



Wee Little PIGGIES™ GAME

For 2 to 4 Players / Ages 4 to 6

OBJECT

Be the first player to get your Piggy pawn into the pigpen by picking up the pigs in the pen that correctly complete the song, "This Little Piggy."

CONTENTS

Electronic Pigpen with 5 Plastic Pigs • Gameboard • Finish Button Disc
• 4 Piggy Pawns • 4 Plastic Pawn Stands

BATTERIES

Insert batteries: Loosen the screw on the battery compartment, located on the underside of the pigpen, and remove the door. Insert 3 AA-size batteries (we recommend alkaline), making sure to align the + and – with the markings in the plastic. Replace the door and tighten the screw.

CAUTION:

TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
2. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
3. Always remove weak or dead batteries from the product.

ASSEMBLY

- Remove the ties from the game and discard the ties.
- Remove the gameboard, piggy pawns, pawn stands, finish button disc and plastic pigs from the plastic bag and discard the bag.
- Press the finish button disc, FINISH-side up, into the Finish button recess (located inside the pigpen near the fence opening) until it snaps into place under the tabs. See Figure 1.

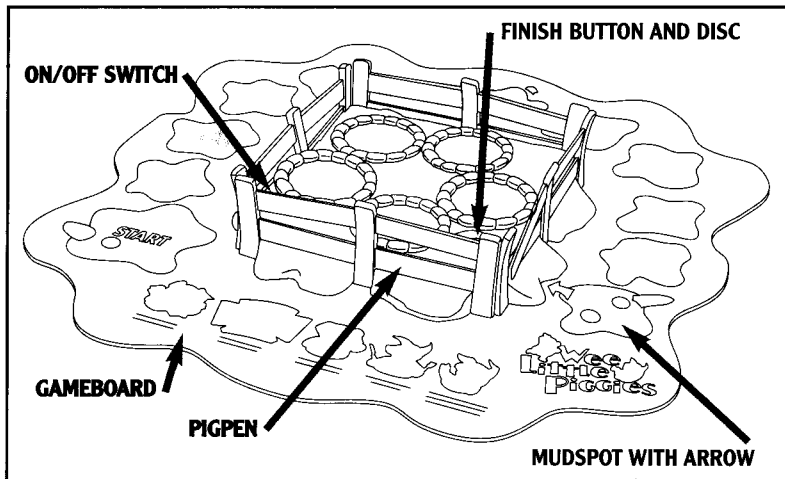


FIGURE 1

SETUP

IMPORTANT NOTE: This game uses light sensors to detect the pigs in the mud holes. These sensors may not operate properly if used in very dim or very bright lighting.

1. Place the gameboard on a level playing surface.
2. Set the pigpen onto the center of the gameboard making sure that the last mud spot with the white arrow is in front of the fence opening.
3. Insert the cardboard Piggy pawns into the pawn stands. Each player chooses a Piggy pawn and sets it on the gameboard's Start space. Place any extra Piggy pawns back in the box.
4. Place the 5 plastic pigs into the mud holes in the pigpen. These pigs can be placed into any mud hole, but all 5 must be in the pigpen in order to begin the game. **NOTE:** Make sure pigs sit flat within the mud hole.
5. Slide the ON/OFF switch, located near the fence inside the pigpen, to the ON position. Now we're ready to play.



GAMEPLAY

The oldest player goes first. Play then passes to the left.

Before you begin . . .

Make sure all the plastic pigs are in the pigpen. Once you're told that the pigs are ready, you may begin picking up the pigs. **NOTE:** If you wait too long once the pigs are ready, you'll be reminded to pick up one of the pigs.

On your turn, pick up one pig from the pigpen.

If you pick up the right pig, you hear the first verse of the "This Little Piggy" song. Return the pig to its mud hole and pick up another one. If you hear the next verse sung, keep going. Continue until you hear all 5 lines from the song sung in the correct order, or you pick up a wrong pig.

If you pick up the wrong pig, you hear the pig recite its verse from the rhyme out of the correct order. This ends your turn. Return the pig to its mud hole and move your Piggy pawn toward the pigpen the number of spaces matching the number of verses you got correct. (Don't worry. You'll be reminded how many spaces to move.) More than one Piggy pawn can be on a space at the same time. The next player now gets to pick up the pigs. **Remember to start from the beginning with the first verse from the song, then the second, and so on.**

NOTE: When a player's turn ends, the next player will be told that it is his/her turn. If you pick up a pig before being told it is the next player's turn you will be told that some of the pigs aren't in the pen. Simply return the pig to its mud hole and wait to be told to pick up one of the pigs. **REMEMBER:** If, at the beginning of your turn you take too long to pick a pig, you'll be reminded to pick up one of the pigs.

I picked all the pigs in order! When a player picks up all 5 pigs in order, the round ends. The player who completes the song moves his/her Piggy pawn 5 spaces toward the pigpen. The game automatically mixes up the pigs before the next round begins. However, if players would like to move the pigs around, simply pick them up and move them to different mud holes. Remember all 5 pigs must be in the pigpen in order to begin play. Wait to be told that the pigs are ready. Then begin a new round. The new round begins with the player to the left of the player who just completed the song.

Go Again

If, while moving around the gameboard, your Piggy pawn lands on the Go Again space you get to take another turn. So go ahead. Start with the first verse again, and try to complete the song.

WINNING

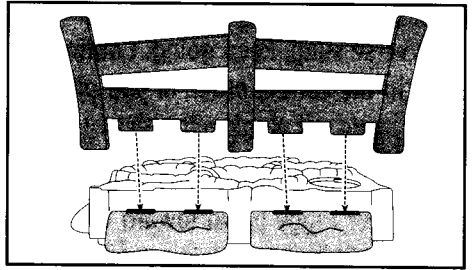
Continue playing rounds until one player moves his/her Piggy pawn around the gameboard, and, following the arrow, jumps the fence and lands in the pigpen. Put your Piggy pawn on the Finish button and press to hear your pig reward! You do not have to reach the Finish button by exact count.

SLEEP

The game goes to sleep after approximately 5 minutes if unused. To wake the game, slide the ON/OFF switch to the OFF position and back to the ON position.

AN IMPORTANT NOTE TO MOM:

- Do not disassemble the game.
- If game does not perform properly make sure lenses in the mud holes are clean. Use soft dry cloth to clean them. If problem continues, reinsert or replace batteries.
- If the fence posts separate from the pigpen, reattach them by pushing the tabs on the fences down into the openings in the mud.



RESTORAGE

1. Slide the ON/OFF switch to the OFF position.
2. Remove batteries for extended storage.
3. Slide the gameboard into the box.
4. Lay all other game contents in the pigpen and slide the pen into the box.

FCC Statement

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. Tel: 888-836-7025 (toll free).

Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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