

FEED THE FROG

(Also called insect flicker)

DESCRIPTION:

Player places a 4-inch rubber insect on the launching pad of a catapult then uses a mallet to hit the catapult and try to land the insect into the mouth of a frog air bushed on a vertical 7' by 7' canvas.

SUPPLIES YOU NEED (table, balls, etc.)

The Booth you use should have an open front.

HOW TO SET UP GAME

- 1) Assemble framework. Note that the eight longer pieces of tubing are used to form the sides and bottom of frame. (2 per side, 2 per top and bottom) while the four shorter crimped pieces are to be used to create the base.
- 2) Attach canvas to framework using Velcro straps
- 3) Position unit as far back in the booth as possible.
- 4) Position the "catapult" 6 to 10 feet in front of game unit.

How to Play:

- Determine how far from the frog target you want to place the catapult (the closer the easier)
- Give the player three insects
- The player sets one insect at a time on the launch pad and hits the launch pad target with the mallet.
- The player repeats this with all three insects.

Pay out:

- Give 3 tickets for 3 insects in frogs mouth
- Give 2 tickets for 2 insects in frogs mouth
- Give 1 tickets for 1 insect in frogs mouth

