

TIPS

To store the game back in the box, separate the Fart Containment Unit into 2 pieces.

Make sure to turn the power switch to OFF after use. Not turning off will result in batteries needing to be replaced more often.

INSTALLING BATTERIES

Battery Replacement Instructions: Batteries to be replaced by an adult as shown in the diagram (note correct polarity). Do not over tighten the screw.

Battery Safety Information: Different types of batteries or new and used batteries are not to be mixed. Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are only to be charged under adult supervision. Exhausted batteries are to be removed from the toy. Supply terminals are not to be short circuited.

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. 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. 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 experienced radio/TV technician for help.


Instruction sheet must be retained since it contains important information.

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Colors and content may vary.

Made in China.

www.goliathgames.com

Warning:  Small parts. Choking hazard.



AAA x 2 INCLUDED FOR DEMO ONLY.

AAA x 1 NOT INCLUDED.

The Wheelie bin symbol indicates that the product and the batteries must not be disposed of with other household waste as they may contain elements which can have a harmful effect on the environment and human health. Please use designated collection points or recycling facilities when disposing of the item and the batteries. To help locate your nearest facility see: www.recyclenow.com

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THE FART CONTAINMENT UNIT CAN ALSO BE USED AS A FANTASTIC FART MACHINE!
THERE IS NO NEED TO PRESS THE BIG RED BUTTON.
SIMPLY HIDE THE UNIT AND USE THE 'HOT' REMOTE TO TRIGGER MAXIMUM FARTS.
WE KNOW YOUR FRIENDS WILL LOVE IT!



WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 yrs.

WARNING

THIS GAME FARTS!™



DAYS SINCE LAST INCIDENT

INSTRUCTION MANUAL



LEARN
MORE
HERE!



CONTENTS

- 1 Fart Containment Unit
- 1 Smell-o-Meter Board
- 4 Stank Tokens (Small Arrows)
- 1 Sticker Sheet
- 4 Remotes
- 4 Toot Trackers with Stands
- 4 U Stink! Arrows (Large Arrows)
- 2 AAA Batteries

OBJECT OF THE GAME

Catch the farter (or get away with it) and earn the highest number of points to win!

SET UP

Before playing for the first time, apply stickers to the Fart Containment Unit. It already has batteries installed and is ready to blow!

1. Flip the power switch on the inside of the Fart Containment Unit ON.
2. Put the two halves together and place it in the middle of the play area.
3. Insert 1 AAA battery into the 'HOT' remote.
4. Place the Smell-o-Meter board on the table, accessible to all players.
5. Put the remotes in the middle of the table, button-side up.
6. Carefully remove the 4 Toot Trackers, Stank Tokens, and U Stink! arrows from the sheet.
7. Place the Toot Trackers into the stands.

After 5 minutes, the unit will enter SLEEP MODE. To wake up press the red button on the unit. You can now use as a fart machine. To play the game, press the red button to begin.

PLAYING THE GAME

Each player chooses a Toot Tracker and takes the corresponding Stank Token, along with one U Stink! Arrow. Everyone places their Toot Trackers on the Toot Tracker scale on the board at 0. Place all Stank Tokens on the gray arrow in the space below the Stank Bank scale, pointing at 0. Press the big red button on the Fart Containment Unit to start the game. Place all remotes on the table, button-side up so nobody can see the backs of the remotes. Close your eyes and shuffle the remotes on the table without picking them up, then each player takes one. Players should hide their remotes under the table or in their hand and secretly look underneath to see if they have a 'HOT' or 'NOT' remote. Only the 'HOT' remote will set off the Fart Containment Unit! Make sure you do not reveal which remote you have to other players.

NOTE: If playing with 3 players, remove one of the 'NOT' remotes from play.

While keeping the remotes hidden, all players use their best bluffing face as they press their button as many times as they'd like to trigger the device. **Who was the silent but deadly perpetrator?!**

Each player must accuse someone of triggering the Fart Containment Unit by aiming their U Stink! Arrow at them. After everyone votes, the backs of the remotes are shown and the butt bluffer is revealed!



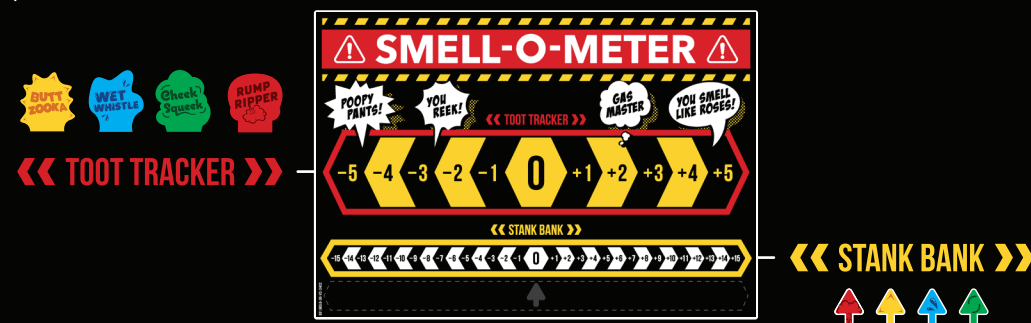
ON / PRANK MODE
DEMO MODE
OFF

SCORING

During each round, keep score in the Toot Tracker scale section of the Smell-o-Meter board.

- If you're the farter, you will earn 1 point for each player you fooled — but correct/incorrect accusations can cancel each other out. *For example, if you fool 2 players but are caught by 1 player, move only 1 point forward on the Toot Tracker scale (toward the positive numbers).*
- If you're the farter and fool no one, your farts were too fierce! Move 1 point backward on the Toot Tracker scale for each player that correctly blamed you (toward the negative numbers).
- If you correctly sniff out the farter — fart-tastic! Move 1 point forward!
- If you falsely accuse a player, move 1 point backward and shame on you!

Repeat this until the round ends.



A round ends after a few minutes when the Fart Containment Unit starts to melt down... it's a **FARTSPLOSION!** This is your chance to double down on your accusation and win (or lose) double the points! Players should score their guesses exactly as described above but double all positive and negative points. **Beware, if you guess incorrectly you could flush away all your points!**

Play continues for 3 rounds (3 Fartsplosions). After each round, check how many points you earned for that round on the Toot Tracker and add them to your current score in the Stank Bank by pointing your Stank Token at your new total score. Once you have banked all your points for that round, move the Toot Trackers back to 0 and press the big red button on the Fart Containment Unit to start a new round.

WINNING THE GAME

The player with the highest score in the Stank Bank after three rounds wins!