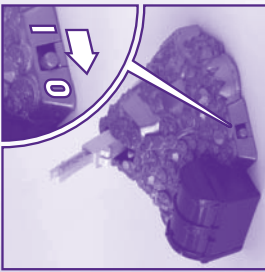
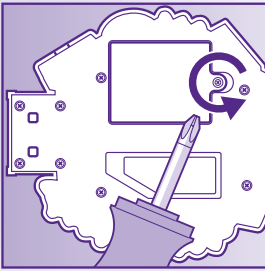


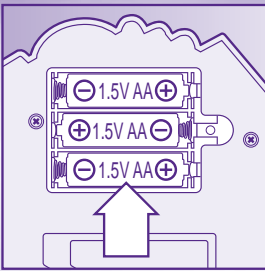
Putting the batteries in:



The ON/OFF switch should be in the 'OFF' position (nearest to the treasure chest).



Turn the base over and, using a cross head screwdriver, turn the battery compartment screw anti-clockwise. Remove the battery compartment cover.



Insert 3 AA/LR06 batteries with the polarity as shown. Replace the battery compartment cover and tighten the screw gently.

2-4 Players
5+ Years

ELECTRONIC RATTLE BONES

Contents:

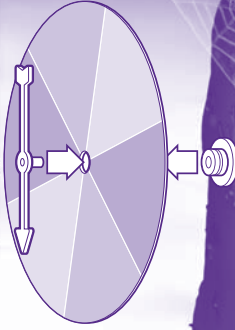
- Captain Boney skeleton
- Treasure pile base
- Spinner with card
- 4 red treasure pieces
- 4 blue treasure pieces
- 4 yellow treasure pieces
- 1 golden hat
- 6 coins
- 1 staff

The aim of the game:

The first player to collect three treasure pieces (of any colour) AND the golden hat is the winner.

The spinner:

This must be assembled before use, as shown:



See more great games at: www.drumondpark.com

Battery information

- Remove rechargeable batteries from the toy before recharging.
- Only recharge batteries under adult supervision.
- Do not recharge non-rechargeable batteries.
- Use only AA or their equivalent as stated.
- Do not mix different types of batteries, or new and used batteries.
- Insert batteries in the correct polarity (see diagram)
- Remove exhausted (used) batteries from the toy.
- Do not short circuit the supply terminals of the batteries.
- Do not insert connecting wires into electrical socket outlets.

Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

If returning the old product to the store where you purchased the new item from you should first check they are in an applicable scheme. The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item. You must take proof of purchase of your new item when returning your old product to the store.

Requires 3x AA Batteries (NOT INCLUDED). Please remember that small button cells and AA batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.



Customer service: Drumond Park, PO Box 164, HOCKLEY, Essex S55 4BA, UK. Phone: 01702 200 660.

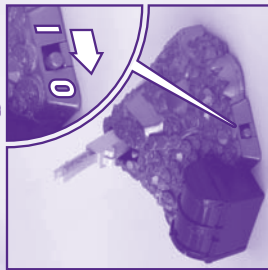
Manufactured by Drumond Developments Ltd., PO Box 790, Ipswich IP1 9GP, UK.



Item no: 1750

WARNING! Not suitable for children under 36 months due to small parts. Choking Hazard. Colour and contents may vary from those shown. Please retain this information for future reference. Made in China.

Assembling the Captain:



The ON/OFF switch should be in the 'OFF' position (nearest to the treasure chest).



With the base arm extended, attach the clip on the Captain's pelvis to the clip on the arm, as shown.



Place the staff into the hole on the treasure pile.

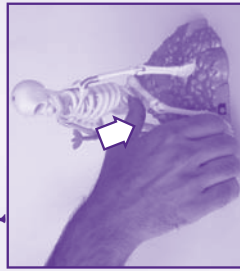


Place the staff into the hole on the treasure pile.

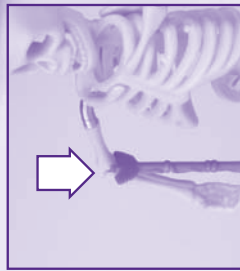
How to re-set the Captain:



The ON/OFF switch should be in the 'OFF' position (nearest to the treasure chest).



Push the Captain down through his tummy, until you hear a click.

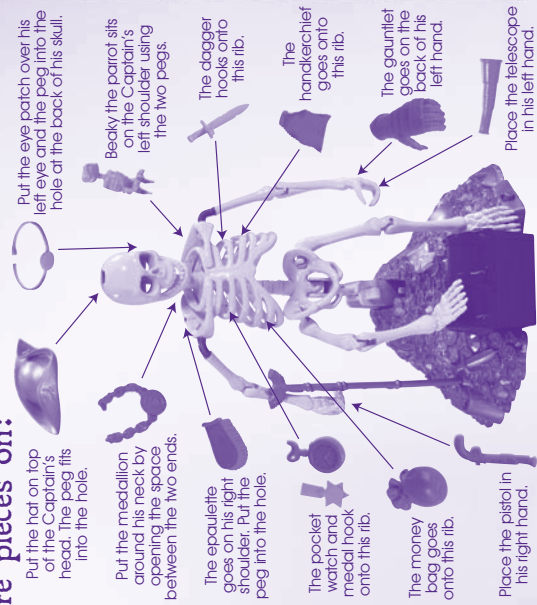
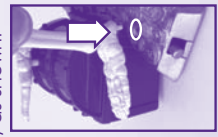


Lay the Captain's right arm on top of the staff. Then restock him with treasure, as shown below.

Putting the treasure pieces on:



Place the six coins into the treasure chest, then close the lid. Fit the pegs on his feet into the holes in the chest and pile, as shown.



Put the eye patch over his left eye and the peg into the hole at the back of his skull.

Becky the parrot sits on the Captain's left shoulder using the two pegs.

The dagger hooks onto this rib.

The handkerchief goes onto this rib.

The gauntlet goes on the back of his left hand.

Place the telescope in his left hand.

Put the hat on top of the Captain's head. The peg fits into the hole.

Put the medallion around his neck by opening the space between the two ends.

The epaulette goes on his right shoulder. Put the peg into the hole.

The pocket watch and medal hook onto this rib.

The money bag goes onto this rib.

Place the pistol in his right hand.

To start a game:

Once all the treasure is placed onto Captain Boney, switch on the ON/OFF button. Youngest player starts first and play continues to the left.

Playing a turn:

The player spins the spinner to pick a colour. They must then take ONE of Captain Boney's treasures of that colour. If there is no treasure of that colour left, the player has to take a coin from the treasure chest. If there are no coins left, their turn is over.

The player must be very careful not to wobble Captain Boney as they take the treasure or he might "wake up" and leap into frantic action.

If the player successfully removes the piece of treasure they keep it and now their turn is over.

If Captain Boney wakes up and jumps around the player has to move the ON/OFF switch to 'off' and re-set the skeleton onto his seat, before replacing the treasure that has been shaken off as well as the piece they tried to take. Turn the game on again. Now that player's turn is over.

The Golden Hat:

Once a player has collected three pieces of treasure (two gold coins count as ONE piece of treasure), on their next turn they have to try and take the Golden Hat.

If they safely steal the Golden Hat they win. If they wake up Captain Boney they must reset him, and return the hat AND one of their three collected treasure pieces. So on their next go they have to collect another treasure piece. Play now continues with the next player.

