IDEAL®

Splashy the Whale

Age 4+
2+ players

Splashy the friendly whale likes to eat anything he finds out at sea. His mouth is full of all kinds of flotsam and jetsam – fish bones, life preservers, anchors and even a submarine!

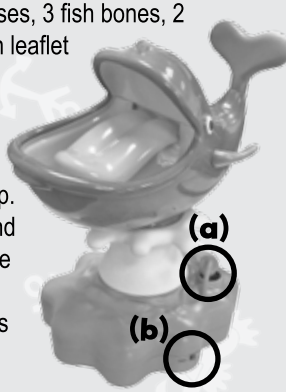
Can you help to remove these objects as Splashy bobs up and down on the ocean waves?

Carefully hook and object with the fishing rod, but if you tickle his tongue, you had better watch out...Splashy will squirt you with water!

Contents:

Splashy The Whale unit (requires 3 x AA batteries - not included), 4 sea horses, 3 fish bones, 2 anchors, 2 life preservers, 1 submarine, 1 fishing rod, instruction leaflet

Set up:



After removing Splashy from the packaging, insert 3 x AA batteries (not supplied) into the base as shown in the diagram overleaf. Remove the stopper from the reservoir **(a)** and fill with cold water from a slow running tap. When the reservoir if full, replace the stopper. Put all the items of flotsam and jetsam into Splashy's mouth and place the fishing rod into the holder. You're now ready to play.

Slide the switch **(b)** to the "on" position to start the game, but watch out as Splashy will give a playful squirt of water when he wakes up.

How to play:

Taking turns, the youngest player starts by using the fishing rod to try and hook and remove an item from Splashy's mouth. Play then moves to the next player. Players must turn Splashy to face them before starting to remove an item. Be careful not to tickle Splashy's tongue, or he will laugh and squirt a blast of water!! Splashy also squirts at random times throughout the game. If you get squirted, your turn is over and play passes to the next player. Keep next to you any items successfully removed.

NOTE: If you get squirted, you must put back any item that you were trying to remove.

Scoring:

The pieces of flotsam and jetsam are worth different amounts. The player with the most points when all the pieces have been removed is the winner.

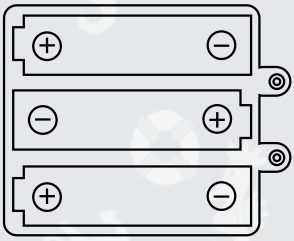
Fish bones = 1 point
Anchors = 2 points
Life preservers = 3 points

Sea horses = 4 points
Submarine = 5 points

Caring for your game:

Only fill Splashy's reservoir with cold tap water. Other liquids may be harmful to people and may damage the game.
Always empty Splashy before putting him away. Unplug the reservoir stopper and pour out all the water, then lift Splashy' s tongue 10 times to make him squirt out any water remaining in the system.
Remove any objects from the playing area which could be damaged by Splashy's water sprays.
When filling Splashy's reservoir, only use a steady trickle of water or air locks can occur in the reservoir and it will not fill correctly.
A full tank of water should last a complete game, but if not, switch Splashy's off, refill the reservoir and turn him on again.
Do not let the base stand in water and take care not to get the on/off switch and battery box too wet while filling or playing.
If Splashy is not spraying correctly, ensure there is water in the reservoir and that the nozzle and air hole are not blocked.
Performance may be affected by the battery life. Always use fresh batteries.
To avoid damaging the electronics, do not pour water over the product. Only pour water into the inlet hole of the reservoir.
Splashy will go into a power save mode if the tongue has not been activated for around 10 minutes and he will no longer randomly spray water. To reactivate, lift up is tongue, or turn the unit off and on.

Battery information:



Splashy requires 3xAA batteries (not supplied). We recommend alkaline batteries for optimum performance.

An adult should install the batteries and take note of the following – open the cover on the base of the unit by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and - markings inside the compartment.

- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries such as alkaline and rechargeable, or used and new batteries.
- Rechargeable batteries are to be removed from the toy before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries in the correct polarity.
- Remove exhausted (used) batteries from the toy.
- Remove batteries from the toy if it is not going to be used for a long period of time.
- Do not short-circuit the supply terminals.
- Batteries should be replaced by an adult.
- Do not attempt to power battery products from the mains supply and do not insert connecting wires into electrical socket outlets.
- Dispose of used batteries at a recycling point. Never dispose of batteries in fire.

General information:

Disposal of old electrical and electronic equipment. This symbol on the product or its packaging indicates that this product should not be treated as household waste. Instead it should be handed over to the appliance collection point of a recycling centre for electronic and electrical equipment. For more detailed information about recycling of this product, contact your local Civic Office, your household waste disposal service or the place you purchased this item from.

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