

THINGS™

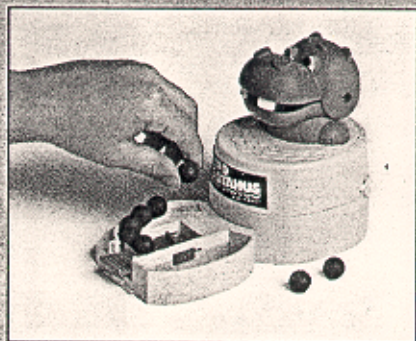
Totally Hilarious Incredibly Neat Games of Skill™

CONTENTS:
1 plastic hippo base
8 marbles
1 label sheet

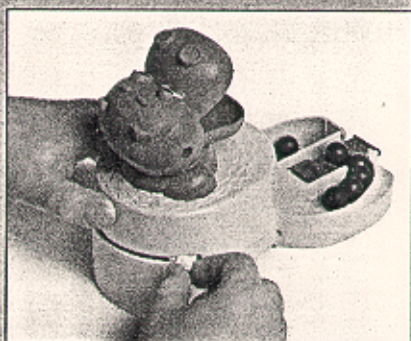
FLIP-O-POTAMUS®

OBJECT: Flip all 8 marbles into the hippo's mouth before the timer stops.

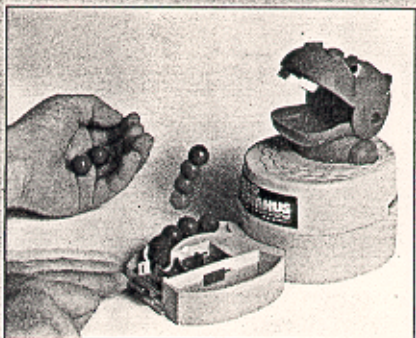
Can You Finish Feeding Flip-O-Potamus Before Time Runs Out?



1. Apply labels where shown. Slide out tray. Pull flipper until it clicks into place. Load 6 marbles into shooter tray (save the last 2 until there's room).



2. Move the timer arm counterclockwise as far as it will go. Flip-O-Potamus will get hungry for marbles, and begin opening and closing his mouth.



3. To load a marble, press the flipper down. To launch the marble, let it go! Adjust shooter guide by clicking it forward or backward.



4. Keep loading and flipping, replacing missed marbles into shooter tray. Can you run out of marbles before you run out of time?

GETTING THE MARBLES OUT: When you finish a game, just tip the game unit and gently roll the marbles out. Store marbles in storage tray.