

ELEFUN[®]

Motorized Butterfly-Catchin' Game
For 2 to 4 players / Ages 3 to 6

Rules © 1993, 1997 Hasbro, Inc., Pawtucket, RI 02862. Printed in China.

When this adorable baby elephant takes a deep breath and blows, dozens of colorful butterflies fly out of his 4-foot trunk! Catch them in your butterfly net—and keep your eye out for the special blue one!

OBJECT

To be the first player to win 3 butterfly-catching rounds of play.

EQUIPMENT

ELEFUN[®] body • 4-Foot trunk attached to plastic ring • 4 Butterfly nets, plastic handles and rims • 31 Nylon butterflies • 4 Butterfly tokens

4 D-size alkaline batteries required (not included)

Note: This game requires alkaline batteries, which generate sufficient power to run the elephant. The game will not operate properly with non-alkaline batteries.

ASSEMBLY

Batteries

Remove the battery compartment door on the elephant's base. Insert 4 D-size alkaline batteries, being sure to line up the + and - on the batteries with the + and - marks inside. Replace the door. If the motor does not turn on the first time, check that the batteries are installed properly.

CAUTION: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

Time to change batteries? If at any time the elephant slows down and the butterflies are not blowing out: 1) Turn him off and remove his trunk. With your hand, mix up the butterflies. 2) If this does not help, it may be time to change the batteries. Note: The elephant is meant to blow out most of the butterflies in less than 2 m



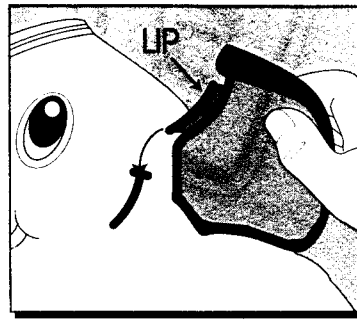
We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915 or phone 978-921-3500.



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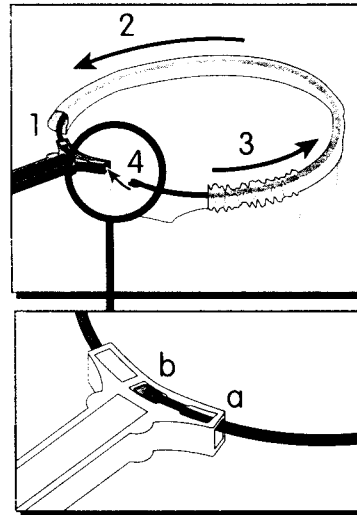
ELEFUN Ears

1. Hold the LEFT ear with the ridge along the top edge and the pink inner ear facing front.
2. Slide the bottom end of the lip on the inner edge into the circle-end of the slot.
3. Gently pull the ear downwards to secure it completely in the slot.
4. Repeat with the RIGHT ear.



Nets

1. Turn a handle over so the word "ELEFUN" faces down.
2. Insert unattached end of rim into opening in top edge of a net, then slide net around rim (2).
3. Push net back out of the way (3) while you...
4. Lock rim into handle to complete circle (4): Slide square end of rim into square hole in handle (a). Push down on the rim to tilt up the end; continue to push the rim past the narrow area until you can lower and lock it into square hole (b).
5. Repeat with remaining nets.



SETUP

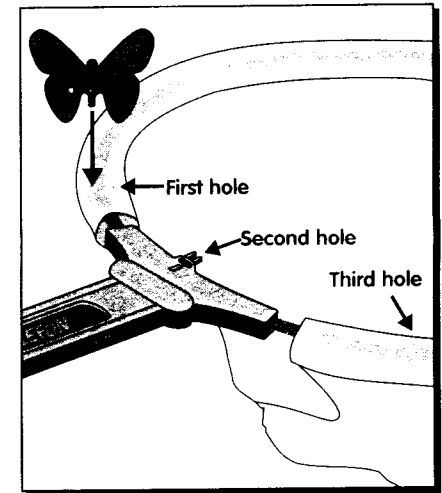
- ✿ Put all 31 butterflies into the elephant's "head."
- ✿ Press the trunk's wide plastic ring down over his "nose" opening. Make sure the ring is on straight and pressed down as far as it will go. It will not screw or snap in place; just push it on.
- ✿ When you remove the trunk to re-load the butterflies (or re-store the game), put your hand around the plastic ring and lift it off. **Do not pull the trunk itself.**
- ✿ Set the elephant on the floor in the center of the play area, which should be clear of other objects.
- ✿ Each player takes a butterfly net.

GAME PLAY

- ✿ One player turns the ELEFUN game on by flipping the small switch by his tail.
- ✿ Lift up his trunk so it is fully extended and points straight up in the air. During the game, make sure the trunk stays fully extended and open. This improves the air flow. **IMPORTANT:** Do not block the air flow by covering the trunk opening with your net.
- ✿ Everyone plays at once, catching butterflies as they come out of the elephant's trunk.
- ✿ Players may also pick up butterflies off the floor with their hands and put them into their nets.

Ending and Scoring a Round

- ✿ The round ends when the elephant has blown the last butterfly out his trunk. (If butterflies get caught inside the head and are not blown out, go ahead and turn him off and end the round.)
- ✿ Once the game has been turned off, players count the butterflies in their nets: The player with the most earns one plastic butterfly token and places it on the left side of the rim, in the first hole, as shown.



The Special Blue Butterfly

- ✿ If you catch the one blue butterfly, you automatically earn one butterfly token—regardless of the number of butterflies in your net! Start a token in the first hole or move your token ahead to the next hole.
- ✿ If you're the player who catches the most butterflies **and** the blue butterfly, you only move your plastic butterfly ahead one hole.
- ✿ Now put all the butterflies back into the elephant—and play again!

WINNING

If you win 3 rounds and move your token to the third hole, you win!