Whoopee Doo requires 3 x AAA batteries (not supplied). We recommend alkaline batteries for optimum performance.

- An adult should install the batteries
- 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.

Whoopee Doo requires 3 x AAA batteries (not supplied). We recommend alkaline batteries for optimum performance.

1. Insert batteries into the plastic head of the WHOOPEE DOO unit and turn the switch to the “I” position.
2. Inflating the cushion section of WHOOPEE DOO by pulling out the valve plug, squeezing the valve between your fingers and blowing. IMPORTANT: DON’T OVER INFLATE WHOOPEE DOO. Stop inflating before it reaches full capacity.
3. Shuffle the challenge cards and place them in a pile with the number side facing up.

Disposal of old electrical 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 local Civic Office, your household waste disposal service or the place you purchased this item from.

WARNING: Not suitable for children under 36 months. Choking hazard - contains small parts.

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John Adams Leisure Ltd., Hercules House, Pierson Road, Enterprise Campus, Alconbury Weald, Huntingdon, Cambridgeshire. PE28 4YA.

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**Challenge Cards**
There are 4 different types of challenge cards. Some are easier than others...
- **COLOUR** - you will need to name things that are a certain colour.
- **LETTER** - you will need to name things that begin with a given letter.
- **TONGUE TWISTER** - you will need to repeat the tongue twister written on the card the required number of times.
- **CATEGORY** - you will need to name things that fall into a given category.

**Game 1: Team Play**

1. Divide into two teams and agree on how many rounds will be played.
2. The youngest player goes first and sits on WHOOPEE DOO, then presses the yellow button for 3 seconds to start the timer.
3. Another team member turns the top card of the challenge pile over and reads aloud the task. The number of answers to the challenge the player sitting on WHOOPEE DOO must provide is indicated by the number shown on the top of the remaining pile of cards.
4. If the player completes the challenge, they press the yellow button to pause the timer, and place the completed challenge card in front of their team. WHOOPEE DOO is then passed to a member of the other team, who sits on the cushion and presses the yellow button to resume the timer.
5. One of their teammates turns over the top challenge card and reads aloud their task. Once again, the number of answers the player must provide is indicated by the number on the top of the remaining pile of cards.
6. The game continues back and forth between the teams, until time is up and WHOOPEE DOO deflates.

**Game 2: Individual Challenge Play**

1. The oldest player sits on the inflated WHOOPEE DOO, and presses and holds the yellow button for 3 seconds until the timer begins.
2. The player to their left turns over the top card of the challenge card pile and reads aloud their task.
3. The number of answers they must provide is indicated by the number on the top of the remaining challenge card pile.
4. If the player completes the challenge, they get the card, and the player to their left turns over the next card from the pile and reads aloud the new task.
5. Play continues until WHOOPEE DOO deflates.
6. Any challenge card that was not completed when WHOOPEE DOO deflates goes to the bottom of the pile.
7. Now WHOOPEE DOO is inflated again and passed to the next player for their turn.
8. Play continues until every player has had a turn on WHOOPEE DOO.
9. Players add up the numbers on the back of the challenge cards they have won. The player with the most points is the winner!

**When Whooppee Doo Deflates**
If the player sitting on Whooppee Doo does not complete their challenge before the cushion deflates, the card goes to the bottom of the pile.

"Ppssssttttttt..." Don’t forget to inflate the cushion before you begin each round!

**Winning the Game**
Once the game is over, teams add up the numbers on the back of the challenge cards they have won. The team with the highest score wins!