

For 1 or More Players
Ages 3 and Up

MUSICAL • ELECTRONIC

TICKLE TOES™

THE
WIGGLIN'
GIGGLIN'
FUNNY FOOT
GAME

OBJECT

Tickle the toes in two totally terrific games! Go toe-to-toe with your friends in either game. Or play either game solo to beat your high score!

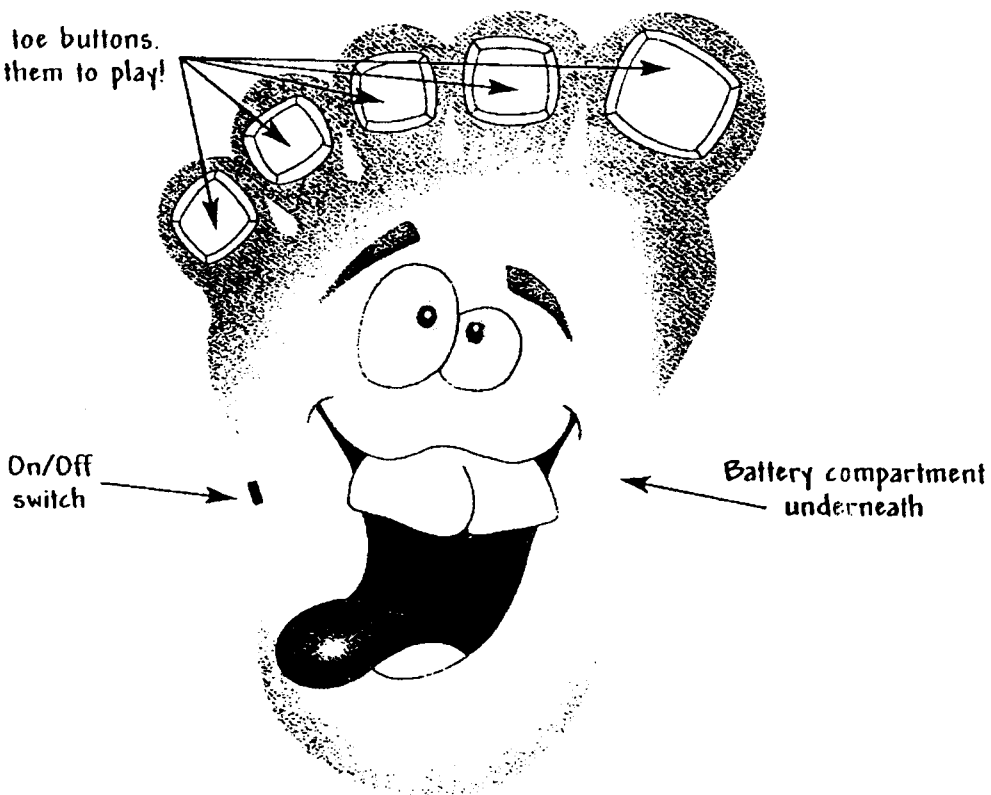
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Wigglin' gigglin' Tickle Toes game unit



A LOOK AT YOUR GAME

The 5 toe buttons.
Press them to play!



REPLACING THE BATTERIES

Because of the Try Me packaging feature, the batteries in your game may be weak or dead. If they are, you'll need to replace the batteries before you play.

Loosen the screw on the battery compartment, located underneath the foot, and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to match the + and - symbols with the markings in the plastic. Then 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.

GET READY!

Where to play: Tickle Toes plays best on a soft or protected surface.

Is your foot asleep? Wake it up by sliding the ON/OFF switch OFF, then ON again. A tune will play, the foot will giggle and wiggle, and you'll hear: "Tickle Toes has games times two! Tickle my toe and I'll play with you!"

PLAY!

Tickle Toes will ask which game you want to play: Laugh Riot or Runaway Chuckles. Choose your game by pressing the correct lighted toe. In both games, any number of players can take turns tickling toes for the highest score. Each game is explained below.

Kick off the game by handing the foot to the first player!

LAUGH RIOT

Got fast fingers? You'll need 'em in this game! Quickly press the top of each toe as soon as it lights up. Hurry, 'cause you have only a couple of seconds to press each toe!

As you play, each toe will giggle when you press it. Be fast on your feet! The longer you play, the faster the toes will light up, and the less time you'll have to press them!

If you press the wrong toe, or press the correct toe too slow, the foot will wiggle and your turn will end. Tickle Toes will announce your score (see Scoring), then have a wiggle and giggle fit!

Hand the foot to the next player. The next player chooses a game, then takes a turn.



RUNAWAY CHUCKLES

In this game, split-second timing and quick reflexes are what it takes to win! Several toes will flash on and off, in random order. When the toes stop flashing, quickly press the top of the toe that's still lit up. Be quick, 'cause you have only a couple of seconds to press the lit-up toe!

As you play, each toe will giggle when you press it. Stay on your toes! The longer you play, the faster the toes will light up, and the less time you'll have to press them!

If you press the wrong toe, or press the correct toe too slow, the foot will wiggle and your turn will end. Tickle Toes will announce your score (see Scoring), then have a wiggle and giggle fit!

Hand the foot to the next player. The next player chooses a game, then takes a turn.

SCORING

At the end of your turn, the foot will announce how many tickles you scored, then have a wiggle and giggle fit. If you got the highest score so far, the foot will say, "You beat the high score! You're the best of the best! My poor toes need a rest!" (The high score is erased when the game shuts off.) Remember how many tickles you scored on your turn!



Maximum Score: The highest score possible is 256 tickles. If you can "nail" this top score, you are toe-tally awesome!

WINNING

When all players have taken a turn, the game is over. Players compare their tickle tallies. If you scored the most tickles, Holy Toe-ledo -- you win the game!

In case of a tie, players hold a toe-off by taking one more turn apiece. The player with the higher score wins!

SOLO PLAY

Play either game alone, and try to beat your high score. Solo play is a great way to practice for competition!

SLEEP MODE

If no toes are pressed for about 30 seconds, the game will go to "sleep," to save battery power. When you're done playing, either slide the switch to the OFF position, or let the foot go to sleep.

MAINTENANCE

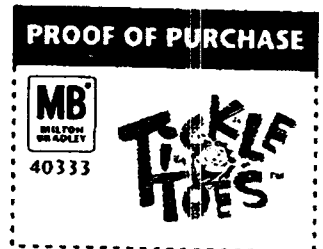
- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the computer.
- Do not soak the foot or trim the nails.

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

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, PO Box 267,
Station A, Longueuil, Quebec J4H 3X6.



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