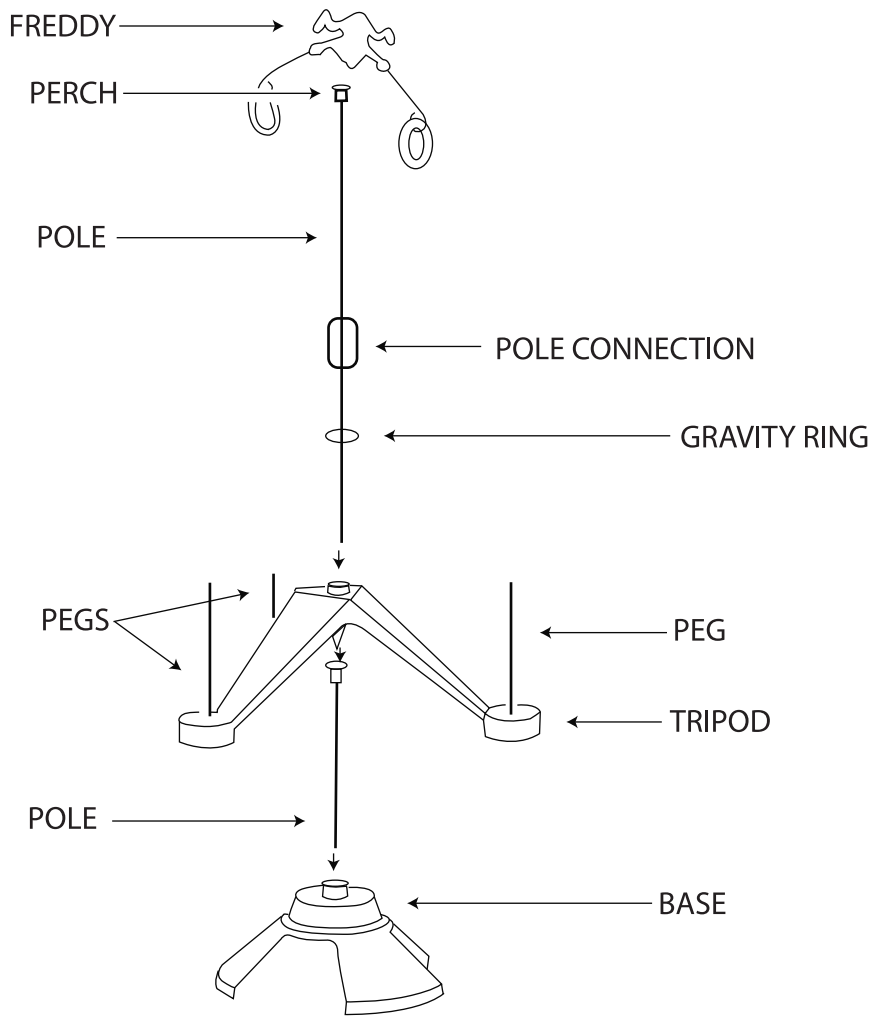




 **WARNING:**  
CHOKING HAZARD - Small Parts.  
Not for Children under 3 years.



**OBJECT OF GAME:** To acquire various discs which are worth points, while trying to keep Freddy balanced on his perch.

**PREPERATION:** Assemble "Steady Freddy" as shown in the illustration. Place the discs on each of the 3 pegs of the tripod in the following color sequence: starting at the bottom of each peg, first purple, the yellow, then red, purple, yellow, red, purple, yellow, red. Each peg must contain 9 discs, 3 discs of each color, in proper sequence.

Balance Freddy on the perch on top of the top pole.

**GRAVITY RING:** The gravity ring is the small rubber disc attached between the two poles. As players acquire skill in the game, they may want to make it more difficult to remove discs without upsetting Freddy. To do this, slide the gravity ring up the top pole. The closer it is to the top of the pole, the more difficult the game.

**PLAYING THE GAME:** The players use the spinner to see who is to go first. The first player to spin red starts the game. They spin the spinner and note the color where the pointer stops. They must now use the fork to remove that color disc from any of the 3 pegs on the tripod without causing Freddy to fall from his perch. If other color discs are in their way, they must use the fork to remove them, one at a time and place them on any other peg on the tripod without causing Freddy to fall. When the player reaches the disc that they are after they must remove it and place it in front of them.

When the first player has removed their disc their turn ends and the next player goes. During their turn, a player may steady the tripod by using **only**, the fork. A player may never touch a disc or the tripod with their hand during a move.



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**TOPPLING FREDDY:** If a player during their move causes Freddy to topple from his perch, they must replace Freddy and put back on the pegs **in any order**, half the number of discs in front of them. If the player has an odd number of discs they put back 1 more than half. If they have no discs, they lose the next turn.

**SCORING:** The different color discs have different point values as follows: Red 25, Purple 10, and Yellow 5.

**WINNING THE GAME:** The player who gets 100 points in discs wins the game.

**SPECIAL RULES:** A player may transfer discs from other pegs to keep the tripod in balance while going after a particular color disc.

If a player spins a color and there are no discs of that color on the pegs, the player loses a turn.

**SIMPLIFIED INSTRUCTIONS:** Younger players can, if they wish, disregard point scores and play "Steady Freddy" by counting discs.

When a player topples Freddy, they must replace one disc and give up their turn.

The first player to get any 6 discs, is the winner.