

Alfredo's Food Fight!

Players: 2-4

Ages: 5+

Setup: Before playing, follow the assembly instructions for Chef Alfredo. Give each player 3 meatballs of the same color and one fork flinger.

Game Play: The youngest player begins by pressing the button on top of the plate of spaghetti to make Chef Alfredo spin. Then, that player flings a meatball at Chef Alfredo aiming for the velcro areas. The play continues clockwise with each player taking a turn to fling a meatball at the chef. After all meatballs have been flung, the player with the most stuck to Chef Alfredo wins.

In the case of a tie, all meatballs are removed and a head-to-head food fight occurs. The players who tied each take one meatball and fling it at the chef. Whoever lands the meatball wins. If both players stick their meatball to Chef Alfredo, another round occurs until a winner is awarded.

All Out Food Fight: After you have mastered flinging the meatballs, try this exciting game play. The oldest player turns the game on by pressing the button on the spaghetti plate. All players frantically fling their meatballs as fast as they can at Chef Alfredo. Whoever lands the most meatballs in the shortest time wins! Take turns alternating who presses the start button if you play more than one round.

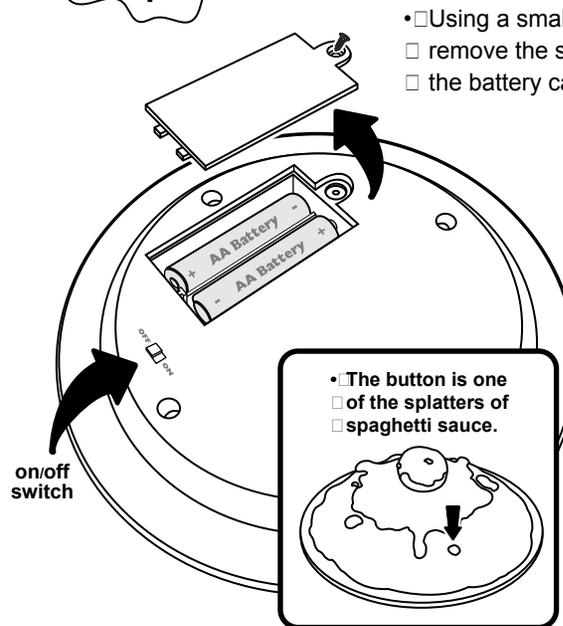
Contents Include: 1 spaghetti plate, 1 Chef (body, legs, right arm, left arm) 4 forks, 4 fork napkins (bases) and 12 meatballs.

BATTERY SAFETY INFORMATION

- Never mix old and new batteries (replace all batteries at the same time).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Always replace all batteries at the same time.
- Alkaline batteries are recommended for best performance.
- Rechargeable batteries are to be removed from the toy/game before being recharged.
- Rechargeable batteries are only to be recharged under adult supervision.
- Non-rechargeable batteries are not to be recharged.
- Do not mix different types of batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- Supply terminals are not to be short-circuited.
- Dispose of batteries safely (Do not dispose of batteries in fire, batteries may explode or leak).

STEP 1

This step requires 2 AA batteries, a Phillips screwdriver and the spaghetti plate.



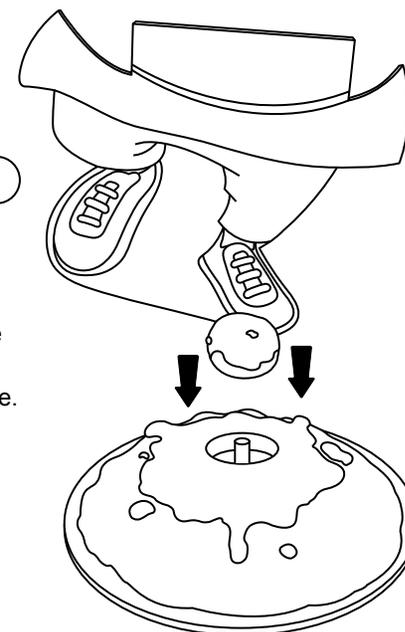
- Using a small Phillips screwdriver,
 - remove the screw and lid from the battery casing.

- Insert 2 AA batteries,
 - making sure that the positive and negative ends match the correct contacts. Replace the lid and screw.
 - (Batteries not included.)

- Once fully assembled,
 - slide the switch on the bottom of the plate to the "ON" position. Press the button on the opposite side of the spaghetti plate to make the chef spin. Press again to stop the chef.

STEP 2

Chef Alfredo's legs are added.

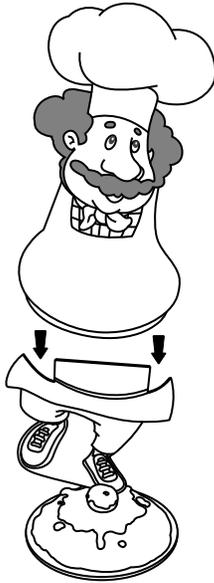


- Slide the meatball on the Chef's legs into the open hole in the spaghetti plate. Make sure the pieces fit together tightly.

STEP 3

Chef Alfredo's body is added.

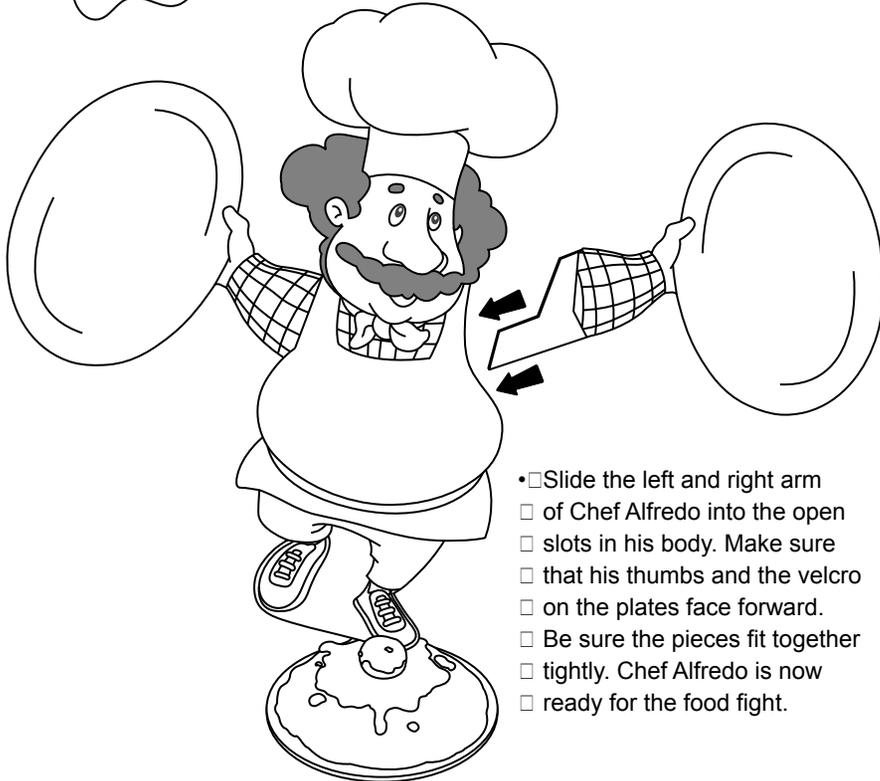
- Slide Chef Alfredo's legs into the open slot in his body as shown to the left.
- Make sure the two pieces fit together tightly.



STEP 4

Chef Alfredo's left and right arms are added.

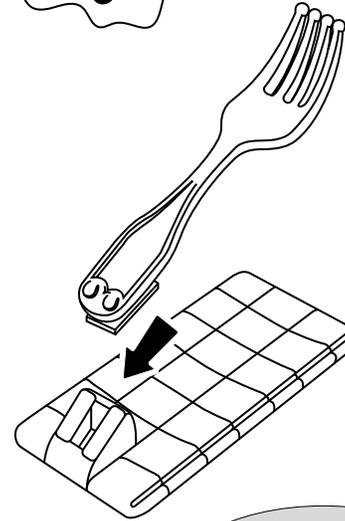
- Slide the left and right arm of Chef Alfredo into the open slots in his body. Make sure that his thumbs and the velcro on the plates face forward.
- Be sure the pieces fit together tightly. Chef Alfredo is now ready for the food fight.



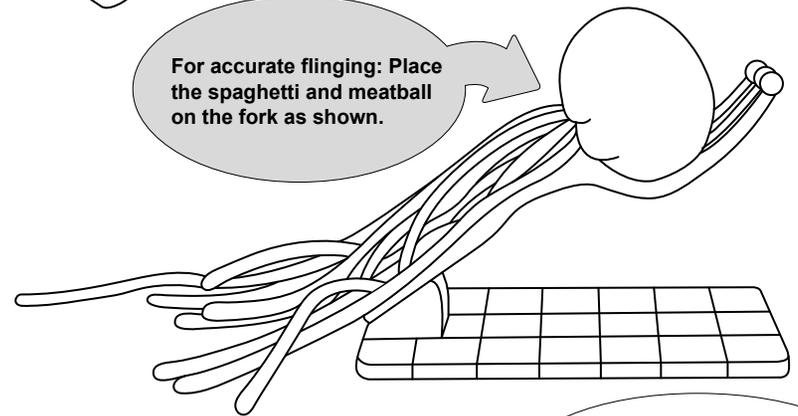
STEP 5

This step requires 4 forks and 4 fork napkins (bases).

- Slide each fork into the open slot of a napkin. Make sure the two pieces snap together.
- Load a meatball onto the fork with the spaghetti strands laying downward on the fork's handle as shown. Press down the tip of the fork while holding the napkin base and let the meatball fly. Practice your release to master flinging the meatballs.



For accurate flinging: Place the spaghetti and meatball on the fork as shown.



- Tip—Do not pull the fork back too far. It will cause the meatball to fly straight upward.

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