

WINNING THE GAME

The first to collect 3 treasures wins the game and cures this dragon's belly ache! The next player starts a new round of play.

TIPS

- ◆ The dragon game is even cooler to play in low light!
- ◆ If the belly does not light up, reset the dragon by completely opening the mouth and closing it again.
- ◆ The belly will not light up when you are in direct (sun)light. Please move inside or to a darker environment.



This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation."

Caution: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment 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 equipment 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 equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment 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 equipment and receiver.
- Connect the equipment 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.

Do not mix old and new batteries.

Do not mix alkaline standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are only to be charged under adult supervision. Rechargeable batteries are to be removed from the toy before being charged. Different types of batteries or new and used batteries are not to be mixed. Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from the toy. The supply terminals are not to be short-circuited.



We appreciate your comments on this game.
Please send your correspondence to: info@goliathgames.com
Our Customer Service Department can be reached Monday through Friday (except during holidays)
from 10:00 am CST to 4:00 pm CST at 855-258-8214.



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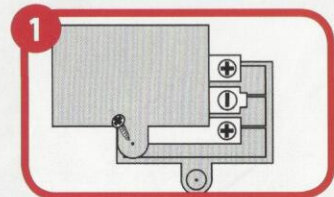
CONTENTS

- ◆ 1 Magical Dragon
- ◆ 4 Cups
- ◆ 4 Dragon Rings
- ◆ 4 Crowns

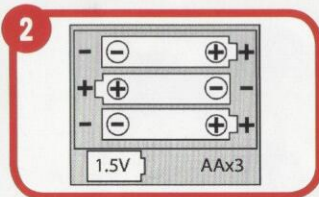
OBJECT

Be the first to collect 3 treasures from the dragon's belly and cure his belly ache.

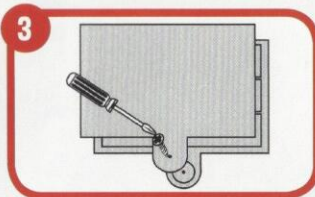
SET UP



To install batteries, unscrew and open the battery compartment located on the bottom of the game unit.



Insert 3 AA alkaline batteries, aligning the + and - symbols with the markings on the plastic battery compartment.



Replace the battery compartment door and tighten the screw. Adult supervision is required when installing batteries.



Slide the left wing into the left hole on the dragon's back, and turn the wing 90 degrees until it is locked into place. Repeat with the right wing. Once the wings are in place, push the tail into the lower two holes on the back of the dragon until it snaps into place.



Open the dragon's mouth, place all of the treasures into his belly, and then close the dragon's mouth. Before play, switch the I/O button, located at the bottom of the dragon, to I.



PLAYING THE GAME

The youngest player starts the game. When you see the dragon's nose horn glowing white, wave your hand in front of the dragon's face, and say the magic words: "Abracadragon...show me your treasures!" One of two things will happen:



1. His belly magically lights up, revealing the treasures inside. Remember where the colors are hidden, and look quickly – the light only shines for a few seconds!

2. His belly does not light up, and the dragon roars. Look out! You cannot take a treasure when he roars, so play passes to the player on the left.

If the dragon's belly magically lights up, his nose horn will also glow in one of two ways:



1. It will glow in 1 of 4 colors (red, blue, green or yellow) to show which color treasure is causing his belly ache and should be removed. For example, when his nose horn glows green, try to take one of the green treasures from his belly.



2. It will quickly flash all 4 colors, which means you are free to take any color treasure from his belly.



Now it's time to open the dragon's mouth. Reach inside, and try to grab the treasure of the correct color. If you are successful, you can keep the treasure, but if you take the wrong color, you must put it back inside the dragon's belly. If the dragon burps, don't worry – it's still safe to take a treasure! At the end of your turn, close the dragon's mouth.

The game continues clockwise, with the next player waving a hand in front of the dragon's face once his nose horn is glowing white.