

CHUCKLE
& ROAR

POTATO TOSS



AGES 3+



2+

~5
MIN

INCLUDES: One Electronic Spud and 3 (AG13/LR44) Batteries.

Goal

Pass the potato to your friends, just don't get caught holding it when the music stops, or you're out! The last one still in the game wins!

Let's Get Ready to Play!

1. Open the potato and turn the switch to ON.
2. All players form a circle. The game is played in a series of rounds. The youngest player starts the first round.

How to Play

1. Let's start the round! Squeeze the potato to start the music! Once the music starts, quickly pass the potato to any other player. It doesn't matter if they are next to you or not.
2. Players continue passing the potato to each other while the music plays. Once the music stops a Buzzer will sound, and whoever is holding the potato is out of the game and they get to cheer on the rest of the players!
3. Here's where it gets hot in the kitchen! You never know when the music will stop - sometimes it plays longer, sometimes shorter. So you better keep that tater moving!
4. Once a player is out, the next round begins for the remaining players. When everyone's ready, squeeze the potato to start the music!

Winning!

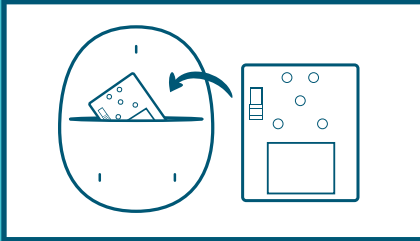
The last remaining player in the game is the winner! **WINNER, WINNER, FRIES FOR DINNER!** Who's ready for seconds?

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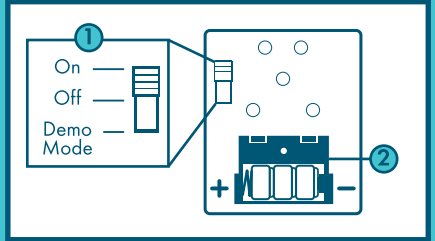
POTATO PASSING RULES

1. If the potato is mid-air - or lands on the ground - when the Buzzer sounds, then the last player to pass the potato is out.
2. Make sure everyone gets to pass the potato – this is a potato party, not a dinner for two.

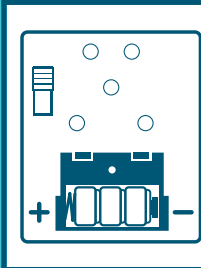
Battery Pack & On/Off Switch



Battery pack located on back of potato inside zipper flap.



1. On/Off switch.
2. Battery compartment.



Requires 3 x 1.5V AG13/LR44 button cell batteries (INCLUDED, Adult required for replacement. KEEP BATTERIES OUT OF REACH OF CHILDREN.)

Do not mix old and new batteries.

Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.

⚠ WARNING: This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

FCC STATEMENT: This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.