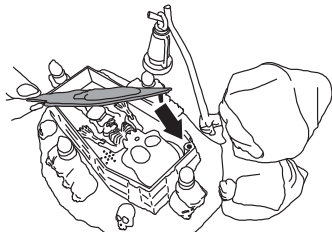


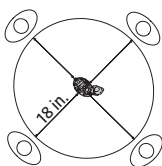
**2.** Push the chest of the Skeleton gently downward into the Coffin.



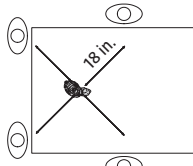
**3.** Put the Lid on the Coffin. Make sure the pin on the left top of the Lid fits into the hole.



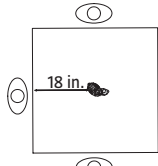
**4.** Put the Coffin on a table (a round table would be best). Make sure the game is located at a distance of about 18 inches from the edge of the table. Each player picks one Candle and sits in front of the Candle.



Round table



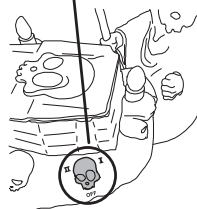
Rectangular table



Four-cornered table

**5.** Turn on the Switch on the side of the game to I (easy) or II (difficult).

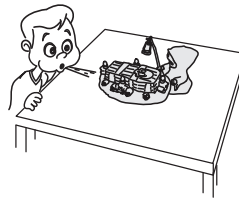
The four Candles blink and turn yellow, and the Grim Reaper roars to announce the beginning of the game; his head begins to turn around.



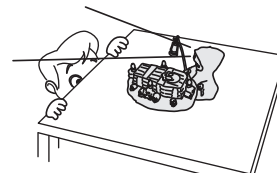
Switch

## Playing the Game

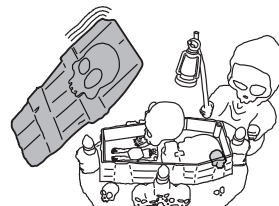
**1.** To score points, blow out your Candle as many times as you can when it is yellow.



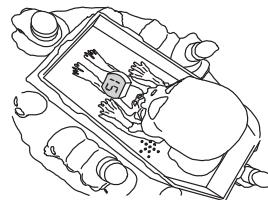
**2.** But when the Grim Reaper spots you, your Candle turns red. You can't score points anymore (even when you blow) until it turns yellow again. Hide quickly to stay out of the Grim Reaper's sight.



**3.** The Coffin Lid is constantly trembling. A little tune announces when the end of the game is near. Watch out, Oscar the Skeleton will awaken and end the game by popping the Lid from his Coffin.



**4.** On the inside of the Coffin, you will find a Score Counter where the winner's score will appear. This score represents the number of times he/she she has blown out his/her Candle during the game.



## Winning the Game

The player whose Candle blinks **red and yellow** at the end of the game is the winner. His/her score is shown on the display on the inside of the Coffin.

*Note: It is possible that multiple Candles will blink at the end of the game. This means there is a tie.*

## New Game

As soon as the score disappears (and the switch is still on I or II), you can simply blow out any of the Candles to start a new game.

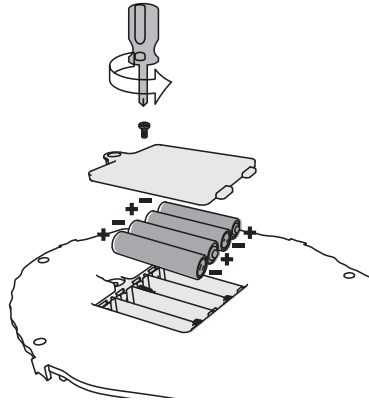
*Note: the game automatically goes into sleep mode after 1 minute.*

## Play with 1 Player

Play alone against the Grim Reaper and try to reach the highest possible score.

## Battery Installation

- Battery compartment cover is located on the bottom of the Coffin Base.
- Use a Phillips head screwdriver to remove the battery compartment cover.
- Install 4 fresh AAA Batteries. Make sure the "+" and "-" ends are inserted correctly, as indicated in the battery compartment.
- Replace the battery compartment cover. Do not over-tighten the screw.
- When sounds from this toy become faint, it is time for an adult to replace the batteries.



- Requires 4 AAA batteries. Batteries not included.
- Do not mix old and new batteries.
- Do not mix alkaline and standard (carbon zinc) or re-chargeable (nickel cadmium) batteries.
- Do not use re-chargeable batteries.

PROBLEM	The Grim Reaper Head doesn't turn around or turns around too slowly.	The Grim Reaper does not detect the movement of the players.	The Candles turn red when there is no movement.	The Coffin Lid doesn't move or pop off.
CAUSE	The switch is "OFF."	Weak batteries.	The game is located too close to an object.	Make sure the Coffin Lid is placed correctly (the pin on the left top of the lid needs to be placed into the hole).
SOLUTION	Move the switch to /I/.	Replace the batteries.	Make sure there are no objects within a radius of 2 feet around the game.	Make sure the Coffin Lid is placed correctly (the pin on the left top of the Coffin Lid needs to fit in the hole).

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02042

Ages 5 and Up  
1 to 4 Players



## INSTRUCTIONS

### Contents

Coffin Base with Electronic Candles and Score Counter, Grim Reaper Head, Pole and Lantern, Coffin Lid

Some adult assembly required (no tools necessary)

### Object of the Game

Blow our your Candle as many times as you can when it is yellow to score the most points. But be careful, because when the Grim Reaper sees you, your Candle will turn red, and you will be unable to score points for a few seconds.

### Set Up

(For battery installation, follow the instructions on the back of the rules.)

- Place the Grim Reaper Head on his body as shown on the image, until you hear a "click."

Ask an adult to do this.

Attach the Pole to the body of the Grim Reaper and hook the Lantern onto the Pole.

