

5+



2-4



RULES OF THE GAME



Delivery Contents:

- 1 Octopus launcher and catcher
- 4 Tentacles with suction cups
- 60 Tokens
- 1 Instruction manual

PURPOSE OF THE GAME

Otto is a playful octopus who loves to make friends with other creatures on the seabed! His favourite hobby is playing at catching as many small fish as he can... but his friends are very fast and run away from everywhere!

Collect points by catching the little fish with the coloured tentacles, **The player with the highest score at the end of the game will be the winner!**

PREPARATION

Place the launcher and catcher about **60-100 cm** apart on a flat surface.

Insert the seabed into the slot on top of the launcher.

Then, mix the tokens, insert them into Otto's mouth and close the compartment with the cap.

Each player chooses the colour of their tentacle.

Choose the game mode you prefer, when you are ready to dive into the challenge, turn on the launcher and press 'Play!' Otto will start blowing out tokens and the little fish will start swimming all over the place!

Use your tentacles to catch them, but **be careful what you catch**, not all sea creatures are friendly!



*The token launching distance is random and may vary on different surface



REMEMBER! Once you have finished playing with Otto, you can reposition his tentacles and hang him on the wall or take him with you until the next adventure!

GAME MODES

1. AT THE BOTTOM OF THE SEA DIFFICULTY

After choosing the tentacle, place the tokens in Otto's mouth so that the **blue side** without characters is visible.

Grab as many tokens as possible, each worth 1 point. The player with the richest loot at the end of the game will be the winner!



2. OCTOPUS TO CATCH ME DIFFICULTY

In this mode, you must try to catch only the fish matching to the colour of your tentacle to earn points and swim to victory!

Example: if you have chosen the red tentacle, you will have to take the red fish.

Be careful, if you catch another player's fish, the points indicated on the token drawn will have to be subtracted from your score!



In addition to the four-coloured fish, in this game mode, you will discover other sea creatures, which can be caught by any player: they can be found on the green and orange tokens. Some will earn you points, others will make you lose points... How naughty!



In addition, there are 3 special tokens: if you catch the Seagull you can steal 10 points from an opponent, catch the Pufferfish will allow you to double your score at the end of the game. Watch out for the Jelly fish, or you will get into a lot of trouble: the game will end and everyone will have to count their score.



OTTO

CATCH-O

WITH MY STICKY TENTACLES



⚠ WARNING:
Not suitable for children under 36 months, Small Parts, Choking Hazard.



Waste Electrical and Electronic Equipment (WEEE)
When this appliance is out of use, please remove all batteries and dispose of them separately. Bring electrical appliances to the local collecting points for waste electrical and electronic equipment. Other components can be disposed of in domestic refuse.

Cautions:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable battery should be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity. (+ and -)
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not mix old and new batteries.
- Do not mix alkaline batteries, standard batteries (carbon-zinc) and rechargeable batteries (nickel-cadmium).

Safety Precautions:

- Remove battery from the toy when not in use.
- Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
- Warning: Do not aim at eyes or face.

Note:

- Parental guidance is recommended when installing or replacing batteries.
- You are advised to replace the battery as soon as the function becomes impaired.
- Instruction sheet and packaging must be retained since it contains important information.
- Users should keep strict accordance with the instruction manual while operation the product.
- Under the environment with electrostatic discharge, the sample may malfunction and require user to reset the sample.

Care and Maintenance:

- Always remove batteries from the toy when it is not being used for a long period of time.
- Wipe the toy gently with a clean damp cloth.
- Keep the toy away from direct sunlight and/or direct heat.
- Do not submerge the toy into water that can damage the electronic assemblies.

If the token is stuck in the launching compartment during the game, it is recommended to follow these steps:



1) Gently tap the top of the token in the compartment with your finger. This usually allows the tokens to continue launching.
Reason: The tokens may not be placed flat.



2) If the tokens are still not launching... turn off the toys immediately. Hold the machine body with one hand, and gently insert any token from the deck about 1/3 depth into the middle of the token slot with the other hand until you hear a soft "click."
Restart the machine and continue normal use.



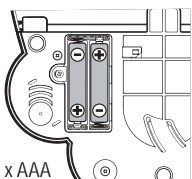
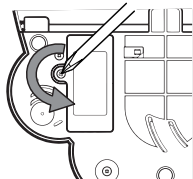
Recommended cleaning method:

Power on and run the launcher without any tokens. Use a cotton swab with a small amount of water or soapy water. Hold it against the front wheel surface for more than 10 seconds. Move the cotton swab left and right during cleaning to ensure the entire wheel surface is cleaned.

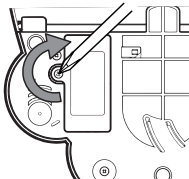
Additionally, if problem recurs frequently, you should:

- Check the tokens, remove any that are damaged or obviously bent.
- Clean the front token dealing wheel to remove any debris or oil that may be stuck on it.

Battery Installation



2 x AAA

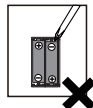
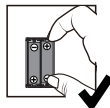


- When the batteries are low, the octopus will make a beep tone and enter sleep mode.
- Alkaline batteries should be used

Warning!

Remove these batteries from the unit by pulling up on one end of each battery positive by hand.

DO NOT remove or install batteries using sharp or metal tools.



Battery requirement (Octopus):



Power Supply :

Rating

Batteries

: DC 3.0 V / 1.5W

: 2 x 1,5 V *AAA/LR03 / AM4 (not included)

Silverlit®

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