

BUMPIN' BENNY[®] GAME

2 PLAYERS

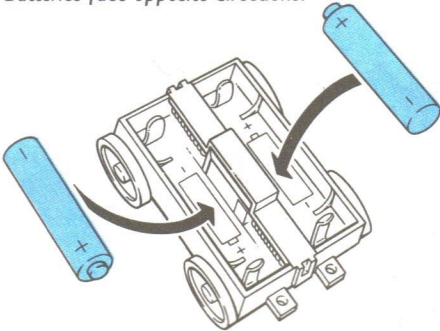
CONTENTS

- 1 Bumpin' Benny Car / 1 Gameboard
- 4 Flippers / 2 Two-piece score cars
- 1 Label sheet / 4 Rubber feet

GETTING BENNY READY

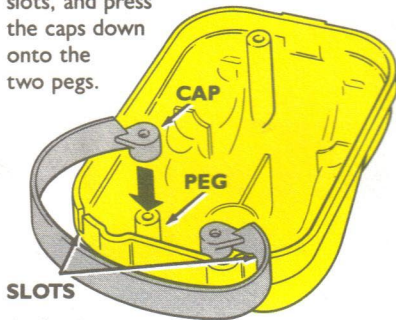
INSERT THE BATTERIES

1. Remove the three screws underneath the car with a Phillips head screwdriver. Set aside the bumper while you insert the batteries into the car bottom.
2. Place one "AA" cell alkaline battery into each of the two battery compartments. Match (+) and (-) symbols as shown below. Batteries face opposite directions.



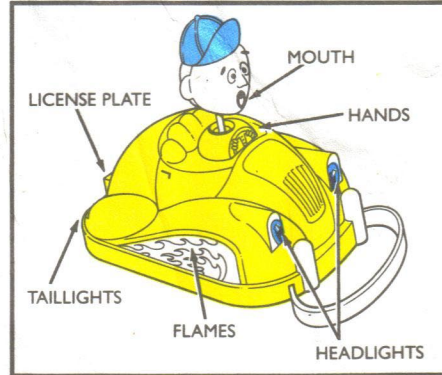
3. Replace the bumper and car bottom as shown below.

- A. Fit bumper into the two slots, and press the caps down onto the two pegs.



LABEL THE CAR

Apply the labels to Benny and his car as shown below.



GETTING THE GAMEBOARD READY

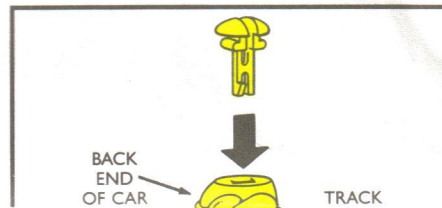
Refer to the gameboard illustration below as you follow the assembly steps.

1. **LABELS:** Apply one Bumpin' Benny label to each side of the gameboard base.

2. **RUBBER FEET:** Push and twist the four rubber feet into the four corner holes underneath the gameboard base.

3. **SCORE CARS:** Carefully twist the score cars and H-shaped pieces off the two runners. Attach one score car to each of the two speed bump tracks on the gameboard sides. It doesn't matter which color car goes into which track.

Each car assembles and snaps in as shown below. Make sure the back end of the car is backed up against the GO space.



HOW TO PLAY

OBJECT: Use your flippers to bump Benny's car into your opponent's goal. First to score 5 goals wins!

1. Sit behind the blue flippers or the yellow flippers. Your opponent sits opposite you.

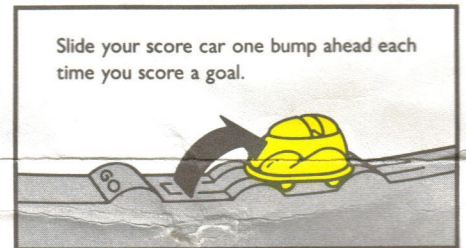
2. Make sure your score car (the car that matches your flipper color) is on your right, and is backed up against the GO space.

3. Slide Benny's car switch ON, then place the car on its START position, facing either side street (see the gameboard illustration).

4. Grip your flipper knobs firmly. When Benny's car zooms toward your goal, flip it away toward your opponent's goal!

FLIPOUTS: If the car flips over on its side during play, replace it on its START position and continue playing.

5. **Scoring a Goal:** If Benny's car gets trapped in your opponent's goal area, you score a goal! Record each goal you score as shown below.

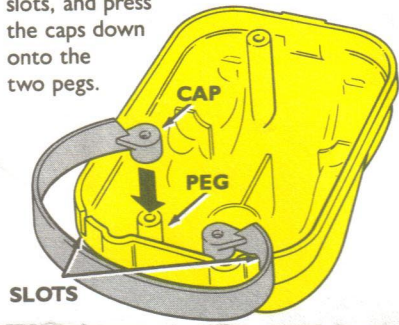


Continuing Play: After each goal is scored, replace Benny's car on its START position and continue playing.

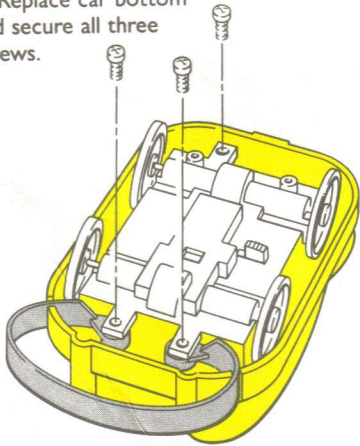
HOW TO WIN

The first player to score 5 goals wins the game! When you're finished, slide Benny's car switch OFF.

A. Fit bumper into the two slots, and press the caps down onto the two pegs.



B. Replace car bottom and secure all three screws.



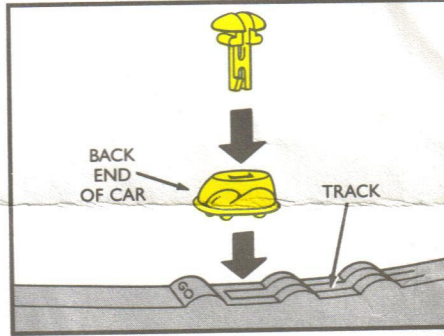
TEST THE BATTERIES

Slide Benny's car switch ON (it's underneath the car). Set the car on a flat surface. If the car does not move forward, the batteries may be weak or improperly installed. Slide the switch OFF after testing.

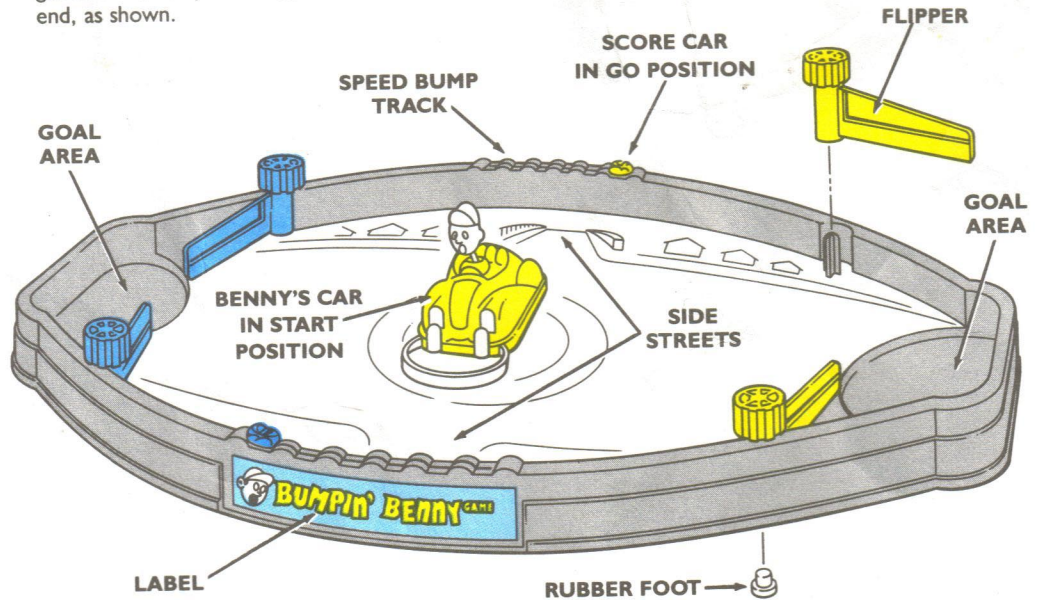
Remove the batteries when the car is not used for an extended period of time.

speed bump tracks on the gameboard sides. It doesn't matter which color car goes into which track.

Each car assembles and snaps in as shown below. Make sure the back end of the car is backed up against the GO space.



4. **FLIPPERS:** Fit flippers down onto pegs. Place blue flippers at one end of the gameboard, and yellow flippers at the other end, as shown.



Continuing Play: After each goal is scored, replace Benny's car on its START position and continue playing.

HOW TO WIN

The first player to score 5 goals wins the game! When you're finished, slide Benny's car switch OFF.