

Hoppin Mad Instructions - as printed on the Box

How to Play

- 1 Blow up the three racing hoppers using the foot pump supplied.
- 2 Choose your hopper.
- 3 Set up your racing course.
- 4 Start the contest with the whistle and RACE to the finish line.
- 5 Use on Soft Flat ground, away from walls and sharp objects.
- 6 CAUTION – use with care as children may fall off.

There are lots of variations on the racing theme you could play. Try time trials, by going one at a time against the clock, or try relays in teams with changeovers making the game more competitive. The most important rule is to have fun going Hoppin' Mad.

The Hoppers

There are 3 Racing hoppers in the pack – “Daredevil”, “Psycho” and “Hotshots”.

Choose the one that matches your personality and get hoping!

“DAREDEVIL” – there's no obstacle that this hopper can't overcome.

“PSYCHO” – out to win at all costs.

“HOTSHOT” - a true winner, who's too hot to handle.

WARNING – CHOKING HAZARD.

Game contains small parts. Please retain this packing for future reference.

Other games from Garden Games include: Giant Pick Up Sticks, Giant Snakes & Ladders and Hi-Tower.

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CONTENTS: 3 x 61cm (24") Racing Hoppers 1 x Foot Pump 1 x Starting Whistle

Max Load 115kg (18 Stone)

Hoppin' Mad 9387 CE 501 (barcode)5035874501105