

TWO-PLAYER GAME

Each player takes two middle sections. The winner is the first to correctly assemble two complete creatures.

BATTERY INSTRUCTIONS

Follow these directions when you need to change the batteries.

1. Unscrew the battery compartment door located on the bottom of the barn.
2. Insert three new LR44 button cell batteries (or equivalents, such as SR44 button cell batteries) following the directions inside the compartment.
 - ▶ Do not use rechargeable batteries.
 - ▶ Do not mix old and new batteries.
 - ▶ Do not mix different types of batteries: alkaline, standard (carbon zinc), or rechargeable batteries.
 - ▶ Non-rechargeable batteries are not to be recharged.
 - ▶ Rechargeable batteries are to be removed from the unit before being charged.
 - ▶ Rechargeable batteries are only to be charged under adult supervision.
 - ▶ Only batteries of the same or equivalent type are to be used.
 - ▶ Batteries are to be inserted with the correct polarity.
 - ▶ Exhausted batteries are to be removed from the unit.
 - ▶ The supply terminals are not to be short-circuited.
3. Screw the battery compartment door back into place.

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.
- Consult the dealer or an experienced radio/TV technician for help.

Note: The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.

© 2007 David Mair, Made under license from the Michael Kohner Corporation by Educational Insights, Inc.

© 2007 Educational Insights, Inc., Rancho Dominguez, CA (USA). All rights reserved.
Made in China. Please retain this information.

TELL EDUCATIONAL INSIGHTS: We welcome your comments or questions about our products or service.
CUSTOMER SERVICE: (800) 995-4436 Monday-Friday WEBSITE: www.EducationalInsights.com

For 2 to 4 players

EI-2911
Ages 4+
Grades Pre-K+

Crazy Creatures

A listening game of mixed-up farm friends!



WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.

Educational
Insights®



It's chaos on the farm! A horse gallops with the back end of a cow, and a pig with the head of a sheep waddles by. Help the frantic farmer set his mixed-up farm right!



INCLUDES

- ▶ farm game board
- ▶ 20 animal parts
- ▶ press-and-hear "animals sounds" barn
- ▶ farmer
- ▶ 4 fence pieces
- ▶ die
- ▶ illustrated guide

OBJECT OF THE GAME

Be the first player to correctly assemble a complete animal – a horse, sheep, cow, or pig.

SETTING UP

- ▶ Place the game board on a table.
- ▶ Set up the card board fence and place it around the pasture on the game board.
- ▶ Place all animal pieces in the pasture.
- ▶ Place the barn on the small green field.
- ▶ Put the farmer on any barn square on the game board.
- ▶ Each player takes the center part of an animal.



PLAYING THE GAME

Players take turns rolling the die and moving the farmer clockwise the number of spaces shown. A different action is required on every space depending on where the player lands.

THE BARN



Press the roof of the barn piece to hear an animal sound. Identify the animal noise. Take a part of that animal from the pasture. Hear a neigh? Find a horse's head or hindquarters! Snap your part to the middle section of your animal – even if the middle is a pig!

TRADING



Trade a part – head for head, middle for middle, head for back end or back end for head – with another player. You may NOT trade a head or a back end for a middle section.

PARTY TIME



Choose a part from the pasture. If you already have two parts, exchange one of your parts with one from the pasture.

BAD LOCK!



Place one of your animal parts back in the pasture. If you only have the center part of your animal, you must keep it.

WINNING THE GAME

Play continues, with players creating crazy creatures, until one player has successfully assembled a cow, sheep, horse, or pig to WIN!



The winner!