

3. BASE

Line up the toilet base (the one with the pipes) and turn it clockwise until it snaps into place.



5. BUGS

Make sure the toilet lid is closed. Drop all the coloured bugs into the tray.

Your game should look like this.



7. GET READY!

IMPORTANT: The colour of your headband is the colour of the bugs you must catch.



4. TOILET

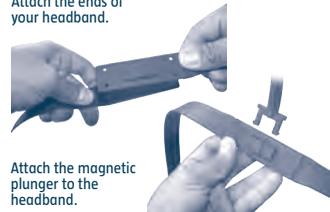
Insert the grinning toilet into the slot on the top of the toilet base. Turn until you hear the toilet snap into place.



6. WIBBLY-WOBBLY PLUNGERS

Each choose a coloured headband and its matching wibbly-wobbly plunger.

Attach the ends of your headband.



8. GET SET!

Lift the loo lid to set the toilet spinning and start the game!



GO PLAY!

As soon as the toilet starts spinning and scattering bugs everywhere, race against the other players to catch the most bugs you can with your wibbly-wobbly plunger.

They must be of your colour and remember: **NO HANDS ALLOWED!**

IMPORTANT: If you catch another player's bug, put it back in the tray – **DON'T USE YOUR HANDS!**



As soon as you catch one of your slippery bugs with your magnetic plunger, send it back to the toilet.

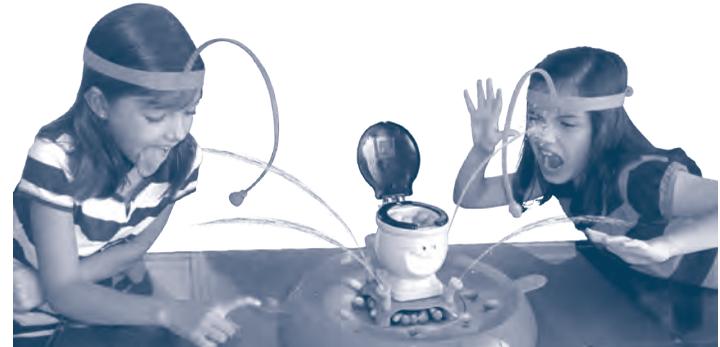
USING YOUR HAND, remove the bug from the end of your plunger, place it on your matching colour flipper and flip it into the toilet!



If you miss (and the bug lands on the table, floor or far away) simply pick it up and return it to the tray, then carry on playing!

Keep picking and flipping as fast as you can – you never know when the toilet will **FLUSH AND SPRAY WATER** into your face. When it does, keep playing, trying to catch a few more bugs.

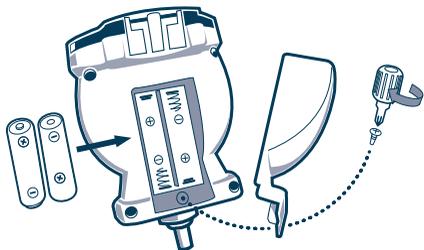
As soon as the toilet **STOPS** spinning, it's game over!



Count each of your coloured bugs in the toilet bowl. The player with the most wins!

INSTALLING OR REPLACING BATTERIES (must be done by an adult):

Unscrew the battery compartment door and install the batteries into the back of the toilet.



Battery cautions:

- a) Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- b) Do not mix new and used batteries.
- c) Do not recharge non-rechargeable batteries.
- d) Only charge rechargeable batteries under adult supervision.
- e) Remove rechargeable batteries from the product before charging.
- f) Only use batteries of the same or equivalent type as recommended.
- g) Insert batteries with the correct polarity.
- h) Remove exhausted batteries from the product.
- i) Do not short-circuit the supply terminals.
- j) Dispose of batteries safely.
- k) Do not dispose of this product in a fire. The batteries inside may explode or leak.

Notes : Game play lasts for approximately 3 minutes. To prevent accidental operation, always fully close the toilet lid after use – there is a clip to hold it shut.

Normal operation may be disrupted by strong electromagnetic interference. If so, simply reset the product as follows: close the toilet lid fully and then open again – so the game starts from the beginning.

PROBLEM	No movement	Toilet rotates slowly	No water spray
CAUSE	Weak batteries	Weak batteries	Not enough water in the tank
SOLUTION	Replace with new batteries	Replace with new batteries	Add more water

• Warning! Choking hazard. Not suitable for children under 36 months. Contains small parts. Colours and content may vary. Please retain these instructions for future reference.

CAUTION: Remove all packaging attachments and any other components which are not part of the toy before giving this product to a child.



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BEAT THE FLUSH



The potty bug-flipping game! 2 to 4 PLAYERS, Ages 5+

Contents : 1 toilet, 1 toilet base, 1 tray with small water tank, 4 magnetic wibbly-wobbly plungers, 4 headbands, 4 flippers, 24 bugs (in 4 different colours).
2 AA 1.5V batteries required but not included.

INSTRUCTIONS

It's bedlam in the bathroom!

Beastly bugs have escaped and are rolling around all over the place.

Can you catch them with your plunger and send them down the pan before it's too late?

GAME SET UP

(Please refer to the back page for instructions on how to insert batteries.)

1. FLIPPERS

Insert the 4 coloured flippers around the tray as shown (Fig.1A). Be sure the flipper is in this position (Fig.1B).



Fig.1A



Fig.1B

2. WATER

Fill the tank in the centre of the tray with water (Fig.2A).

IMPORTANT: Only use water! Other liquids could damage the toy.

Avoid mess: do not fill higher than this mark (Fig.2B).



Fig.2A



Fig.2B