



WARNING: CHOKING HAZARD –

Small parts. Not for children under 3 years. This product contains (a) small magnet(s). Swallowed magnets can stick together across intestines causing serious infections and death. Seek immediate medical attention if magnet(s) are swallowed or inhaled.



RULES

**For 2 to 4 Players
Ages 5 and up**

Object:

Catch as many fish as you can, with three tries for each turn. Watch out, though. Here are some things – a fishbone, a tire and a boot – that are not good to catch.

Contents:

Plastic game base pond, fishing boy with fishing pole, sound-activated reel, 9 good pieces (fish/shark/crab), 3 pieces of junk (fishbone, boot, tire)

Set Up:

Carefully unscrew the battery compartment cover and place 4AA batteries (not included) in the directions shown. Replace the battery compartment cover.

Note:

1. Only batteries of the same or equivalent type as recommended are to be used.
2. Different types of batteries or new and used batteries are not to be mixed.
3. Batteries are to be inserted with the correct polarity
4. Do not use rechargeable batteries
5. Non-rechargeable batteries are not to be recharged.
6. Exhausted batteries are to be removed from the toy.
7. The supply terminals are not to be short-circuited.

Place the fishing boy in the center of the pond. Place the 12 pieces (fish and junk)—in the outer circles—one in each.

Playing:

Turn pond on. The youngest player starts the game, then play moves to the left. On your turn, when you think the fishing boy's fishing pole is in a good location, turn the wheel of the reel. That will lower the fishing boy's pole. When you stop, his pole will go back up. Any fish that you catch are taken off his rod



and placed in front of you. You have 3 tries to hook fish on his magnetic hook. Each fish, and the crab, is worth 1 point.

If you pick up a junk piece – fishbone, boot, tire – return that piece to its location. If you still have more turns left out of the three, continue to take them, but that counts as one turn.

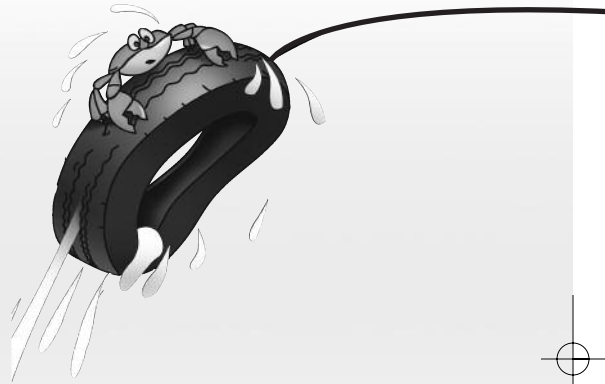
Shark!

If you catch the shark, that counts as 2 points.

Ending and Winning the Game:

The game continues until all the fish/shark/crabs have been caught.

The player with the most points wins.



We appreciate your comments on Reel 'em In. Please send your correspondences to:

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