

3. Get a pot of water. Suck up some water using the pipette (fig. 3).

4. Squeeze some water out of the pipette into the camels mouth (water held in bottom lip) (fig. 4).

**Look out!: for optimum spitting power don't fill the water in the camel's bottom lip higher than the square mark on the right hand side of it's head (fig. 5).**

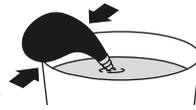


Fig. 3

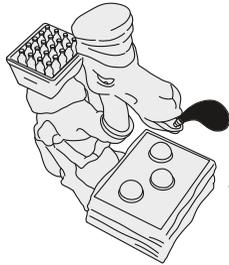


Fig. 4

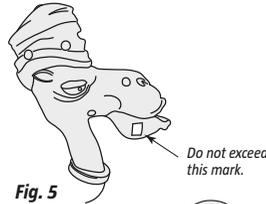


Fig. 5

5. Choose the number of players using the slider on the side (fig. 6)

'1' = 1 player      '2' = 2 players  
'3' = 3 players      '4' = 4 players

6. Turn the switch to 'ON' to start the game. The camel will spit out a bit of water when the game is starting.

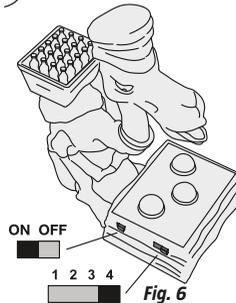


Fig. 6

## PLAYING THE GAME:

On their turn, players complete the 3 camel challenges.

### 1. First challenge - guessing game (cup and ball game): ①

The left light will flash red to indicate the start of the first challenge. Player 1, presses the red button to start.

He/she has to follow the flashing lights and say which light was the last to light up. The player makes their choice by pressing the red, yellow or green light that they think lit up last. If the player is wrong the camel will spit.

If the player chooses the correct light, the camel will make a victory noise (the sound of a bottle opening) and the player can take a bottle out of the crate.

Then it's player 2's turn. This person plays the same game as player 1. Followed by players 3 and 4.

### 2. The second challenge - memory game: ②

Once all of the players have completed the first challenge, the light in the middle will flash yellow to indicate the start of the second challenge. Whoever went first on the previous challenge, presses the yellow button to start the second challenge.

The lamp will light up and a light sequence will start (two lights will light up in a particular order). The player has to remember the sequence and copy by pressing on the corresponding two buttons.

• If he/she is successful, there will be a beep-beep noise and the camel will flash the middle light to show that it is the second player's turn. Player 2 now has to remember three lights instead of two!

Players take it in turn to play and the light sequence gets longer each time (so the first player has to remember two lights, the second three, etc.).

• The camel will spit on the first player to make a mistake and then the other players can each take a bottle out of the bottle crate.

### 3. The third challenge - speed game: ③

Once the second challenge has finished, the right hand lamp will flash green to indicate the start of the third challenge. Whoever went first on the first two challenges, presses the green button to start the third challenge.

• As soon as the light is on, the player has to press the corresponding button as fast as possible and continue doing so until the light sequence stops. If he/she is successful, all 3 lights will flash and it is the next player's turn.

• As soon as a player makes a mistake, the camel will spit and the other players can take a bottle out of the bottle crate.

Once the third challenge is over, Trickin'Camel will start a new round and challenges 1, 2 and 3 will begin again. This will continue until there are no more bottles left in the bottle crate.

**Look out!: Trickin'Camel is mischievous and could chuck bottles out of the bottle crate at any time! So all players should stay alert, whether it's their turn or not, so that they can quickly grab the bottles that fall out to collect as many as possible.**

#### Please Note:

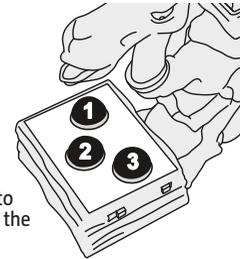
• If a player waits too long to choose a button on the first challenge, the camel will spit and it will be the next player's turn. Also, in the second challenge, the player has to press the right button quickly to stop the camel from spitting and missing their turn.

• If the bottle crate doesn't spring up, reset the game by turning the middle button clockwise (fig. 8).

• In 1 player mode, the challenges follow on from each other in the same way.

## THE WINNER:

The game is over as soon as the crate is empty. The player with the most bottles wins the game.



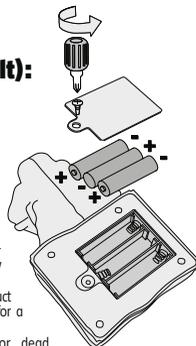
# Trickin' CAMEL

## RULES OF THE GAME

Age 5+, 1 or more players

### REPLACING BATTERIES (to be done by an adult):

- 1/ Open the batteries area by using a screw driver.
- 2/ Install 3 AA batteries taking into account the "+" and "-" battery terminal as described in the battery area.
- 3/ Screw the battery cover again to the base.



### SAFETY REGULATIONS

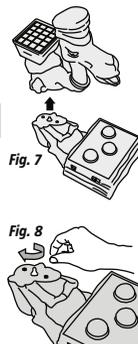
#### Caution

- Replacing batteries should always be done by an adult or under the supervision of an adult.
- Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly matching the + and - polarity markings.
- Rechargeable batteries: do not mix these with any other type of batteries. Always remove from the product before recharging. Recharging should be done under adult supervision. Do not recharge other battery types.
- Do not short-circuit the supply terminals.
- Do not mix used batteries with new ones, standard (saline) with alkaline and rechargeable batteries with standard or alkaline batteries.

- Do not try to supply the product with power through use of mains power or another independent power supply system.
- Remove batteries if product is not to be played with for a long time.
- Remove exhausted or dead batteries from the product.
- Bring your used batteries to an authorized waste disposal centre.
- Keep batteries away from fire. Danger of explosion.

Should this product cause, or be affected by local electrical interference, move it away from other electrical equipment. Reset if necessary (switching off and back on again or removing and re-inserting batteries).

PROBLEM	POSSIBLE CAUSE	SOLUTION
No reaction.	- ON/OFF switch is OFF. - Weak batteries.	- Set switch to ON. - Replace batteries.
The game doesn't start.	- ON/OFF switch is OFF. - Weak batteries.	- Set switch to ON. - Replace batteries.
Weak sound/light.	- Weak batteries.	- Replace batteries.
The camel can't spit.	- Weak batteries. - No water.	- Replace batteries. - Add water in the camel's mouth.
The bottles don't pop up.	- Weak batteries. - The spring isn't wound up.	- Replace batteries. - Press the rack to wind the spring - Detach the top part of the camel (Fig. 7) and turn the white button 90° (Fig. 8). Place the top part back on the base (Fig. 1A) and push down the middle of the crate (Fig. 1B).



Please retain this information for future use.

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



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**CONTENT:** 1 Camel\*, 1 base, 1 pipette, 22 bottles (20 + 2 extra), rules of the game.

\*Works on 3 AA batteries (not included).

### AIM OF THE GAME:

Collect as many bottles as possible by winning Trickin' Camel challenges and/or by catching the bottles he flings out of his bottle crate.

### SETTING UP THE GAME:

(See the instructions on the back of this guide to see where to insert the batteries.)

1. Place the top part of the camel on the base (fig. 1A). Then press on the middle of the bottle crate to make the 2 parts click together properly (fig. 1 B).

2. Make sure the middle of the bottle crate is pushed down fully. Place 20 bottles into the crate on the camel's back (fig. 2).

