

210*290mm正反面

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You're Ready to Play

Cup Smash

Required: Games case, cover the spot playing board, 2 net barriers, 5 balls and 6 cups.

1. Attach the 2 net barriers to the games case (see diagram E).
2. Place the playing board above the pillars in the base of the games case (see diagram F).
3. Arrange the cups on top of the playing board (see diagram G).
4. If more than one person is playing, decide which player will go first.
5. Players should stand roughly 7-10 ft. (2m - 3m) away from the games case when tossing the balls.
6. A player tosses their balls, one at a time, and tries to knock over all 6 cups. The player has 5 balls total to knock over all the cups.
7. If single player, if all cups have been completely knocked over onto their sides, that player wins.
8. If multiple players, whichever player knocks over the most cups on their turn is declared the winner.

Frog Bog

Required: Games case, 3 lily pads and 3 frogs.

1. Fill the games case with water.
2. Place the lily pads into the water.
3. If more than one person is playing, decide which player will go first.
4. Players should stand roughly 7-10 ft. (2m - 3m) away from the games case when tossing the frogs.
5. A player tosses their frogs, one at a time, and tries to land them on top of the lily pads.
6. Score 5 points for the large lily pad, 10 points for the medium lily pad and 20 points for the small lily pad.
7. The frog must be completely on top of the lily pad to score. It cannot be hanging off.
8. The player with the most points after each playing 1 round is declared the winner.

Cover the Spot

Required: Games case, cover the spot playing board and 5 black discs.

1. Place the playing board above the pillars in the base of the games case (see diagram F).
2. The player must drop the five black disc onto the red circle, with the objective of completely covering the red circle.
- Each of the black discs must be dropped from a height of at least 2' (5 cm).
3. If no red is showing after all five discs have been dropped the player wins.

Tic-Tac-Toe

Required: Games case, tic-tac-toe playing board, 2 net barriers, 9 cups and 5 balls.

1. Attach the 2 net barriers to the games case (see diagram E).
2. Place the playing board above the pillars in the base of the games case (see diagram F).
3. Place one cup into each of the 9 circular cavities in the playing board (see diagram I).
4. The player should stand roughly 7-10 ft. (2m - 3m) away from the games case when tossing the balls.
5. The objective of the game is to have 3 balls land in cups creating a series of three in a row, horizontally, vertically or diagonally.
6. The player has 5 balls total to create a series of 3 in a row to win.

Bank-A-Ball

Required: Games case, 2 net barriers, 13 cups and 5 balls.

1. Attach the 2 net barriers to the games case (see diagram E).
2. Insert the 13 cups onto the pillars (see diagram J).
3. If more than one person is playing, decide which player will go first.
4. The player should stand roughly 7-10 ft. (2m - 3m) away from the games case when tossing the balls.
5. Each player takes the 5 balls and tosses them, one at a time, trying to get them inside the cups.
6. Score 5 points for each successful ball inside a cup.
7. The player with the most points after each playing 1 round is declared the winner.

Ring Toss

Required: Games case, 5 poles and 5 rings.

1. Insert one pole into each of the four corner pillars, and insert one pole into the centre pillar (see diagram K).
2. If more than one person is playing, decide which player will go first.
3. The player should stand roughly 7-10 ft. (2m - 3m) away from the games case when tossing the rings.
4. A player takes the 5 rings and tosses them, one at a time, towards the poles.
5. Score 5 points for each ring that successfully comes to rest around a pole.
6. The player with the most points after each playing 1 round is declared the winner.

Ball Toss

Required: Game case, ball toss fabric target, 2 net barriers and 5 balls.

1. Attach the 2 net barriers to the games case (see diagram E).
2. Attach the ball toss fabric target onto the games case and netting barriers (see diagram L).
3. If more than one person is playing, decide which player will go first.
4. The player should stand roughly 7-10 ft. (2m - 3m) away from the games case when tossing the balls.
5. Each player takes the 5 balls and tosses them, one at a time, trying to get them inside the holes marked with different point values.
6. The player with the most points after each playing 1 round is declared the winner.

Coin Toss

Required: Games case, coin toss playing board, 2 net barriers and coins (not included).

1. Attach the 2 net barriers to the games case (see diagram E).
2. Place the coin toss playing board above the pillars in the base of the games case (see diagram M).
3. If more than one person is playing, alternate turns tossing the coins. Players agree in advance on the size and number of coins each player will toss. The diameter of the coins must be able to fit into each layer of the rainbow without touching the black borders.
4. The player should stand roughly 7-10 ft. (2m - 3m) away from the games case when tossing the coins.
5. Each player takes their coins and tosses them, one at a time, trying to get them inside the coloured areas of the rainbows.
6. If the coin touches any black line or is not fully inside the coloured areas of the rainbows, it does not count.
7. Point values: Blue - 5 points; Green - 3 points; Yellow - 2 points; Red - 1 point.
8. The player with the most points after tossing all of their coins is declared the winner.



WARNING: DO NOT AIM AT EYES OR FACE.

WARNING:
CHOKING HAZARD - Toy contains small parts and small balls. Not for children under 3 years.

WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.

PRODUCT MAY VARY FROM IMAGE SHOWN.
 PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE.

MADE IN CHINA
 FOR AU / NZ: IMPORTED FOR KIMART
 STORES IN AUSTRALIA AND NEW ZEALAND.

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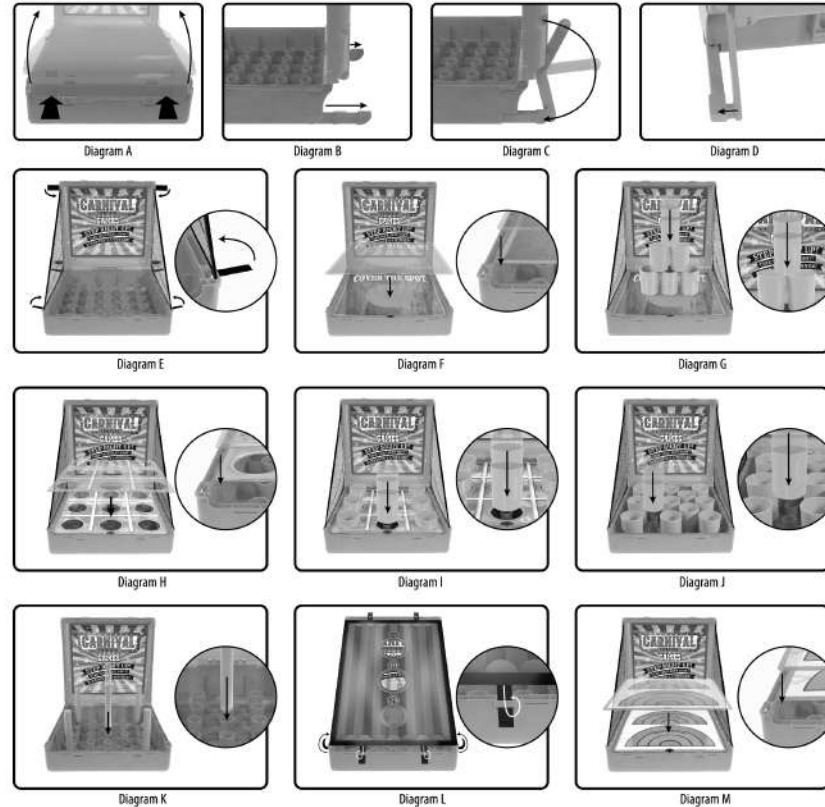
Front

1+ 6+ Years



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8-IN-1 CARNIVAL GAMES HOUSE



Contents

1 x Games case - 2 x Net barriers - 2 x Playing boards - 1 x Ball toss fabric target - 5 x Balls - 5 x Discs - 13 x Cups - 5 x Rings - 5 x Poles - 3 x Frogs - 3 x Lily pads - Instructions

Getting Started

Before using the product, the following set-up steps must be taken by an adult.

1. Check the contents to ensure you have all the parts.
2. Find a firm, flat level surface. This can be floor level or on a table if prefer to play on an elevated surface.
3. Place the game case on the flat surface with the red side down.
4. Press down on the two tabs at the front of the case to open it (see diagram A). Open the yellow lid until it is raised at a 90 degree angle from the red base.
5. Slide out the two horizontal supports from the red base (see diagram B). Pull out the 2 yellow diagonal supports from the lid section (see diagram C).
6. Connect each of the yellow diagonal supports into red horizontal supports (see diagram D).