

REQUIRES 2 x C (R14) 1.5V BATTERIES NOT INCLUDED

CONTENTS:

4 Tubes

3 Connectors Wobbly Worm Head **Neck Connector**

Apple Base

9 Rings

ASSEMBLY

- 1. Insert 2 (-size (R14) batteries as shown in BATTERY INSTALLATION, below.
- 2. Connect the 4 tubes together to form one long tube by inserting a connector between each tube. Alternate the tube colors (light green/dark green/light green/dark green).
- 3. Attach the assembled long tube to the Apple Base.
- 4. Connect the screw end of the Neck Connector to the Wobbly Worm head. Then, attach the Neck Connector to the open end of the long tube.
- 5. Set Wobbly Worm down on a hard surface with plenty of room around him. Now you're ready to play!

ADJUSTING GAME DIFFICULTY

You can adjust the difficulty of Wobbly Worm to better match the ages of the players. The more tubes you add, the greater the difficulty

Younger players: Use 1 or 2 tubes Older players: Use 3 or 4 tubes

HOW TO PLAY OBJECT

A tasty red apple fell off the tree and rolled around and around on the ground. Out popped a Worm, and now he's all Wobbly! Be the first to get all three of your hoops over Wobbly Worm's head, and you win!

BASIC GAME for Younger Players: PLACE THE HOOPS

- Give each player a set of three same-coloured hoops.
 Each player puts their hand on top of Wobbly's head, then takes one BIG step back away from Wobbly. Once you've taken your step back, stay put - you can't move your feet!
- 3. One player pushes the START button to make wobbly worm start to wobble! If you ever need to stop wobbly, just press the button again.
- 4. As wobbly worm moves around, his head will sway from side to side. Reach out and try to place one of your hoops over his head. Remember, you can't move your feet!
- 5. Once you place one of your hoops over his head, try again with another. You can only have one hoop in your hand at a time!

WINNING THE GAME

First player to place all three of their hoops over Wobbly Worm's head wins!

ADVANCED GAME for Older Players: TOSS THE HOOPS

1. Give each player a set of three same-coloured hoops

- 2. Each player puts their hand on top of Wobbly's head, then takes THREE BIG steps back away from Wobbly. Once you've taken your steps back, stay put - this is your "Home Base" during this round
- 3. One player pushes the START button to make Wobbly Worm start to wobble! If you ever need to stop Wobbly, just press the button again.
- 4. As Wobbly Worm moves around, his head will sway from side to side. Try to toss one of your hoops over his head while standing on your Home Base.
- 5. If you toss all three of your hoops and none of them go over Wobbly's head, quickly pick up your three hoops, jump back to your Home Base position and try again!

WINNING THE GAME

First player to toss all three of their hoops over Wobbly Worm's head wins!

STORAGE

To store Wobbly back in his box, disassemble in the reverse order.

IMPORTANT INFORMATION: Remove all packaging before use. Retain this information, addresses and phone numbers for future reference. Content may vary from pictures. An adult should periodically check this toy to ensure no damage or hazards exist, if so, remove from use. Children should be supervised during play.



Requires 2 x C (R14) batteries (not included). Batteries or battery packs must be recycled or disposed of properly. When this product has reached the end of its useful life it should not be disposed of with other household waste. The Waste Electrical and Electronic Equipment Regulations require it to be separately collected so that it can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources contained to extend the contamination by any hazardous substances, decrease the resources. required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The "wheelie bin" symbol means that it should be collected as "waste electrical and electronic equipment." You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.

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START BUTTON

PLACE YOUR HOOP OVER HIS HEAD











MEDIUM



MARNING: CHOKING HAZARD - Small parts. Not suitable for children under three years.



Open the two battery doors with a Phillips-head screwdriver (Not included).
 Requires 2 x C (R14) batteries (not included). Insert batteries as shown.
 Replace the battery compartment door and tighten the screw.

Battery Safety Information: 2 x C (R14) alkaline batteries (not included).

DO NOT dispose of batteries in fire, as batteries may explode or leak DO NOT mix old and new batteries or types of batteries (i.e. alkaline. Rechargeable batteries are to be removed from the toy before being

DO NOT recharge non-rechargeable batter DO NOT short-circuit the supply terminals.

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MADE IN INDIA