



WARNING:

**CHOKING HAZARD—Small parts.
Not for children under 3 years.**

INSTRUCTIONS

FOR 2 OR MORE PLAYERS - AGES 4+

You're loadin' a whole mess of gear onto this mule for a trip to the gold mines. And any second now, you just might find out why the folks in these parts call him Buckaroo.

*For one thing, he likes to travel light.
And for another, he's as moody as all get-out!*

In this saddle-stacking game, you never know when Buckaroo will buck, and send the gear flying in all directions. So be real careful as you load him up, pardner. One buck, and you're out of luck!

OBJECT

Load gear onto Buckaroo without making him buck. If he bucks, or if any gear falls off, you're out of the game. To win, load the last piece, or be the last player left in the game.

CONTENTS

- Plastic mule with base
- Plastic saddle, blanket, shovel, canteen, pan, bedroll, lantern, hat, holster, rope, dynamite, crate, guitar

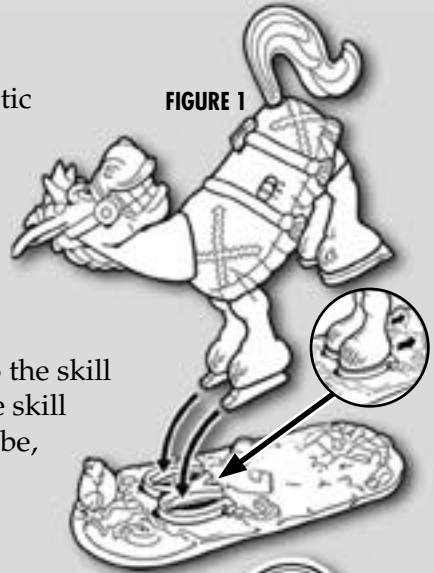


The First Time You Play

Remove the game parts from their plastic wrappings. Discard the wrappings.

1. Attach Buckaroo's front legs to the base, by sliding the foot tabs forward into the runners. Then press the feet all the way down, until they snap into place, and slide back. See Figure 1.
2. Slide the side switch (see Figure 2) to the skill level you want: 1, 2 or 3. The higher the skill level, the more sensitive Buckaroo will be, and the more likely he'll be to buck!
3. Attach Buckaroo's blanket by fitting the tab into the groove in his back. See Figure 2. *Note:* The blanket will not lie flat on Buckaroo's back.

FIGURE 1



Get Ready!

1. Place Buckaroo on a flat surface, with the pile of gear off to the side where everyone can reach it.
2. Push Buckaroo's bottom down until his back legs touch the base. Then push his tail down to lock him into place. See Figure 3.

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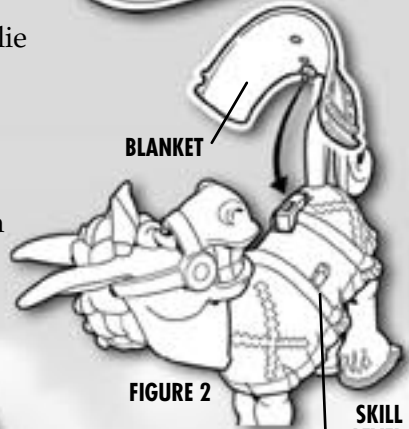


FIGURE 2

SKILL LEVEL SWITCH

Gently remove your hand so that you don't accidentally make him buck!

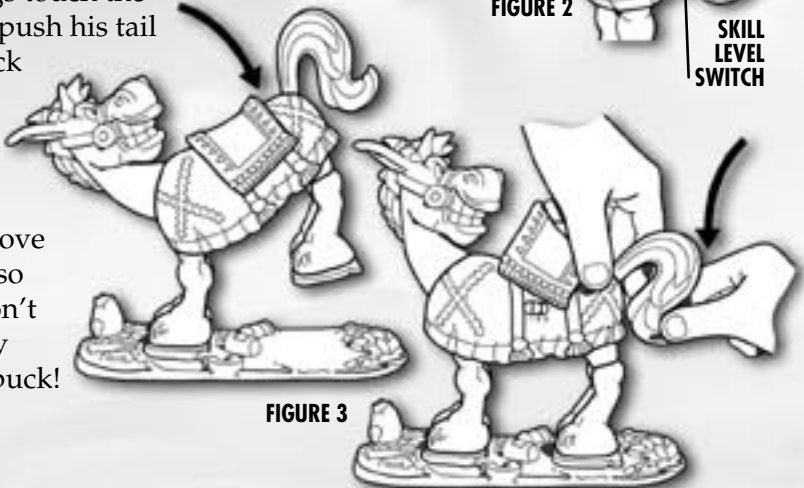


FIGURE 3

How to Play

The youngest player goes first by gently resting the saddle on Buckaroo's blanket, as shown in Figure 4. Play then continues to the left.

ON YOUR TURN

Carefully hang or place one piece of gear (your choice) on Buckaroo. Place the piece on the saddle—either on one of the hooks, or on another piece of gear that's already there.

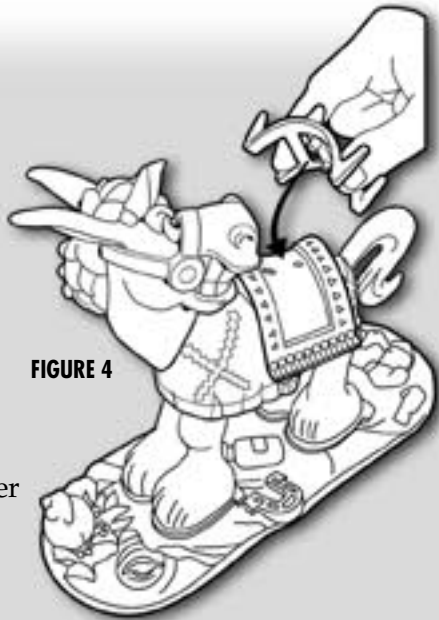


FIGURE 4

As you place the piece, don't touch Buckaroo. You don't want to do anything to set him off!

- If he bucks while you're placing the piece; or if that piece, or any other piece, falls off of him, you're out of the game!

If Buckaroo bucked, push his bottom down again and lock him into place, as shown in Figure 3. Return any bucked-off gear to the pile next to Buckaroo. Now it's the next player's turn.

- If no pieces fall off, and Buckaroo doesn't buck, good for you! You're still in the game, and it's the next player's turn.

Two Ways to Win!

Keep taking turns trying to load gear onto Buckaroo's saddle, until one of the following happens:

- A player successfully places the last piece of gear. That player wins the game!

OR

- Only one player remains in the game. That player wins!

Storing Your Game

When you're done playing, carefully lift Buckaroo's front feet off the base. Then place all of the game parts into the box, for easy storage.

We will be happy to hear your questions or comments about this game.
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