

1-2-3 STOMP!

The Run Around Game of Flying Number Fun!



3+ | 1-6 players
46101

Requires 3 AA (LR06) batteries, not included.

Ready, Set, STOMP!

Stomp the launcher to send the numbers flying! Find the right one as fast as you can! Get ready to race as the games get more challenging!

GETTING STARTED

- Place all numbers, 1-10, in the correct spot on the launcher.
- Press the button on the launcher to get started.
- Choose a game. Press to hear the game choices. Press when you hear the game you want to play.

Game #1: **1-2-3 STOMP!**
 Game #2: **GROUP 1-2-3 STOMP!**
 Game #3: **1-2-3 COUNT WITH ME**
 Game #4: **THE PLUS & MINUS GAME**

1-2-3 STOMP!

SETTING UP

- Choose your level. Press to hear the levels. Press when you hear the level you want to play.

Level 1: Get warmed up. The game calls out numbers and colors.
 Level 2: Not too tough. What comes before or after this number?
 Level 3: Getting tricky! What number is missing?
 Level 4: Harder still! Addition and subtraction are added to the mix.

By the end of each level, all numbers should be back in the launcher.

PLAYING

- Stomp the launcher to send the numbers flying.
- Listen for the clues. If the game unit says, "Find the seven!" grab the seven and return it to the correct spot on the launcher. If it says, "What comes between three and five?" grab the four and put it in its spot.
- At the end of your turn, the game will call out your time. See if you can beat it the next time you play!

In Group 1-2-3 STOMP!, players can take turns stomping the launcher, and find the numbers together.

BONUS GAME! 1-2-3 Count With Me

Stomp the launcher to send the numbers flying! Put them in order, 1-10, or reverse order, 10-1, depending on the level!

SETTING UP

- Place all the numbers, 1-10, in their correct spot on the launcher. Press to hear the levels. Press when you hear the level you want to play.

Level 1: Get warmed up. Listen to the clues and put the numbers in order, 1-10!
 Level 2: Not too tough. Put them in order, 1-10, without any clues!
 Level 3: Getting tricky! The game gives clues as you put the numbers in backwards, 10-1!
 Level 4: Harder still! Put them in backwards, all by yourself!

PLAYING

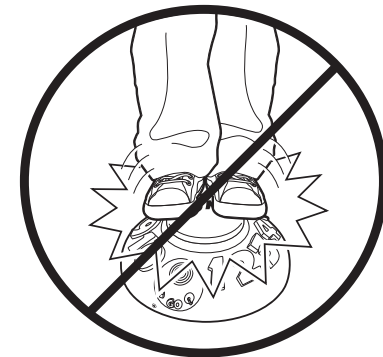
- Stomp the launcher to send the numbers flying.
- Run and grab the numbers, and return them to their correct spots on the launcher, in forward or reverse order, depending on the level.



YES!



NO!



Important: Please save this instruction sheet. It contains valuable product information.

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The Run Around Game
of Flying Number Fun!

BATTERY SAFETY INFORMATION

- Requires 3 AA (LR06) batteries, not included.
- Only adults should install and replace batteries.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- The supply terminals are not to be short circuited.
- Do not mix different types of batteries.
- Do not mix old and new batteries.
- Only the batteries of the same or equivalent type are recommended to be used.
- Do not dispose batteries in a fire; they may explode.
- Dispose of batteries safely.

 **WARNING:**
CHOKING HAZARD—Small parts.
Not for children under 3 years.

ATTENTION ADULTS: TO REPLACE BATTERIES

1. Use a small Phillips head screwdriver to loosen the screw on the battery compartment (Fig. 1). Remove **BATTERY COVER**.

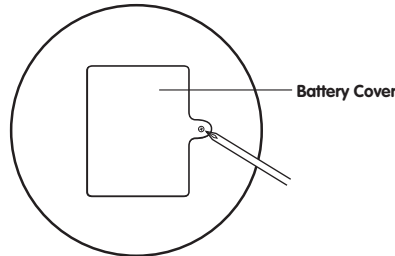


Fig. 1

2. Pop out all 3 exhausted batteries.
 3. Place 3 AA batteries in the compartment, facing in the direction shown. (Fig. 2).
- IMPORTANT:** Observe battery polarity (+ and -)
4. Replace battery cover and tighten screw.

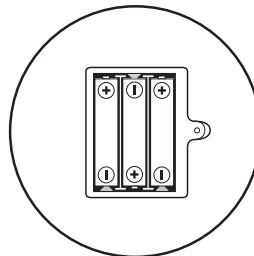


Fig. 2

Warning! Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This unit 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 unit 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 unit does cause harmful interference to radio or television reception, which can be determined by turning the unit 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 unit and receiver.
- Connect the unit into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution! Do not aim at eyes or face. To avoid injury: use only numbers designed for this product.
Do not modify numbers or 1-2-3 Stomp.

1-2-3 Stomp 46101-4000-G2 PS 05/09

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT
1-800-247-6570
WILDPLANET.COM/HELP
Wild Planet Entertainment, Inc., P.O. Box 194087
San Francisco, CA 94119-4087



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