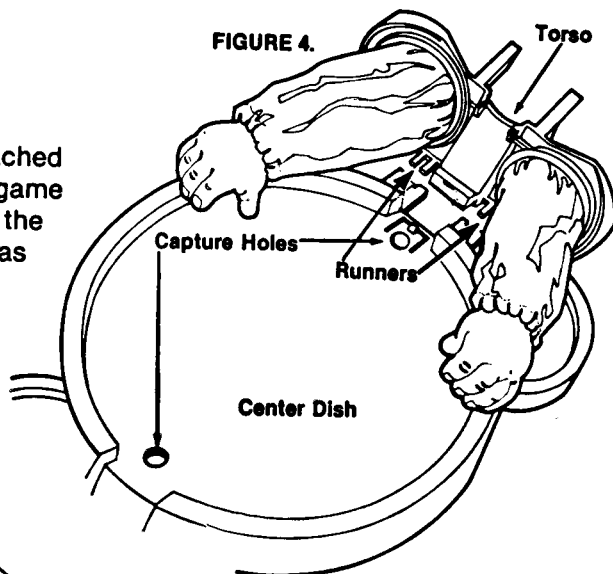
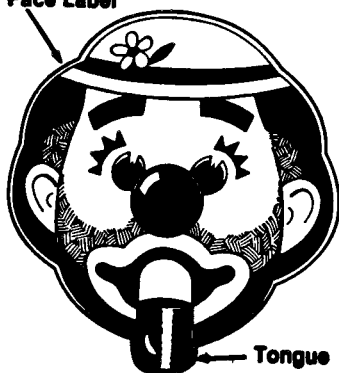
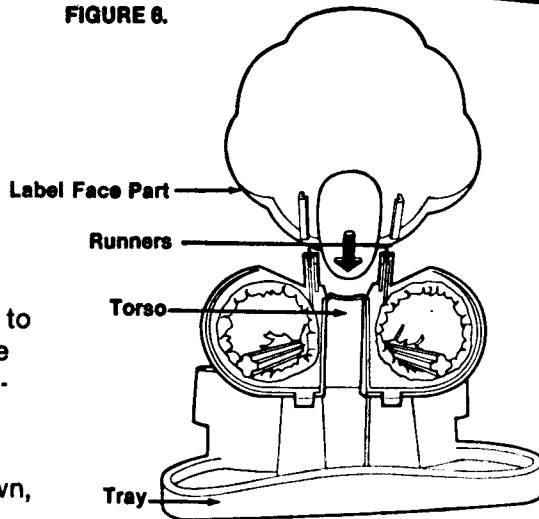


FIGURE 5.
Face Label



H. Label Application: peel off one of the face labels and carefully apply it to one of the plastic faces, as shown in Figure 5. Apply the tongue label, also, as shown.

FIGURE 6.



I. Attach the labeled face to the torso by sliding the face part into the torso's top runners, as shown in Figure 6.

J. Assemble the other clown, as above.

4. Put all 25 marbles into the center dish of the game unit. Mix them up so the colors are evenly distributed.

5. Position the game unit on a flat surface between two players. Each player holds the hand/arm rods in his or her hands. The rods control the movement of the clowns' hands. See front cover for a picture of how to grip rods correctly.

HOW TO PLAY THE GAME

1. **Which color marbles do you collect?** The color sleeves of the clown you're maneuvering determines your assigned marble color. For example, if your clown has yellow sleeves, you must collect all the yellow marbles.

2. Someone yells out "GO." Pick up your color marbles with the puppet-like hands of your clown and stuff them into your clown's mouth. The marbles will drop into your tray in the game unit. Your opponent does the same, grabbing at and gobbling up his or her colored marbles!

3. The play is fast and frantic. Continue to play as above until you have "eaten" all your color marbles. When this happens, immediately begin to pick up and gobble the red marbles. Your opponent does the same.

4. Any marble pushed out of the game unit must be placed back into the center dish.

5. If you accidentally gobble up an opponent's color marble and it lands in your tray, it counts as a gobbled-up marble for your opponent.

6. **Be careful:** if you gobble up a red marble and it lands in your tray and you still have more of your color marbles to gobble up, then the game is over and your opponent is immediately declared the winner.

7. **Capture Holes:** the small indented areas in front of the clowns are special places called Capture Holes. During play, try to capture one of your opponent's color marbles and place it in your Capture Hole. . . out of play and out of reach from your opponent. This is a clever move to keep your opponent from "eating" all of his or her marbles.

Please Note: a player may try to dislodge one of his or her captured marbles and knock it loose from the opponent's Capture Hole. Excessive shaking and pounding of the game unit to dislodge such a captured marble is NOT allowed!

8. Play until all of the red marbles are "eaten."

HOW TO WIN THE GAME

Count up the number of red marbles in your tray. Your opponent does the same. Whoever has the most red marbles wins the game.