

ELECTRONIC HAND-HELD

# Holey Moley™

## The Smack the Mole in the Hole Game

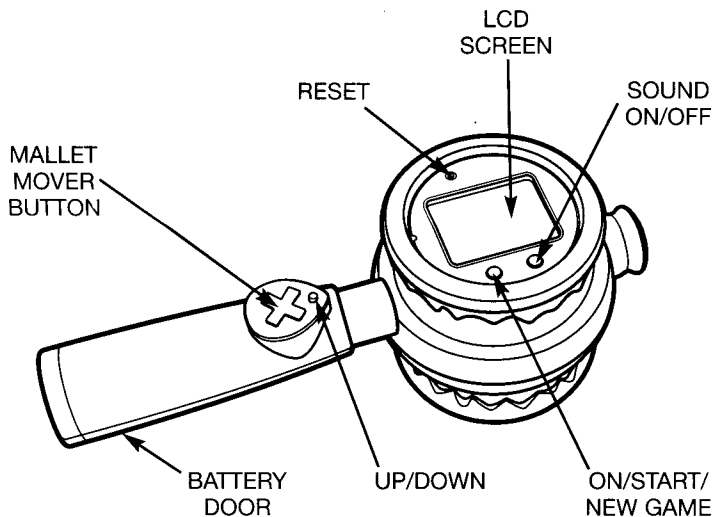
FOR 1 PLAYER / AGE 6 AND UP

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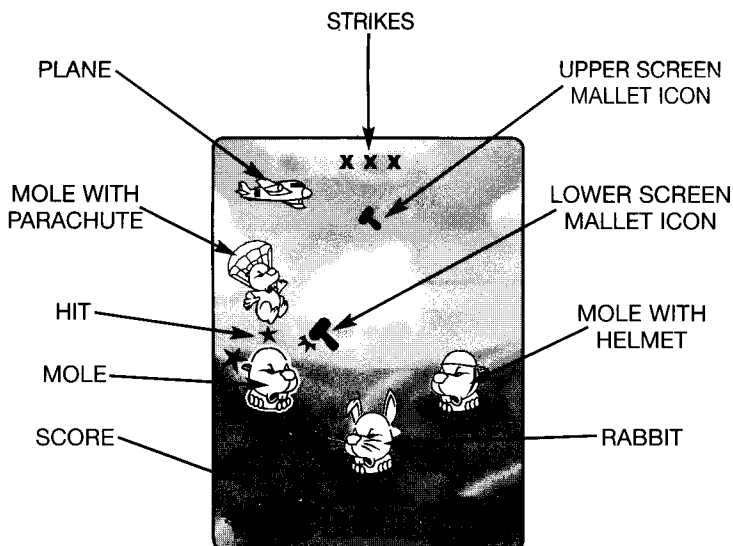
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Printed in China.

- if this game malfunctions, push in **RESET** or try new batteries.
- Please keep these instructions for future reference.

### A LOOK AT THE GAME UNIT



### A LOOK AT THE SCREEN



### OBJECT

Using the *Holey Moley™* mallet, hit moles, planes, moles with parachutes and moles wearing helmets. But don't hit the rabbits!

There are 10 skill levels, which increase automatically as you play. The time the targets stay on the screen decreases as the skill level rises.

### CAUTION:

- 1) As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

### BATTERIES

#### To insert batteries:

Loosen the screw on the battery compartment on the mallet handle, and remove the door. Insert 3 AAA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

### GETTING STARTED

With the screen facing you, hold *Holey Moley* by the mallet handle with your thumb over the mallet mover button. Press the ON/START/NEW GAME button to start a new game. The music will begin and the High Score will flash. Moles will briefly appear in all of the holes.

### GAMEPLAY

Moles pop up randomly from their holes. Use the UP and DOWN button to move the mallet icon between the upper screen and the lower screen. When a mole appears, use the mover button to position the mallet icon over the mole. Then **swing the mallet onto a hard surface or in the air** to hit a mole.

- If you are successful, you'll hear a "hit" sound — POP-BOING! Then, your score will increase (see "SCORING" below).
- If you are unsuccessful, you'll hear a "miss" sound — WHOOSH! If you miss any target too many times in a row, a strike symbol (X) will appear at the top of the screen.

Levels 1-3	3 misses = 1 strike
Levels 4-9	2 misses = 1 strike
Level 10	1 miss = 1 strike

When you get three strikes (XXX), the game is over, and you'll see your score.

## Moles



These mischievous mammals pop out of their holes randomly. Hit them back down as fast as you can! Listen for the POP-BOING to know you got a hit!

## Moles wearing helmets



Hit these tough little critters twice to get them back into their holes. Hit the mole's helmet once and listen for the "hit helmet" sound — KLUNK! His helmet will fall off. Quickly try to hit the mole again — POP-BOING!

## Planes



As the game's skill levels increase, airplanes will fly across the upper half of your screen. Hit them the same way you hit moles! KLUNK — you hit it!

## Moles with parachutes



Eventually, moles will begin to jump from the planes to reinforce their pals on the ground. If you hit the parachuting moles before they land (POP-BOING!), you'll earn points. But if the parachuting moles land because you didn't hit them, you'll lose points ... plus, you'll have to deal with them popping out of holes!

## Rabbits



Don't hit these innocent creatures. If you do — HONK! — you'll lose points!

### Remember:

If you miss anything you're trying to hit, you'll hear a WHOOSH!

## SCORING

What you hit ...	Points earned:
Mole	10
Mole wearing helmet (first hit)	10 (removes helmet)
(second hit)	40 (total points = 50)
Mole with parachute	30
Plane	50

### But watch out ...

If you hit a rabbit by mistake ...	- 20
If a parachuting mole lands ...	- 10

**Note:** All scoring values **double** in the final two levels!

## WINNING

Achieve the highest score you can. If you get through all 10 levels and reach a score of 19,990, the game ends and you'll hear a victory song!

## HINTS

- Instead of hitting the mallet on a hard surface or in the air, try hitting it on your leg.
- Use the UP and DOWN buttons to move the mallet icon back and forth between the center of the upper screen and the center of the lower screen.
- Rabbits only appear on the lower half of the screen.
- The game will shut itself off if the mallet has not been moved and a button has not been pressed for two minutes.
- Once you press the ON/START/NEW GAME button to start a new game, you will begin back at the first level.

## MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- **Do not disassemble the game.** If a problem occurs, gently push in RESET with the tip of a pen, remove and replace the batteries to reset the computer, or try new batteries. Note: High Score is not saved if (1) RESET is used, (2) the batteries die or (3) the batteries are removed or replaced.

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.
- 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, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

