Battery Information

Requires 2 x AA batteries (not included)
In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product.

To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely and in accordance with local regulations.
- Do not dispose of this product in a fire because the batteries inside may explode or leak.
- Remove batteries during long periods of non-use.



We appreciate your comments on this game. Please send your correspondence to: custserv@pressman-toy.com Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 am CST to 4:00 pm CST at (855) 258-8014.

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Warning. 0-3 Small parts. Choking hazard.

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GB: This device is marked with the selective sorting symbol on waste electrical and electronic equipment. This means that this product should be supported by a selective collection system in accordance with applicable regulations in order to be either recycled or dismantled in order to reduce any impact on the environment. The batteries, submitted to a specific collection system, must be removed from the product and disposed of separately. When that the batteries are not to be extracted, the product must be delivered to an appropriate collection center for recycling is complete. Electrical and electronic products as well as batteries that have not been sorted before disposal are potentially dangereus for the environment and human health due to the presence of hazardous substances. For more information, contact your local or regional government.

Pressman SINCE 1922



INSTRUCTIONS

FOR 2-4 PLAYERS
AGES 3 AND UP

Pressman SINCE 1922

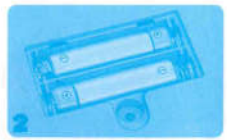
Object of the Game

Be the first player to find all three ducks that match your colorful shape.

Contents

-1 Pond-shaped Game Unit
-12 Ducks
-1 Sticker Sheet (24 Eye Stickers and 16 Shape Stickers)





Set Up

To install batteries, unscrew and open the battery compartment located on the bottom of the game unit (picture 1). Insert two AA alkaline batteries, aligning the + and - symbols with the markings on the plastic battery compartment (picture 2). Replace the battery compartment door and tighten the screw. ADULT SUPERVISION IS REQUIRED WHEN INSTALLING BATTERIES.

Before playing the first time, place one colorful shape sticker on each side of the game unit so each side has a unique colorful shape (picture 3). Then place one of the remaining colorful shape stickers on the bottom of each duck (picture 4). Each colorful shape should appear on three ducks. Place two eye stickers on each duck (picture 5). Place all twelve ducks on the game unit's blue circular pond so they face in a clockwise direction.







Playing the Game

Each player chooses a different colorful shape. This is the colorful shape each player will try to collect. Press the orange button in the center of the pond to turn the game unit on. The ducks will begin to "swim" clockwise around the pond.



The youngest player goes first. On each turn, a player picks up one duck and looks at the colorful shape sticker on the bottom of that duck. If the sticker's colorful shape matches the colorful shape that player chose, that player gets to keep that duck. If it doesn't match, that player shows the colorful shape to the rest of the players and places that duck back on the pond. After a player picks up a duck, whether it matches the colorful shape or not, that player's turn is over. Play passes to the left.

The game ends when one player finds the third duck that matches his/her colorful shape.



Winning the Game

The first player to find all three of the ducks that match his/her colorful shape wins the game.

