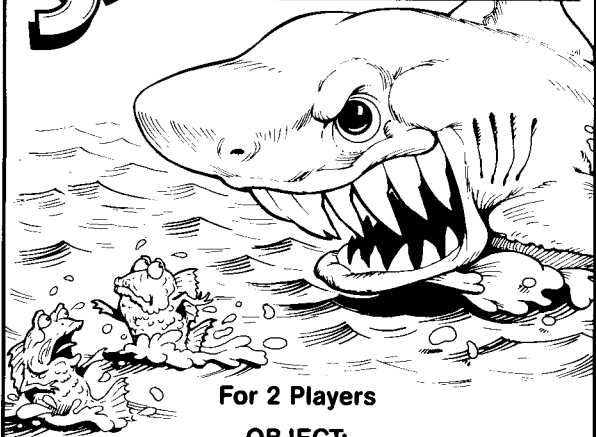


TRAVEL

SHARKATTACK!™

INSTRUCTIONS



For 2 Players

OBJECT:

Be the only fish not eaten by the shark.

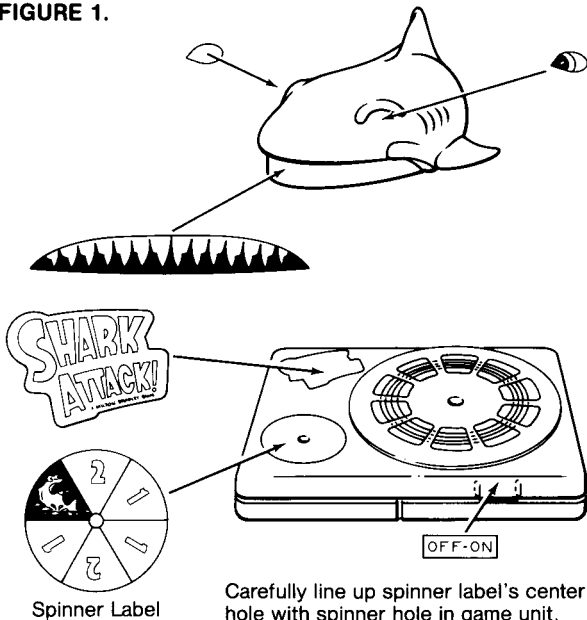
CONTENTS:

Game unit with wind-up motor and storage area, Shark, Shark arm, Shark spinner, 4 Fish pawns (2 for play, 2 extra), Switch, Washer, Label Sheet

ASSEMBLY:

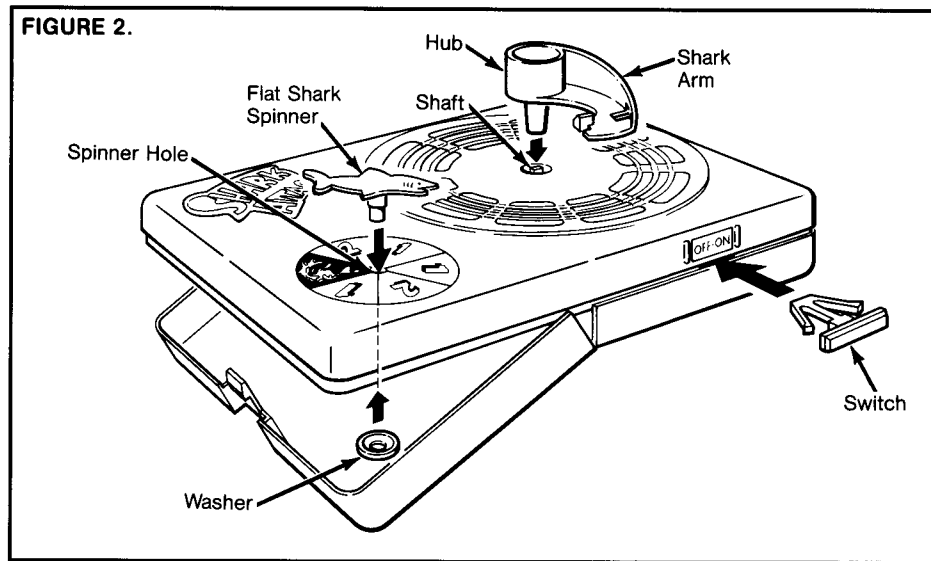
1. Remove all components from the storage area. Carefully detach switch, washer, shark spinner, shark and shark arm from the runner and discard runner.
2. Apply labels to game unit and shark as shown in Figure 1.

FIGURE 1.

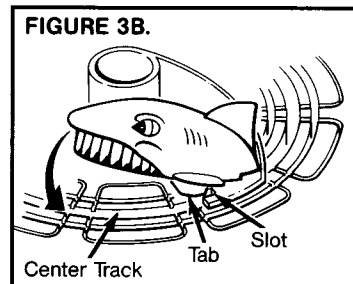
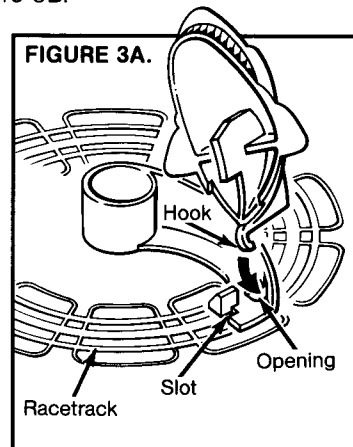


3. Refer to Figure 2 for the following:

- **Assemble Spinner:** Fit the flat shark's bottom peg into spinner hole. Then open storage area and push washer onto peg.
- **Insert Switch:** Push switch into the side of the game unit to snap it into place. Then slide the switch to the left (OFF).
- **Attach Shark Arm:** Carefully position the hub of the shark arm over the shaft. After it is properly aligned, gently press down to fit into place.

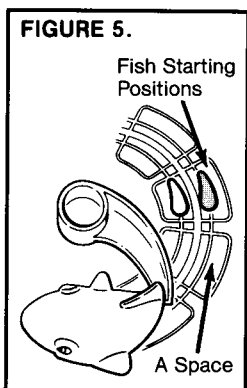
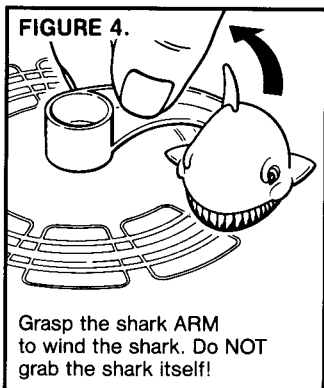


4. **Attach Shark:** Gently slide the shark's rear hook into place (through the shark arm opening). See Figure 3A. Then insert the shark's underside tab into the Racetrack's wide center track so it rests in the shark arm's slot. See Figure 3B.



GAME SETUP:

1. First make sure that the game switch is in the OFF position (left).
2. Gently grasp the shark *arm* and wind it counterclockwise until you feel a mild resistance. Do NOT try to force it! See Figure 4.
3. Each player chooses a different colored fish pawn to play (red or yellow). Put the 2 extra fish out of play in the storage area. Then each player inserts his or her fish into one of the Racetrack's narrow tracks so it faces the rear of the shark. Each player's fish should be in a different track, but NOT in the shark's center track. See Figure 5.
4. Now slide both fish into the second space behind the shark (their starting positions). See Figure 5.



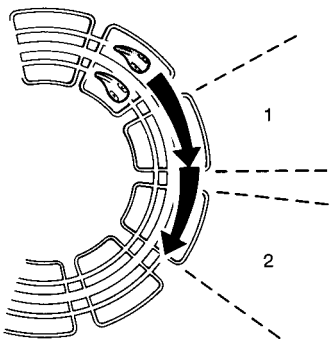
GAME PLAY:

Choose a player to go first. Now slide the switch to the right to turn the game ON and start the shark moving.

On Your Turn: Spin the shark spinner and quickly slide your fish ahead the number of spaces which the shark spinner's nose points to. (Don't lift your fish out of its track as you slide it!) Your turn is then over. See Figure 6. If the shark spinner's nose points to a line, spin again very quickly! If the shark spinner's nose points to the scared fish, you don't move your fish at all! Your turn is over.

FIGURE 6.

The red player spun two!
The red fish slides two
spaces forward!



Play continues with players alternating turns until a fish is eaten by the shark.

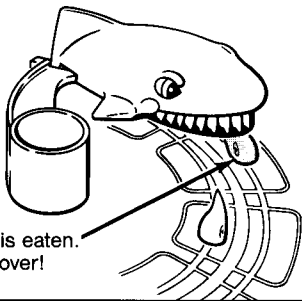
MOVEMENT RULES

- Your fish must always be inside a space—it CANNOT straddle spaces.
- If your fish is too close behind the shark and you cannot move your full spin, just slide your fish as far as you can. This ends your turn. Do NOT pass the shark or wait for the shark to move further ahead.
- Do NOT hold onto your fish. You're only allowed to touch your fish when you move it!

Getting Eaten: When the shark's mouth bites down on any part of a fish's body, that fish is *eaten* and the game is over. Immediately slide the switch OFF. See Figure 7.

NOTE: If the shark is behind your fish, just pushing it along the track, your fish is still in the game.

FIGURE 7.



This red fish is eaten.
The game is over!

WINNING THE GAME:

The player who owns the last *uneaten* fish wins the game! However, if both fish are eaten at the same time, both players lose and the shark wins! Or, if the shark slows down and stops without having eaten any fish, both players win and the shark loses!

To Play Again Right Away: Gently turn the shark arm counterclockwise. As the shark moves backwards, it will open its mouth and reveal any eaten fish inside. Continue winding until the shark can't go any further. Then slide the fish into their Starting Positions.

NOTE: If the shark was catching up with the fish too quickly in your last game, start the fish only *one space behind* the shark. If both fish were escaping from the shark too easily, start the fish *three or more spaces behind* the shark.

To Store The Game Away: Remove both fish from their tracks. Slide switch ON and let the shark wind down until it stops. Detach the shark from the game unit by lifting its center hub off the shaft. Place the shark *with its arm still attached* and all fish into storage area.