

Pass the Pup™

The musical game of fast-passing fun!

RULES —

2 or More Players • Ages 3 & Up

Contents

Pup, 14 Fun Cards

Object

Don't be caught with the Pup when the music stops!

Set Up

- Open the pocket on the Pup's back, remove the Fun Cards, shuffle them and place them face down on a nearby surface.
- Sit in a circle with about an arm's length between each player.

Fun Music!

Each time the Pup's right paw is squeezed, a fun song plays for a random length of time. You never know when the music will stop!

Play

- The Pup is given to the youngest player, who begins the game by squeezing the Pup's right paw to start the music.
- The player then quickly passes the Pup to the player on his or her left and so on around the circle.
- The player holding the Pup when the music stops takes the top Fun Card and does whatever the puppy is doing: barking, rolling over, wagging, shaking hands, etc. Go ahead and laugh...it's fun!
- After the player completes the action, he or she keeps the Fun Card and starts the next round.
- When a player draws a Flea Card, everyone in the room tickles that player until he or she laughs (Alternate play: All players jump like a flea five times).

- The Flea Card is then put on the bottom of the stack, and the player who drew it starts the next round.

Winning

- The game ends when only the two Flea Cards remain.
- The player with the least number of Fun Cards wins.

For Added Fun:

The Fun Cards have a description of things that puppies sometimes do. The facts have nothing to do with the game play, but we thought you might enjoy them!

Battery Replacement

- Open the back of the Pup's head to access the battery compartment.
- Remove the screw with a small Phillips screwdriver.
- Open the lid, and replace the 3 1.5V LR44 button cell batteries.
- Close the lid, and insert the screw.

Battery Safety Information:

- Adult supervision is recommended when changing batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.

- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Batteries may explode or leak if disposed of in a fire.
- Remove batteries from a product if it will not be used for a month or longer.
- Follow applicable laws and local regulations for the disposal and transportation of batteries.

Care and Maintenance

Remove batteries before cleaning. Use a soft, damp cloth to spot clean the exterior. Do not use liquid, aerosol or abrasive cleaners. Let the unit air dry completely before returning batteries and resuming use. Product may wear, over time, with use. Parents should periodically examine this product for potential hazards. Any potentially hazardous parts should be repaired or replaced.

We wanna hear about all the fun you had!



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For more fun, visit playmonster.com

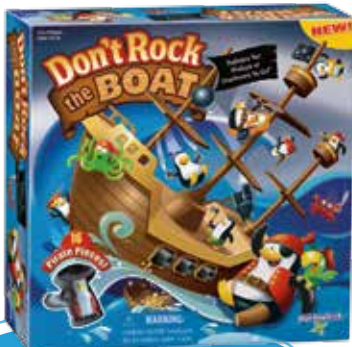
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WARNING:

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.

Having fun with this game?

Try these other great PlayMonster games for kids!



Don't Rock the Boat®

- 2 to 4 Players
- Ages 5 & Up

Yeti, Set, Go!™

- 2 to 4 Players
- Ages 4 & Up



Puppy Up™

- 1 to 4 Players
- Ages 3 & Up

