Move your feet to get a seat!" RULES

3 or More Players • Ages 7 & Up

### Contents

Prompter Device, 20 Rings

## Object

When it's time to jump up and switch seats, don't be the last player standing!

#### Set Up

 Place all of the Rings in the Prompter device.



- All players find a chair/seat and sit in a circle or semi-circle, except the player who owns the game—they are the Middleman who stands in the middle, with the Prompter.
- Switch the Prompter to the ON position (I). Note: The Prompter is still in demo mode if it says, "Thank you for trying Butts Up!"

• If you want to use the mode with finished statements (Mode 1), tap the red button once. If you want to use the mode with open-ended statements that the reader can fill in and customize (Mode 2), press and hold the red button for approximately one second.

## Play

- The Middleman presses the red button on the Prompter and reads the statement that appears on the device, starting it with "Butts Up if you...". For example, the prompter may have the statement, "Went zip lining" so you'll say, "Butts Up if you went zip lining!"
- Music will play as the scrambling begins!
- If the Butts Up statement applies to any players who are sitting, they have to quickly get up and find another seat that was vacated. In this example, anyone who has gone zip lining must get up and move!
- The Middleman, no matter what the statement is, has to find a vacated seat.
- The music will speed up as players scramble for seats. Tap the red button to stop the music when you're ready!
- Someone will always be left without a seat, and that player must take and keep one of the rubber Rings. They are also now the new Middleman.
- The new Middleman presses the red button to get a new statement to read, and play continues until all of the rubber Rings are gone!

#### Winning the Game

The player with the least amount of rubber Rings is the winner! If there's a tie, then there's more than one winner! Celebrate by wiggling your butts! Then play again!

**Tip:** To save battery life, switch to off position (**0**) when not playing.

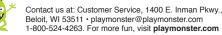


Having fun with **Butts Up**? Try another PlayMonster active game,

# **Ultra Dash**®

Find it on **playmonster.com** or where fun games are sold!

We wanna hear about all the fun you had!



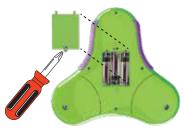
Copyright © 2019 PlayMonster LLC, Beloit, WI 53511 USA. Made in China. All rights reserved. **Butts Up** and *Move your feet to get a seat!* are trademarks of PlayMonster LLC. Invented by Forrest-Pruzan Creative.

#### **BATTERY SAFETY INFORMATION**

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

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 not 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.

Keep these instructions for future reference as they contain important information. CAN ICES-3(B)/NMB-3(8)



## **BATTERY INSTALLATION**

- Alkaline batteries are recommended for best performance. Remove the battery cover using a screwdriver and insert three AAA batteries, as shown. Then screw the battery cover back on.
- Note: Butts Up™ will not function if the batteries are inserted incorrectly.

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.

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.

Please note that changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.