



DON'T UPSET ME

5+

OBJECT: To be the first player to move any one cone from home base all around the game field and back to home base.

EQUIPMENT: Base, Game Field, Flippers, Labels, Steel Ball, Bumpers and 16 Cones.

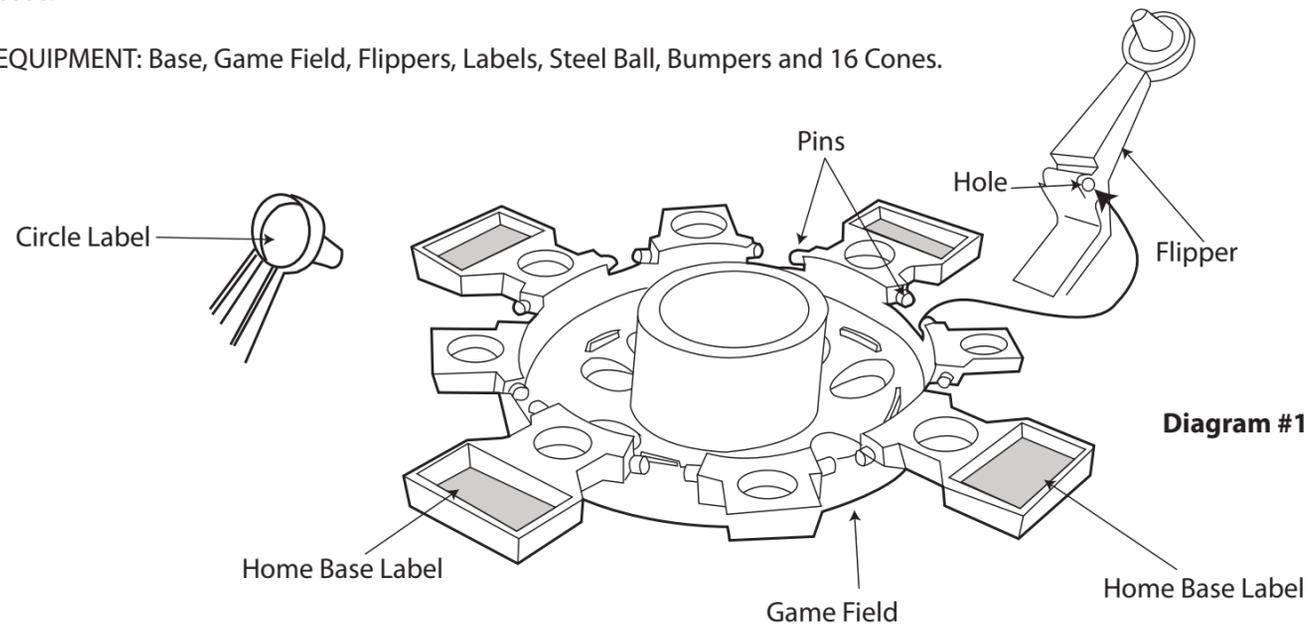


Diagram #1

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- 1.) Place Home Base Labels on Game Field and Circle Labels on Flippers.
- 2.) Insert Flippers in any order around the Game Field. Try to keep the high numbers separated from the low numbers. To insert Flippers, gently flex the Game Field and insert the pins on the field into the holes on the Flippers.

DIAGRAM #2

- 3.) Insert Bumpers on underside of Base.
- 4.) Place Game Field on Base, so that Holes in game fit into Chutes on base.
- 5.) Once the Game Field is placed on the base, make sure the flippers swing freely within the chutes. Set all Flippers to Start Position. (See diagram #3 for Start Position).

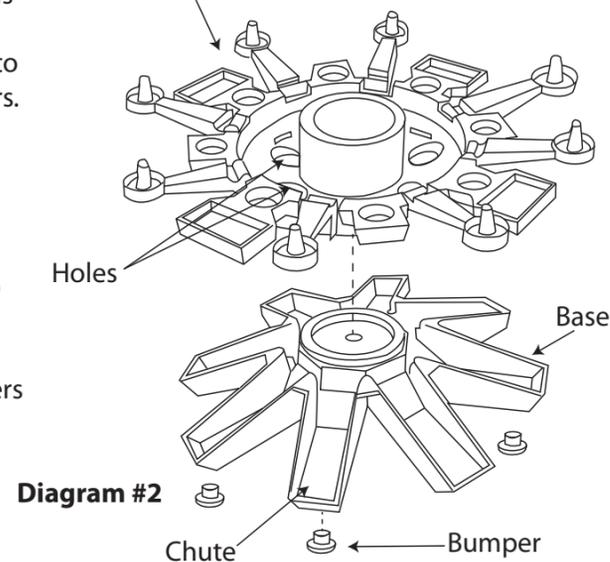
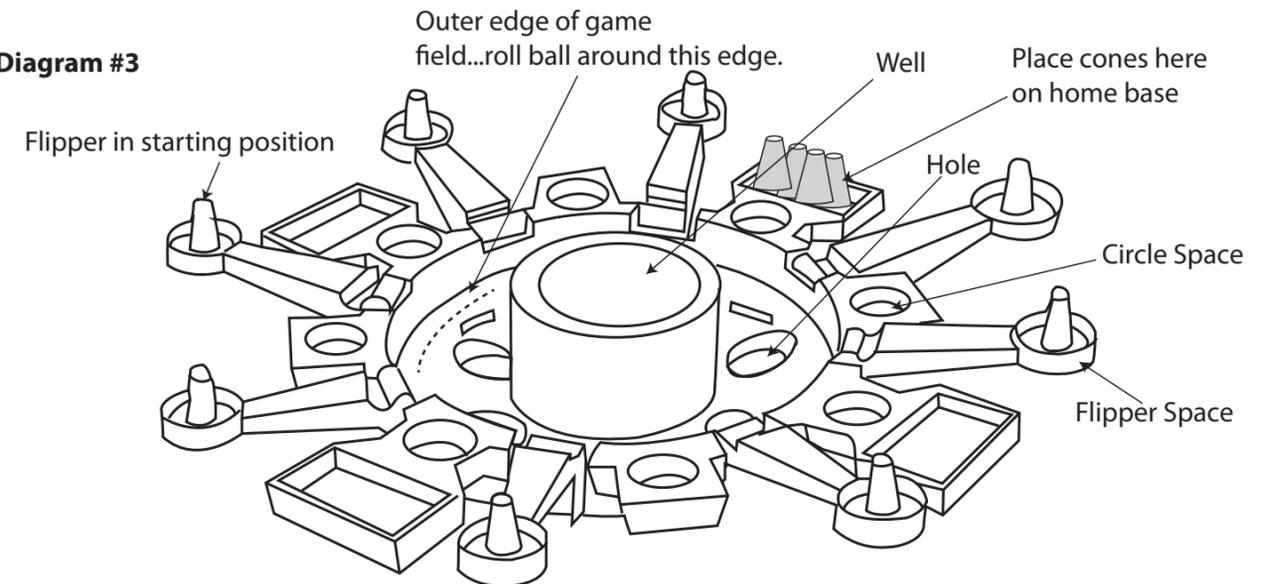


Diagram #2

WARNING:
CHOKING HAZARD - Toy contains small parts and small balls. Not suitable for children under 3 years.

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Diagram #3



Play

- 1.) Each player takes 4 cones of the same color and places them on the home base matching that color.
- 2.) Youngest player goes first. Play passes to the left.
- 3.) First player rolls the steel ball along the outer edge of the game field. The ball will drop into one of the holes and upset a flipper, revealing the number of spaces the player can move.
- 4.) Before a player moves their cone, s/he must remove the steel ball, and reset the flipper back to the down position.
- 5.) Players move cones to the left around the game field. First onto a Circle Space, then a Flipper Space, then a Circle Space and so on.
Starting from Home Base, a player will land on a CIRCLE SPACE if s/he moves 3 spaces. If s/he moves 4 spaces, s/he will land on a FLIPPER SPACE.
- 6.) A player landing on a Flipper space is in danger because the flipper might be upset, dumping their cone into the Well.
- 7.) Whenever a cone is dumped into the Well, it is lost, and remains there for the rest of the game. Note: Should a player lose all their cones in the well, that player is out of the game. (Sorry!)
- 8.) Even if a player upsets their own cone, s/he still moves the number of spaces shown on the Flipper.
- 9.) If a player upsets the Flipper with the Joker showing, s/he may drop the steel ball into any of the holes, upsetting any opponent on that Flipper, and advance him or herself the number of spaces shown on that Flipper. If there are no opponents on any Flipper, the player does not move.
- 10.) If a player lands by exact count on an opponent's cone, the cone is sent back to home base to start again. A player may not land on their own cone. Instead, s/he must move one of his or her other cones.
- 11.) A player may have any amount of cones on the game field at any given time, but may move only one cone per turn.
- 12.) A player does not need an exact count to land on home base and win the game.

Winning

The Winner is the first player to move any one of their cones all around the game field and reach home base.



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