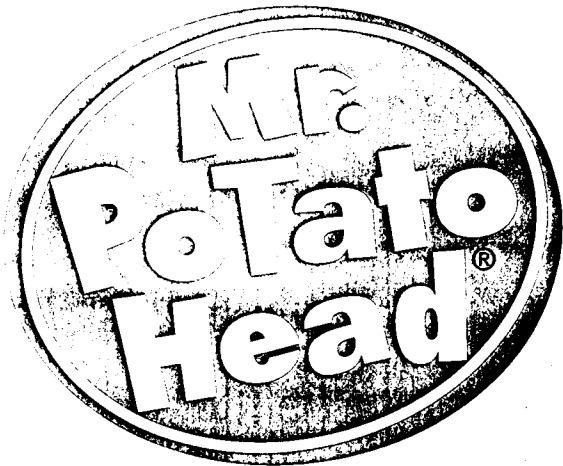
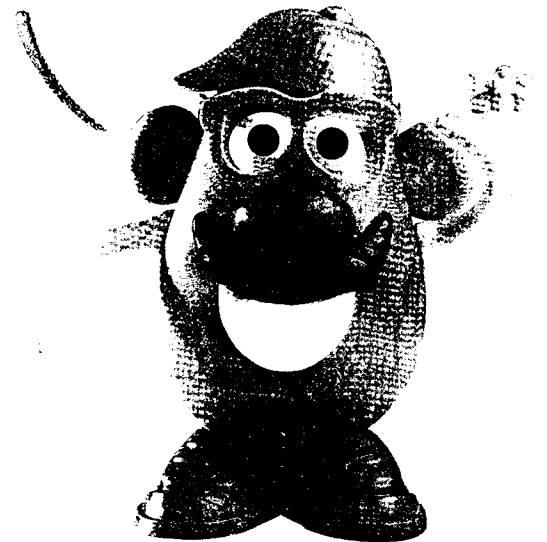


electronic hand-held game



"HI! I'm
MR. POTATO HEAD.
Let's play a game!"



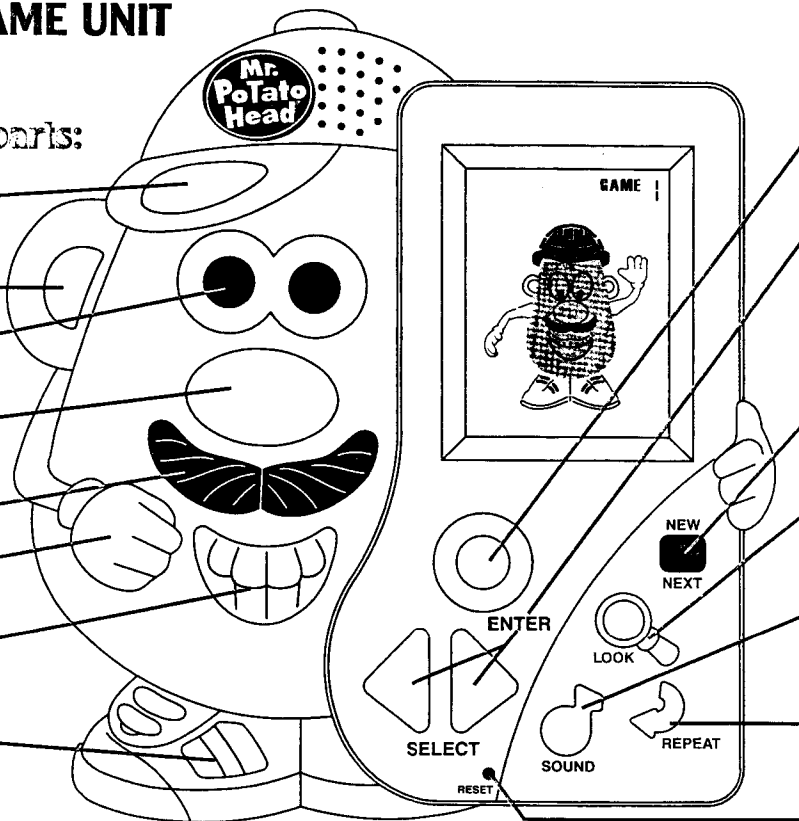
For 1 player / Ages 3 and up

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A LOOK AT THE GAME UNIT

Press to select these
MR. POTATO HEAD® parts:

- HAT
- EAR
- EYES
- NOSE
- MUSTACHE
- ARM
- MOUTH
- SHOES



"Red CIRCLE Button"
to ENTER selections

"Green SELECT Buttons"
to scroll forward and back through
different PARTS, COSTUMES, and
GAMES

NEW/NEXT
press and *release* to choose new
game anytime; press and *hold* until
a beep is heard to restart at Game 1

"Blue LOOK Button"
to see completely dressed character

SOUND
to select High or Low; cannot be
turned Off

"White REPEAT Button"
to hear the last instruction again

RESET

TO START

Press any button to turn on the game.

Please be polite! Do not press a button until
MR. POTATO HEAD has finished speaking. If you
interrupt him, the buttons won't work.

TO CHOOSE A DIFFERENT GAME

Press NEW/NEXT. Press the Green SELECT Buttons to
scroll through the choices. Press the Red Circle Button
(ENTER) to start. The number of the game you are playing
appears in the upper right hand corner of the screen.

SKILL LEVELS

Games 1-4 each have two skill levels: Easy or Hard.

To select Easy, push MR. POTATO HEAD's Nose when
asked. To select Hard, push his Hat.

If the child does not respond within about 10 seconds,
he automatically starts an Easy game.

Game 5 is an activity without skill levels.

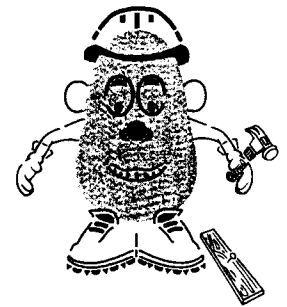
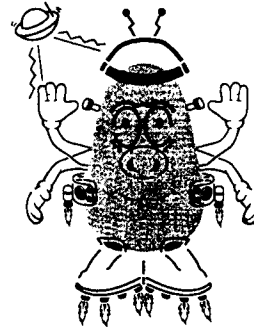
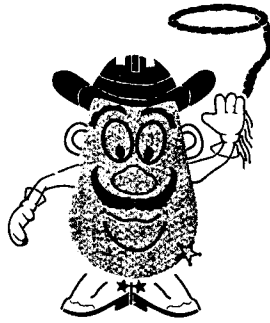
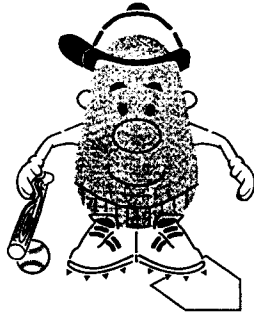
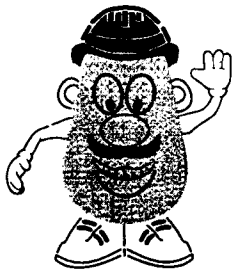
Classic

Baseball Player

Cowboy

Alien

Construction Worker



GAME #1 "Silly You"...Teaches you how to build MR. POTATO HEAD.

START with this game. MR. POTATO HEAD explains how to use the buttons, the basic rules for all the games, and introduces the five costumes.

The game ends when the child has built a MR. POTATO HEAD with one of each part.

GAME #2 "Silly Me"...Pick a costume, then dress him as fast as you can.

This builds on what the child learned in Game 1.

To select which character to build: Use the Green SELECT Buttons to scroll through the choices. Press the Red Circle Button (ENTER) to start.

The faster you dress him up, the more stars he gives you!

GAME #3 "What's Missing?"/"What's Different?"...Something's wrong with Mr. Potato Head's costume—can you fix it?

First, find the parts that are missing. Then find the parts that are different, because they don't belong with that costume.

On the Hard level, you'll figure out if something's missing and/or different.

Scoring: Each correct answer earns you a point. The more points you earn, the more stars you win!

In the Hard game, you will *lose* points if you use the Blue LOOK Button too often!

GAME #4 "Potato Says"...Do what he says—but only if you hear "Potato says."

If you hear "Potato Says," push the correct part. (In this game, you don't have to ENTER your selection.)

If he tries to trick you and you catch *him*, press the Red Circle Button (ENTER)!

You always start the game with 5 stars. You will lose a star if 1) he tricks you—because he didn't say "Potato Says"; or 2) you plug in the wrong part; or 3) you take too long.

At the end of the game, how many stars do you have left?

Note: The White REPEAT Button and the Blue LOOK Button do not work during this game. If they did, Mr. Potato Head would never fool you!

GAME #5 "Dress Me Up"Activity...

Dress MR. POTATO HEAD any way you like!

Choose from all the parts you've seen and use SELECT to find some new ones!

TROUBLESHOOTING

If the game does not work, push in RESET or try new batteries.

BATTERIES

To replace batteries: Loosen the screw on the battery compartment on the back of the game, and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

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.

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.



We will be happy to hear your questions or comments about this game. Write to: Hasbro Games Group, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone 888-836-7025 (toll free).