

BobTM
the
Builder

For 2 to 4 players / Ages 4 and up

**Scoop's
Construction
Site Game**

Featuring a motorized **Scoop**TM

⚠ CAUTION:
Hair entanglement may result
if child's hair comes in contact
with moving wheels. Adult
supervision is required.

OBJECT

Be the first player to build a three-story Tower, and top it with Pilchard™. Scoop is there to help — or at least he's trying to!

CONTENTS

Motorized Scoop • Construction Site Gameboard • 8 Tower Platforms • 1 Roof Platform • Pilchard • Pilchard's Plastic Stand • Bob the Builder with his Sawhorse • Sawhorse Insert • Plastic Sawhorse Frame • Spinner Base • Spinner Card • Spinner Arrow • 30 "1" Beams

BATTERY

Insert battery: Loosen the screw on the battery compartment door and remove. Insert 1 AA battery (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

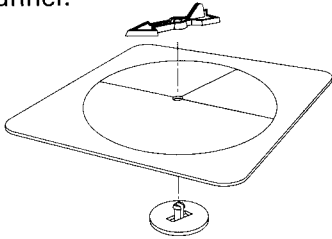
CAUTION:

To avoid battery leakage

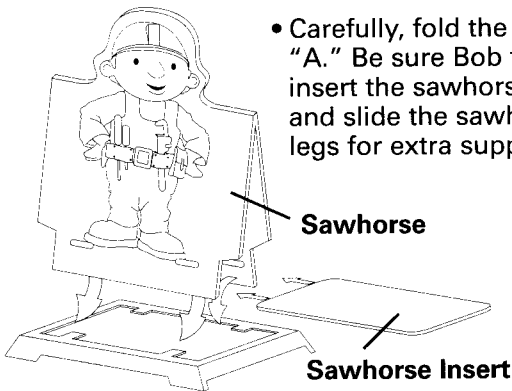
1. Be sure to insert the battery correctly and always follow the game and battery manufacturers' instructions.
2. Always remove the weak or dead battery from the product.

ASSEMBLY

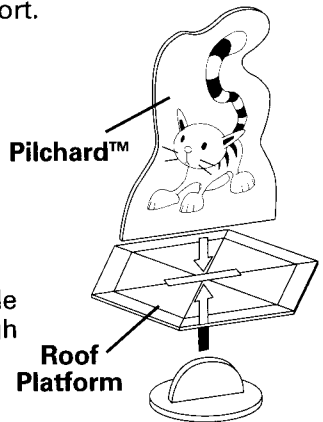
- Remove Scoop from the plastic bag and discard bag.
- Pop out any cardboard residue in the holes of the gameboard.
- Carefully punch out the die-cut tower platforms, roof platform, Bob the Builder with his sawhorse, the sawhorse insert, spinner card, and Pilchard from the cardboard.
- Carefully twist the sawhorse frame, Pilchard's stand, the spinner base, and the spinner arrow from the plastic runner. Discard the runner.



- Push the round plastic spinner base post from underneath, up through the spinner card. Snap the arrow down onto the post.



- Carefully, fold the sawhorse in half, like an "A." Be sure Bob the Builder pops up! Then insert the sawhorse into the plastic frame and slide the sawhorse insert between its legs for extra support.



- Locate the roof platform and slide Pilchard's round stand up through the oblong hole. Push Pilchard into the stand and set aside.

SETUP

- Place the gameboard on a flat surface. Slide the ON/OFF switch located on the underside of Scoop to the ON position. Then place Scoop in the center of the gameboard — this is the Drop Zone.
- Place an "1" Beam on each of the 28 spaces around the outer edges of the board. Put any spare "1" Beams back in the game box.
- Players must each choose a "Building Zone" at one corner of the gameboard and take the two tower platforms that match. This is where you will build — or try to build — your Tower!



GAMEPLAY

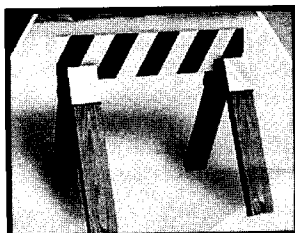
The youngest player goes first. Play then passes to the left.

ON YOUR TURN: Spin the spinner and do what it shows.

TAKE ONE: Take one "I" Beam from anywhere on the gameboard (except someone else's building zone) and add it to your Tower. If it's the third beam on a level, immediately put a platform on top of all three. You'll build your next level on top of that platform.



SAWHORSE: Bob the Builder will keep Scoop from accidentally knocking over your Tower. Put the Sawhorse in front of your Tower (Its feet go in the cutouts.) Now you're safe — until someone else spins the Sawhorse and takes it to another building zone!

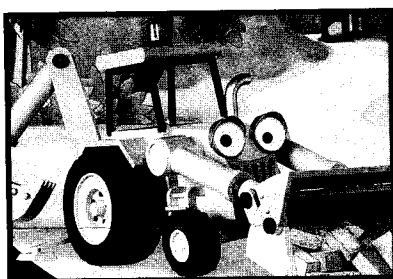


SCOOP: This is your chance to activate Scoop!

1. Pick up Scoop by the top light to turn him on and make him start rotating.

2. Hold Scoop about 1 inch above the Drop Zone and try to figure in which direction you want him to go.

3. Gently drop Scoop onto the center of the board and hope that you have steered him in the right direction!



4. When Scoop reaches the edge of the board or runs into the Sawhorse, he will stop moving. Lightly tap down on the top light to shut him off.

- Any "I" Beams pushed completely off the gameboard are yours! Add them to your Tower. "I" Beams that are knocked down, but still touch the gameboard, stay where they fall! Your turn ends.
- If, on your turn, Scoop knocks over any part of your Tower, quickly rebuild and pass the spinner to the next player.
- If Scoop knocks down somebody else's Tower, you take all the "I" Beams that are pushed completely off the board. Any "I" Beams left touching the other player's color-outlined building zone still belong to that player, who rebuilds immediately. Any "I" Beams that are not touching a building zone but are still touching the gameboard stay where they fell. Your turn ends.

5. At the end of your turn, pick Scoop up by the body and put him back in the Drop Zone, ready for the next player.

WINNING

When you place the third "I" Beam on the third level of your Tower, take the Roof platform (the one with Pilchard sitting on it) and place it on top. You win!

FOR 2 PLAYERS

Before you start playing, decide if you will build a 4- or 5-level Tower!

TROUBLESHOOTING

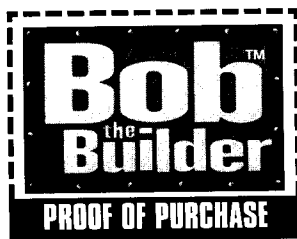
If Scoop's shovel becomes detached, simply snap it back into place.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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