

Throw Me A Bone!™

For 1 to 4 players
Ages 4 & up

BEFORE YOU BEGIN...

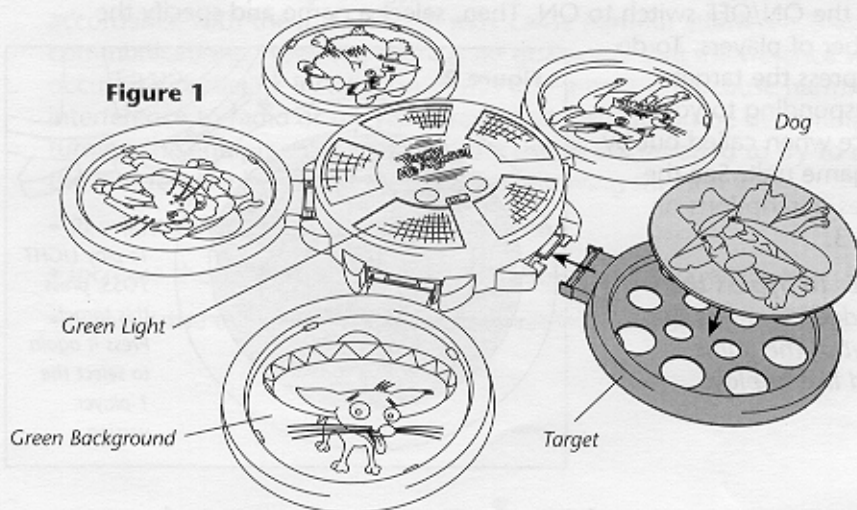
THROW ME A BONE is set in demonstration mode. Before playing, slide the ON/OFF switch to OFF, turn the game unit over and slide the switch from DEMO to GAME.

CONTENTS

• Electronic Game Unit • Parts Sheet with 5 Cardboard Dogs • 5 Plastic Targets • 3 Beanbag Bones

ASSEMBLY

- Remove the bones from the plastic bag and discard the bag.
- Carefully remove the 5 dogs from the cardboard parts sheet and insert each into a plastic target. *See Figure 1.*
- Snap the 5 targets onto the game unit, making sure to match the dog's background color to the game unit's light lenses. *See Figure 1.*



BATTERIES

Important: The batteries included in this game are for demonstration purposes and may be weak. For best performance we recommend you install new batteries before playing.

Insert Batteries: Turn the game unit over, loosen the screw on the battery compartment, and remove the door. Insert 3AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.

⚠ 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.

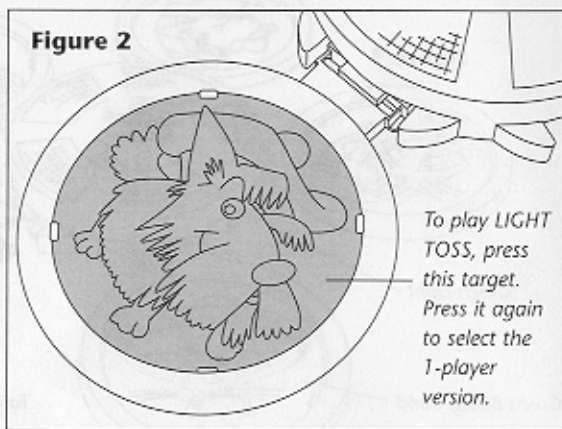
SETTING UP

Place the game on the floor and put something down to mark the throw line. We recommend throwing the bones from 4 feet away. But younger players should stand closer and older players farther away, if necessary.

GETTING STARTED

Slide the ON/OFF switch to ON. Then, select a game and specify the number of players. To do this, press the target corresponding to your choice when called out by the game unit. See the games descriptions on page 3.

NOTE: To bypass the introduction, press the target of the game you'd like to play.



What did you say?

If you press the Repeat button, the game unit will repeat the last thing said.

Throw Me A Bone features 3 games, all of which can be played by 1 to 4 players.

1-Player Practice Mode

The 1-player versions of all the games are practice games. Here are some guidelines for playing the practice games:

- Do not press the Next Player button *during* your game. *Only* press it to select a different game or play another practice game.
- Play until you win! See the games below.

THE THREE GAME MODES

We recommend beginning with LIGHT TOSS, then moving on to BLINKING LIGHTS and LIGHTS OUT. In each game, players take turns, from youngest to oldest, throwing the bones. *Always* wait for the game to announce the score before starting your turn. **IMPORTANT:** The first target hit is the one that scores. If you hit a target and the bone bounces off and lands on another target, you score only for the first target.

On your turn

1. Throw the 3 bones, one at a time, and try to land on or hit the targets.
2. Pick up the bones, press the Next Player button, and quickly give the bones to the next player. **NOTE:** You must press the Next Player button after 3 throws, whether you hit the targets or not.

LIGHT TOSS

Object: Score 10 or more points by landing on or hitting the target matching the color of the lighted lens.

Scoring

Land a bone on the target matching the color of the lighted lens and you score 2 points. If you hit the correct target but bounce off, you score 1 point. You don't score any points for a bone that hits the wrong target or misses the target completely. Listen to the dogs! They'll tell you when you've hit or missed. Rrruf! After each player takes a turn, the round ends. Keep playing until at least one player scores 10 or more points.



Winning

If, at the end of the round, you are the only player to have scored 10 or more points, you win! If more than one player has scored more than 10 points, the player with the highest score wins! If more than one player, scoring 10 or more points, tie for the highest score, these players play a tie-breaking round with the higher score winning. If players remain tied after 5 tie-breaker rounds, the game ends in a tie.

BLINKING LIGHTS

Object: Score 10 or more points by landing on or hitting the target when its lens lights. Try to keep up and catch the light as it moves around the circle.

Scoring

Same as in LIGHT TOSS.

Winning

Same as in LIGHT TOSS.

LIGHTS OUT

Object: Turn off all of your lighted lenses by hitting or landing on the target matching the color of the flashing lighted lens.

Scoring

Each lens will start off flashing 3 times. Landing a bone on a target will shut the lens light off. The dog on the corresponding target will bark 3 times to tell you it is shut off. "Bark! Bark! Bark!" Hitting a target, but bouncing off, will turn off one light flash. For example: You hit the orange target, but your bone bounced off, landing on the floor. The next time this lens flashes, it will only flash 2 times instead of 3. "You'll have to do better than that, Laddie!" Try again with another bone.

Remember: You must hit the target while its matching light is flashing.

Winning

If you're the first to turn off all of your lighted lenses, you win! The higher your score, the closer you are to turning out all of your lenses. The highest score possible is 15. Then it's Lights Out!





SLEEP MODE

Throw Me A Bone will go to sleep after 3 minutes, if unused. To wake up the game, slide the ON/OFF switch to OFF and back to ON. If the game still does not "wake up" replace the batteries.

STORING YOUR GAME

Carefully remove the plastic targets from the game by gently pulling one edge of the target away from the unit until it releases from the opening. Return all contents to the box and close for easy storage.

TROUBLESHOOTING

- If a target detaches during gameplay, carefully reattach it and rethrow the bone.
- Do not disassemble the electronic game unit.
- If the game does not operate properly, slide the ON/OFF switch to OFF and back ON.
- If the problem persists, remove the old batteries and replace with new ones.



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 receiver.
- Consult the dealer or an experienced radio/TV technician for help.

BATTERIES

What did you say?
If you know the answer, please the game will
reset the battery level. If you don't know the
answer, the game will reset the battery level.

Throw Me A Bone features 3 games,
all of which can be played by 1 to 2 players.
The game is powered by 2 AAA batteries.

Player 1 starts Mode
Player 2 starts Mode

Player 1 starts Mode
Player 2 starts Mode

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Player 2 starts Mode

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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.

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