

TOMY®

2-3 PLAYERS

AGES 4+

INSERTING THE BATTERIES

The game requires 2 x 1.5V C (LR 14) batteries, not included.

There are two compartments on the bottom of the base. Open the compartments using a cross-head screw driver and insert the batteries, ensuring the + and - polarity markings are matched correctly. Replace the compartment covers and screw firmly into position.

CONTENTS

- 1x Iceberg Base
- 1 x Iceberg
- 7 x Penguins (inc. Joker)
- 3 x Launchers
- 3x Flags

IMPORTANT!

- Please retain for future reference
- Dispose of all packaging safely
- Colour and contents may vary
- Not suitable for children under the age of 3 years, due to small parts.

WARNING

- Do not place face directly over this product.
- Do not launch any objects other than the penguins supplied.



• 2 X 1.5V C (LR14)

**BATTERIES
NOT INCLUDED**

Ref No. 7167
Made in China

CAUTION • Take special care to ensure batteries are inserted correctly, observing (+) and (-) marks on battery and product • Removal and replacement of batteries should be carried out by an adult or under adult supervision • Do not attempt to recharge non-rechargeable batteries • Rechargeable batteries must be removed from product before recharging • Removal and recharging of rechargeable batteries should be carried out by an adult or under adult supervision • Avoid short circuiting the contacts in the battery compartment or the battery terminals • Remove exhausted batteries from product • Do not mix old (used) and new batteries or batteries of different types, eg. rechargeable and alkaline • Do not attempt to power battery products by the introduction of mains supply or separate power supplies, and do not attempt to plug any part of this product into the mains supply • Dispose of exhausted batteries safely, and never dispose of batteries in a fire • Remove batteries from product after use or if storing for long periods • Periodically examine product for signs of damage to electrical parts and do not play with until damage has been properly examined • Only use batteries of the same or equivalent type to those recommended • Please retain the above information for future reference.

USE OF RECHARGEABLE BATTERIES IS NOT RECOMMENDED FOR THIS PRODUCT
TOMY RECOMMEND THE USE OF DURACELL POWERCHECK BATTERIES

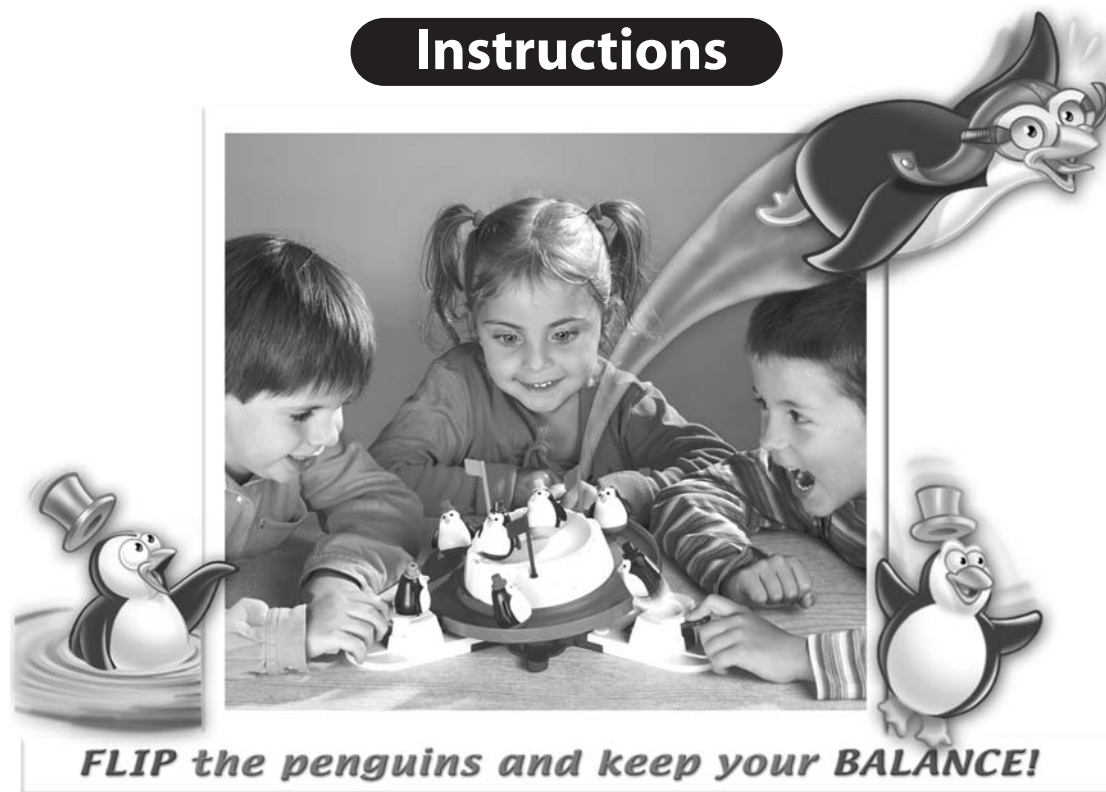


TOMY®
TOMY Careline

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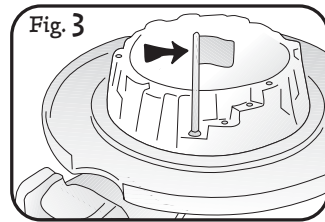
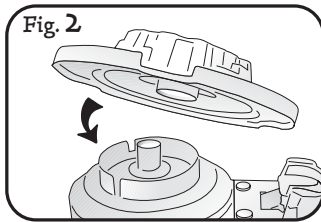
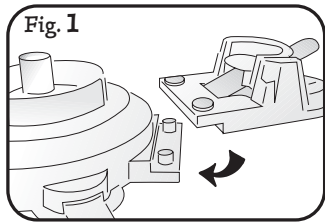
FLIPPIN' PENGUINS

Instructions

FLIP the penguins and keep your BALANCE!

ASSEMBLY

Place the launchers in the base (Fig. 1). Place the iceberg on the base, making sure the gaps on the iceberg are placed on top of the launchers (Fig. 2). Place the flags on the Start position, looking right so they don't interfere with the launching of the penguins (Fig. 3)



OBJECTIVE

Flippin' Penguins is a fun game of skill and action and the objective is to place your penguins and the Joker on top of the iceberg faster than your opponents. The winner will be the first player to win three rounds. Each time a player wins a round, they move their flag one step up the iceberg.

HOW TO START

The game can be played by 2 or 3 players. Before you start to play, all penguins have to be placed randomly on the blue ocean part of the iceberg. No penguin can be placed either on top of the iceberg or on any of the launchers. The players select their penguin colour and sit in front of the corresponding launcher.

LAUNCHING PENGUINS

Any penguin can fall on the launchers, so all players will not just launch their own colour penguins; they will also be launching their opponents' penguins. Depending on the strength applied to the launcher, the penguin can fall on top of the iceberg, or land back on the blue ocean (surrounding the iceberg), or a player can knock their opponents' penguins off the top of the iceberg.

If a penguin falls out of the game, just place it back on the blue ocean, in the same place it went out. A penguin can never be sent back into the game by a launcher or placed on top of the iceberg, when it falls out of play. No player can hold a penguin on the launcher for more than 5 seconds; if this happens, the other players can take it out of the launcher and put it on the blue ocean, to the right of the launcher.

SPECIAL SITUATIONS

1. If two penguins of one color (e.g: two red penguins) meet on top of the iceberg with two other penguins of a different color (e.g: two green penguins), the following rule applies:

- If the red player launches the Joker on top of the iceberg he wins the game.
- If the green player launches the Joker on top of the iceberg he wins the game.
- If the Purple player places the Joker on top of the iceberg, with the other players' penguins remaining on top, a tie is called and a new game will be played.

2. If all three players have their two penguins on top of the iceberg, the winner will be the player who launches the Joker on top of the iceberg, leaving their own penguins still on the iceberg. If one of their penguins falls off, a tie will be called. If their penguin and an opponent's penguin fall out, the remaining player with two penguins on top will be the winner.

THE FLAGS

The flags show the rounds won by each player. At the start of the game, all flags will be in the Start position, facing right. When a round is won, the flag will be placed on the next step of the ladder. The first player to win three rounds wins the game.

THE WINNER

The first player to win three rounds is the winner. In order to win a game, the player needs to place his two coloured penguins and the Joker on top of the iceberg at the same time. The winner has to claim their win, before any of their penguins are knocked off; otherwise the game will continue.

