**OBJECT OF THE GAME:**
To help to steal Buster’s bones, but be the last person remaining not to wake him up.

**CONTENTS:**
1 x Dog, 1 x Dog Bowl, Coloured Bones, 1 Pair of Cat Paw Tweezers, Playing Cards, Instruction Leaflet

**PRODUCT SET UP:**
A. Insert the holes inside Buster’s front feet onto the posts on the side of the dog bowl.
B. Carefully place the tab bars inside both front feet.
C. Now you’re ready to play.

**TO PLAY:**
1. Lock Buster into the sleeping position by pushing his head down and turning it slightly to the right until it clicks into place.
2. Place the bones into the dog bowl. Make sure that the colours are mixed up.
3. Slide the power switch to “on”.
4. Shuffle the cards and place them face down in front of the dog.
5. The youngest player starts, with play moving clockwise.
6. The first player takes a playing card from the top of the pile and shows it to the other players.
7. The player then removes the number of coloured bones shown on the card from the dog bowl using the cat paw tweezers.
8. If the player successfully removes the bones indicated on the playing card, the next player draws a playing card from the pile.
9. Whenever a player disturbs the dog bowl and wakes Buster up, he will jump up and start to bark at the player. That player is eliminated from the game.
10. After putting Buster back to sleep, the remaining players play on until only one player remains and they are declared the winner.
11. If players remove all the bones from Buster’s bowl without waking him, the game ends in a tie.
Instructions for adults:
On the rare occasion when Buster’s head does not lock when you push it down, you can reset the game as follows:

1. Push Buster down into the sleeping position, with his head tilted on the side slightly.
2. Turn the power switch to the “ON” position and hold the bottom of the dog bowl down with your other hand. Whilst doing this you should hear the motor sound. Just as it starts, release Buster and let him jump forward.
3. Buster should now be reset, if not, repeat stage 2.
4. If Buster takes a while to jump up, the batteries may be weakening. To improve, replace with new batteries.

Caution:
1. Do not reset Buster whilst he is still jumping/barking. Only reset after he moves forward completely and finishes barking.
2. If Buster does not function correctly, slide the power switch to “OFF”, reset and slide the power switch to “ON” again.

Battery information:
Don’t Take Buster’s Bones 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 dog 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, 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.

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.

Made in China. John Adams Leisure Ltd are constantly endeavouring to improve quality standards and therefore colours, sizes and contents may sometimes vary from those shown. Please retain our address for future reference.
© Goliath BV, NL 8051 KR Hattem.

John Adams Leisure Ltd., Marketing House, Blackstone Road, Huntingdon, Cambs. PE29 6EF. IDEAL® is a registered trademark of John Adams Leisure Ltd. Tel: 01480 414361 Email: sales@johnadams.co.uk

WARNING! Not suitable for children under 36 months. Choking hazard – small parts. To see more of our range, why not visit us at www.idealboardgames.co.uk