

For 2 to 4 players
Ages 5 and up.



SHARK CHOMP™

INSTRUCTIONS

OBJECT:

Be the first player to remove 5 pieces of junk from the shark's jaw. For a two-player game, remove 6 pieces.

CONTENTS:

Shark, 2 fins, set of teeth, lower jaw, 21 pieces of plastic junk, 2 hooks, eye labels, 3 rubber bands (size 14).

SET UP:

NOTE:

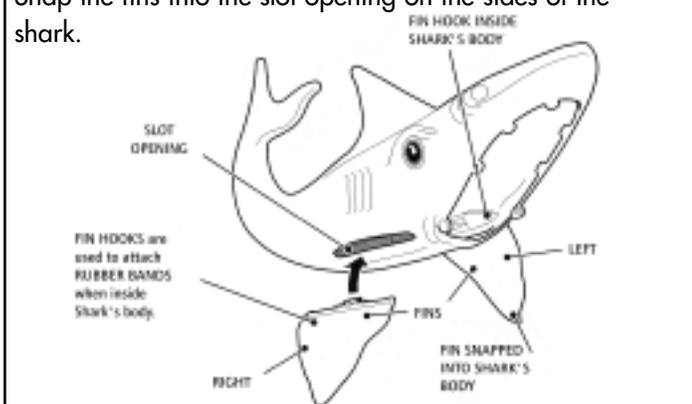
THE SHARK MUST BE ASSEMBLED BY AN ADULT

EYE LABELS

Carefully place the eye labels in the eye area, see package back.

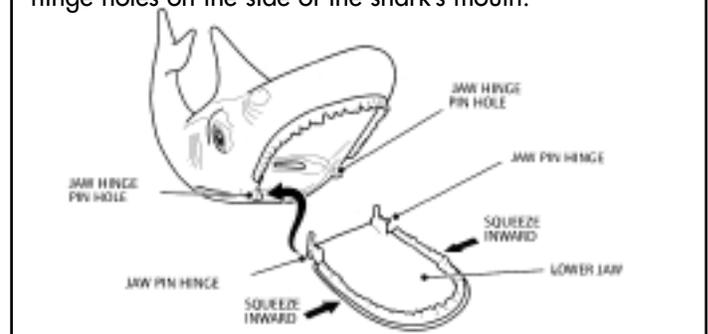
FINS

Snap the fins into the slot opening on the sides of the shark.



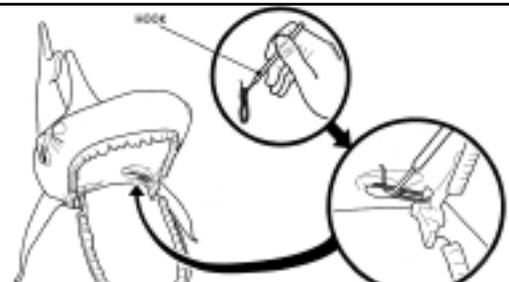
LOWER JAW—

Hold the lower jaw horizontally and squeeze the sides together as you insert the jaw hinge posts into the jaw hinge holes on the side of the shark's mouth.



RUBBER BANDS

Stretch both rubber bands before using them. Use one of the hooks to place one end of the rubber band around the fin hook located on the right inside of the shark's body. Pull the other end of the rubber band forward and place it over the notched post on the lower jaw. Do the same with the second rubber band on the SAME side.



TEST THE LOWER JAW

Hold the lower jaw down, load all the pieces of junk onto it. Now remove the pieces of junk, one at a time, using a hook. You should be able to remove 5 to 12 pieces of junk before the jaws snap shut. If more than 12 pieces can be removed, add a rubber band to the left hand side of the jaw. This will cause the jaw to close sooner.

RELOADING THE SHARK

During the game pieces of junk will fall into the shark's stomach when his jaw closes. To reload the jaws, hold the shark shut and simply turn his nose down and shake until all the pieces fall forward onto its lower jaw.



To keep junk pieces from falling back into the shark's stomach, hold the lower jaw open while setting the shark down.

GET READY TO PLAY:

Load all the pieces of junk into the lower jaw and get ready to play!

PLAYING:

Youngest player goes first, and then play moves to the left. On your turn say what piece of junk you are going to get and use the hook to either hook or push the junk out of the jaws. Players can touch and move other pieces with the hook but can never touch the shark or junk with their hands.

If a piece other than the one named falls out of the shark's mouth or slides into the shark's body, that player loses their turn. All pieces that have fallen out, as well as the piece the player was trying to get, are returned to the jaw.

If the jaws close all the way during a player's turn, they must put back all the junk they have collected so far. Make sure all the pieces of junk are removed from the shark's stomach when you reload the jaws to continue playing.

The jaws are considered closed when a player cannot freely move the hook from the jaws or put the hook into the mouth of the shark without touching the teeth.

Passing:

If you decide to "pass", the player on your left tries to get a piece of junk. If they are successful, you have to give that player a piece of junk from your own collection. If the jaws close on that player, they must put back all the pieces of junk they collected during the game.

ENDING & WINNING THE GAME:

For a 3 or 4 player game, be the first player to collect five pieces of junk. For a 2 player game, be the first player to collect six pieces of junk.

We appreciate your comments on Shark Chomp. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00AM EST to 4:00 PM EST at 1 800 800-0298.

Visit our website at: www.pressmantoy.com



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