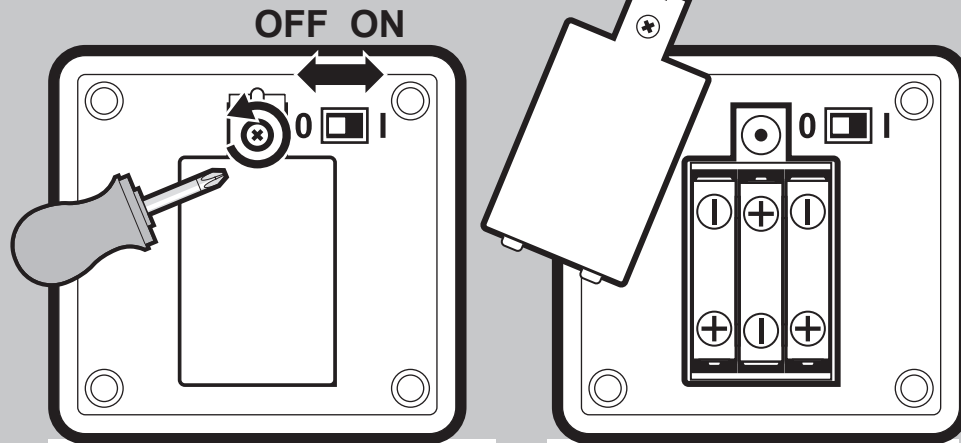


HOW TO PUT THE BATTERIES IN



1. The ON/OFF switch should be in the 'OFF' position (nearest the '0').
2. Use a cross head screwdriver to turn the battery compartment screw anti-clockwise.

REQUIRES 3 AA (LR6) BATTERIES (NOT INCLUDED)

3. Remove the battery compartment cover.
4. Insert 3 AA (LR6) batteries with the polarity as shown.
5. Replace the battery compartment cover and tighten the screw gently.

Battery information

- Remove rechargeable batteries from the toy before recharging.
- Only recharge batteries under adult supervision.
- Do not recharge non-rechargeable batteries.
- Use only AA or their equivalent as stated.
- Do not mix different types of batteries, or new and used batteries.
- Insert batteries in the correct polarity (see diagram)
- Remove exhausted (used) batteries from the toy.
- Do not short circuit the supply terminals of the batteries.
- Do not insert connecting wires into electrical socket outlets.

Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

If returning the old product to the store where you purchased the new item from you should first check they are in an applicable scheme. The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item. You must take proof of purchase of your new item when returning your old product to the store.

Requires 3x AA Batteries (NOT INCLUDED). Please remember that small button cells and AA batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.

See more fun games at www.drumondpark.com

Customer service: Drumond Park, PO Box 164, HOCKLEY, Essex SS5 4BA, UK. Phone: 01702 200 660.

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Colour and contents may vary from those shown.

Please retain this information for future reference. Made in China.

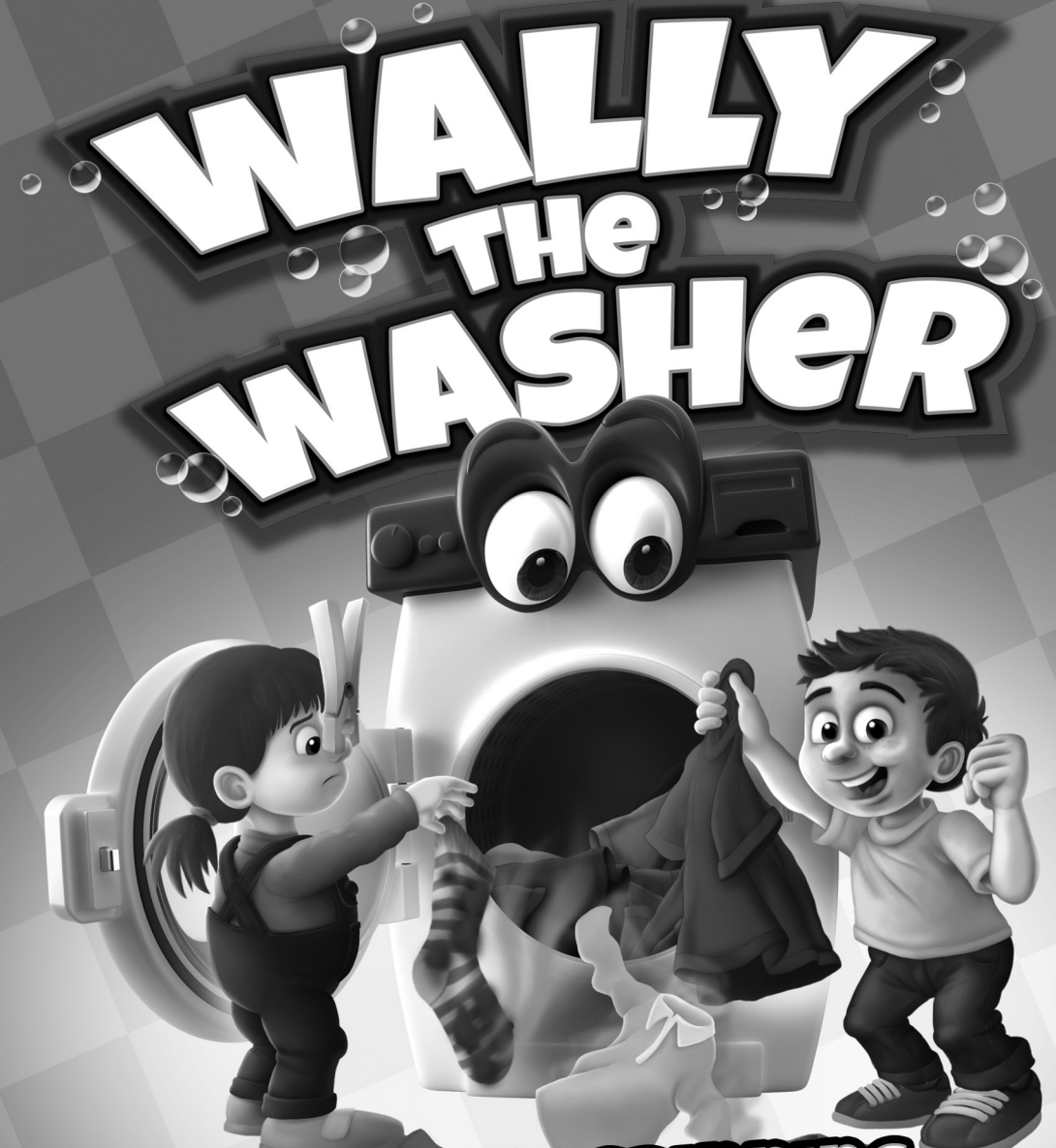
WARNING! Not suitable for children under 36 months due to small parts. CHOKING HAZARD.

Item No: 2070
010518



Age 4+
2-4 players

DRUMOND
PARK

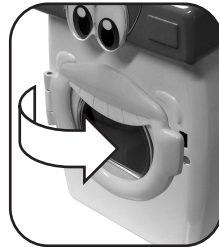
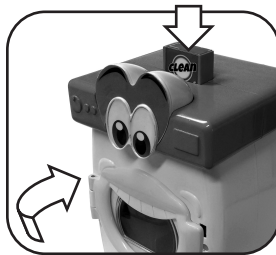


**STOP WALLY SPINNING
AND GRAB YOUR CLOTHES
AS THEY TUMBLE OUT**

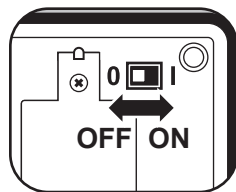
CONTENTS

- Wally the Washer washing machine
- Giant clothes peg
- Dirty sock
- Sticker sheet
- 5 clothes pieces: each in red, green, blue and yellow.
- Washing line & poles: in red, green, blue and yellow

GETTING READY TO PLAY

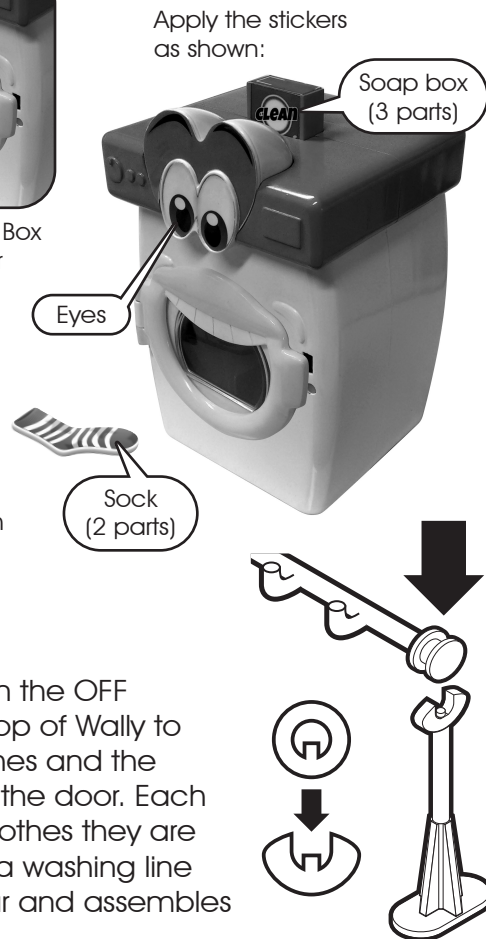


To open the door, press down the Soap Box button. To close the door, push the door across until it clicks.



The ON/OFF switch is underneath.

Make sure the ON/OFF switch is in the OFF position. Press the soap box on top of Wally to open the door. Load all the clothes and the DIRTY SOCK into Wally and close the door. Each player decides what colour of clothes they are going to collect. They then take a washing line and a pair of poles of that colour and assembles them as shown.



AIM OF THE GAME

The first player to hang all 5 pieces of their clothes on their washing line is the winner.

PLAYING THE GAME

Place Wally in easy reach of everyone. Turn the ON/OFF switch to ON and Wally's drum will start spinning. The youngest player goes first.

To play a turn the player must watch Wally spinning and decide how long to let him spin before pressing down on the Soap Box to open the door.

When the door opens – one of the following things will happen -

• **Only clothes fall out of Wally:**

Each player picks up their own coloured clothes and hangs them up on their washing line.



• **Clothes and the DIRTY SOCK fall out:**



The dirty sock shows that the wash was not properly finished so any clothes that fell out at the same time must be put back into Wally's drum. The player who stopped Wally must take the GIANT CLOTHES PEG from the player who is currently wearing it and put it on their nose – and keep wearing it until the next time the dirty sock pops out.

• **Nothing falls out of Wally:**

The player's turn is finished.

When all clothes are hung up or put back into Wally's drum the next player closes the door to start Wally spinning and takes their turn.



WINNING

The first player to finish hanging their last piece of clothing on their washing line is the winner. SO... if two players' final pieces come out in the same turn the first to hang up their last piece wins.

