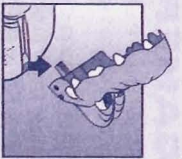


Removing the Croc

Before storing back in the package, remove the Croc from the base by tilting up his jaw and sliding it back until it clicks in place. Then carefully pull the peg on the Croc out of the square hole in the base. Slide Croc back, then lift out.



QUICK RULES

1. Set the Croc.
2. Choose a Croc player. This player turns the cards over one-by-one.
3. **Croc player:** when you see the Awake Croc card, hit the white water lily to make the Croc snap.
4. **Frog players:** when you see the Awake Croc card, hit your lily pads to jump out of the way. If your frog gets caught, turn over a "Lily" token so it is munches-side-up. Five munches and you're out!

No-Nos:

Frogs: Don't keep if a Sleeping Croc card is turned over or you lose a "Lily" token.
Croc: Don't snap if a sleeping Croc card is turned over or the frogs in play get a token back.

Frogs: Don't leap if the swamp friends cards are turned over or the other frogs in play get a token back.

5. Last frog player left wins.

TO REPLACE BATTERIES



Make sure the O/I switch is in the O position. Then turn the game over. Using a crosshead screwdriver, loosen the screw on the battery compartment. Insert 2 AA/LR6-size batteries (we recommend alkaline), as shown, making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw.

IMPORTANT: BATTERY INFORMATION

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 3. Remove exhausted or dead batteries from the product.
 4. Remove batteries if product is not to be played with for a long time.
 5. Do not short-circuit the supply terminals.
 6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
- 7. RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

X2 1.5V AA OR R6 size BATTERIES REQUIRED

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

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.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

"NOTE TO UK Consumers: This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin."

Consumer Info: We will be happy to hear your questions or comments about this game. Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free). European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP19 4TD, or telephone our helpline on 00 800 2242 7276.

PROOF OF PURCHASE

MB
GAMES
17116



Not suitable for children under 3 years because of small parts - choking hazard.



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CROCODILE CHOMPING

For 3 to 5 Players / AGES 5+
ADULT ASSEMBLY REQUIRED

WARNING:

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

The Chomping Crocodile was just lounging around, dozing and snoring, in his lovely swamp when suddenly he awoke to discover he hadn't eaten in days. Now he is out to get some lunch. But what should he have? Most of his swamp friends are too big for him to eat. Then he heard a sound that simply made his mouth water. "Frogs," he gumbled to himself. I want frogs for lunch today.

OBJECT:

Be the last frog to survive the Croc's lunch.

CONTENTS:

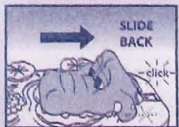
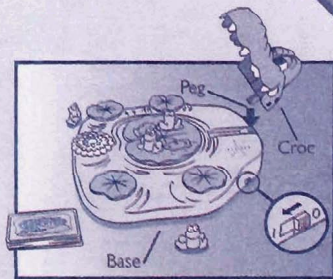
Chomping Crocodile • 20 "Lily" Tokens • 28 Game Cards • Game Base • 4 Frogs



SETUP

Laying Out Lunch

1. Place the game base on a flat surface, so all players can easily reach the lily pads.
2. Insert the peg on the Croc into the square hole in the base. You will hear a click when it is in place.
3. Set the Croc by tilting up his jaw and sliding it back until it clicks in place.

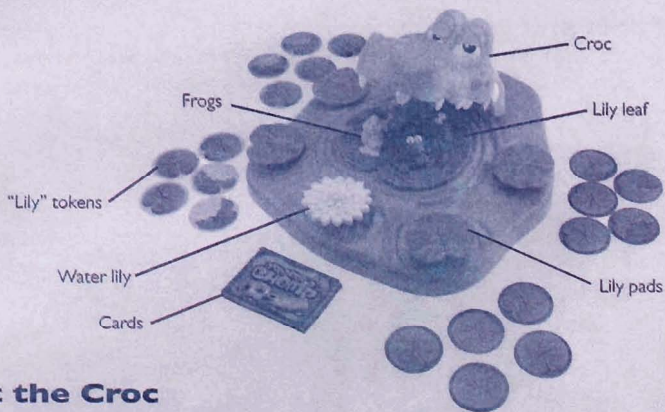
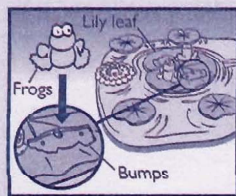


4. Each player chooses a frog and places it onto the large lily leaf in the center of the game base, making sure they sit over the "bumps" and in the imprints as shown.

NOTE: If fewer than 5 people are playing, there will be extra frogs. Just set these aside, out of play.

5. Sort the "Lily" tokens into groups: purple, yellow, blue and green.

6. Shuffle the cards and place them face down in a pile in front of the white water lily.



Start the Croc

1. Take turns being the Croc, starting with the youngest player. The Croc player has control of the cards and sits nearest the white water lily.
2. The other players each sit behind the lily pad nearest their chosen frog. Now take the 5 "Lily" tokens matching your color frog and lay them in a line in front of you, making sure the "munched" side is face down. Set any extra tokens aside, out of play.
3. When everyone is ready, the Croc player starts the Croc, by sliding the switch on the side of the base from the "O" to the "I" position. If you don't hear any sounds, the batteries may be weak or improperly installed. See the Battery section on page 4.



GAMEPLAY

The Croc player starts turning over the cards, one-by-one, so that all players can see. Watch carefully.

Friend Parade

If you see one of the Croc's animal friends drift by -- giraffes, rhinos, hippos and more -- just watch.

The Croc player flips over another card.
The Frog players don't do anything.



Munch Time

As soon as the Awake Croc card is turned over:



The Croc player hits the white water lily to make the Croc crunch.

Tip: Use one hand to turn over the cards and the other hand to hit the water lily

The Frog players hit their lily pads to make their frogs jump out of the way. If your frog got chomped and is caught under the Croc's jaws, turn over one of your "Lily" tokens so it's munch-side-up. If all five of your tokens get munched your frog was lunch and you are out of the game. If your frog escaped, congrats! You're safe for another round. Don't flip any tokens.

And remember, there is no peeking at cards, no turning them over slowly and no hovering with hands over lily pads or the white water lily. During the game, keep your hands flat on the table unless you're going for a strike!

Let Sleeping Crocs Lie

Croc player beware! You can also get caught. When the Sleeping Croc card is turned over:



Croc player: Don't trigger the Croc! If you do, any frog players who have already been munched get to turn one munched "Lily" token back over.

Frog players: Don't leap out of the way! If you do, one of your tokens will be munched. Turn one of your "Lily" tokens munched-side up. Next time, don't be so quick to leap.

Leaping Out of Turn

If a frog player leaps when one of the Croc's animal friends is turned over; all other frog players still in play get to turn a munched "Lily" token (if they have one) back over.

Resetting the Croc

Every time the Croc snaps, reset him by sliding him back in place so he'll be ready for his next meal. Shuffle all of the cards and begin the next round, staying with the same Croc player.

WINNING

Winning is easy! All you have to do is be the quickest! Keep playing until you are the last frog player in play.

Play Again

To play again, reset the Croc and reshuffle the cards. Rotate the game so you have a new Croc player. The other players then take their frogs and tokens and start again.