



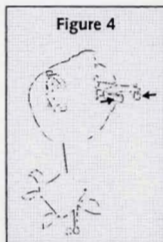
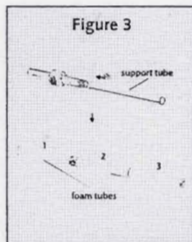
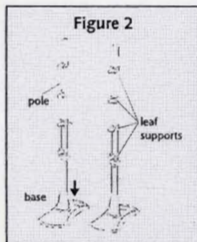
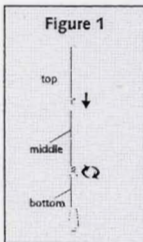
For 2 or more Players / AGES 3+
ADULT ASSEMBLY REQUIRED

CONTENTS

- Giraffalaff plaque with 2 clips • two 3-piece limbo poles • 8 leaf bar supports • 3 foam tubes • electronic module with support tube • two bases • spinner with arrow and base

ASSEMBLY

1. **Limbo poles and bases:** There are two 3-piece poles. Screw the middle piece into the bottom piece. Then snap the top piece into the middle piece, as shown in Figure 1. Place the two bases on the floor, then snap one pole down into each base as shown in Figure 2. Note: This is a one-time assembly. Snap four leaf bar supports onto each pole.
2. **Foam bar:** Insert batteries into electronic module (see battery information section.) Attach support tube to electronic module. Slide foam tubes onto each side. (Note: The longer side will have two tubes.) See Figure 3.
3. **Giraffalaff Plaque:** Insert each clip into the Giraffalaff plaque by slightly squeezing the clip sides, inserting it into the plaque hole and turning the clip ¼ turn to lock in place. See Figure 4. Attach the plaque to the center of the foam pole.



SETUP

Place the Giraffalaff Limbo bar on the top leaf supports. Turn the electronic unit on. The limbo music will begin to play. **NOTE:** If the limbo bar is bumped or knocked off the limbo poles, the music will stop and Giraffalaff will laugh. Once he stops laughing place the bar back on the leaf supports and press reset button on the electronic module to start the music again.

OBJECT

Limbo under Giraffalaff without knocking him off the poles.

GAMEPLAY

1. Choose a player to spin the spinner. That player announces to all players which limbo position was spun. See Figure 6 for the different positions.
- Free Style:** Whenever the arrow points to a line between two limbo positions, you may limbo free style. Choose any way of six ways to limbo – or make up your own.
2. Everybody line up in single file in front of Giraffalaff.
3. The first player gets into the position shown on the spinner and tries to go under Giraffalaff without knocking him off his leaves. Then one by one each player must follow in the same position.
4. Careful! If you knock Giraffalaff off his leaves he will laugh when he hits the ground. Sorry – you're out of the game for now.
5. To restart the music place Giraffalaff back on the leaves and press the button on the back.
6. The game continues as each player moves under Giraffalaff in the position shown on the spinner. After all players have either moved under Giraffalaff or are out, here's what happens:
-If some players are still in the game, lower Giraffalaff to the next set of leaves on the poles. Continue to play as explained above and lower Giraffalaff to the next set of leaves after all players have passed under him.
-If all players are out then the game is over and Giraffalaff wins.

WINNING

There can be more than one winner. Any player who successfully moves under Giraffalaff at the fourth set of leaves is a winner. If one player is left and everyone else is out, then that player wins no matter what level Giraffalaff is on.



Figure 6



Limbo



Crab Walk



Forward Bend



Backward Bend



Crawl



Bird Walk

TO REPLACE BATTERIES

Make sure the switch on the back of the electronic unit is in the OFF position. Then loosen the screw on the battery compartment, located on the back of the unit, and remove the door. Insert 3 AAA-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.

X3 1.5V AAA or R03 size
NOT INCLUDED
BATTERIES REQUIRED

Alkaline batteries recommended. Philips/Unis head screwdriver (not included) needed to insert batteries.

IMPORTANT: BATTERY INFORMATION



CAUTION

1. As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center. 2. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings. 3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries. 4. Remove exhausted or dead batteries from the product. 5. Remove batteries if product is not to be played with for a long time. 6. Do not short-circuit the supply terminals. 7. 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. 8. **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.**

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including any interference that may cause undesired operation.

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.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862 USA. Tel: 888-836-7025 (toll free).

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