

The Original Game of

Perfection[®]

Get Rockin' before the pieces start Poppin'!

1 or More Players
AGE/EDAD: 5 +

Contents: 25 Geometric Shapes, Label Sheet, Game Unit with Timer and Pop-Up Tray



WARNING:

**CHOKING HAZARD—Small parts.
Not for children under 3 years.**



OBJECT

Be the quickest to fit all 25 shapes into the matching holes in the tray.

GET READY!

1. First wipe the top of the game unit with a clean, dry cloth and then carefully apply the labels. **HINT:** To apply the rectangular label easily, hold it by the corners and line up the start/stop opening before positioning the rest of the label. See Figure 1A. To apply the timer label, line up the notch in the plastic with the indent in the label (near the 60). See Figure 1B.

Figure 1A

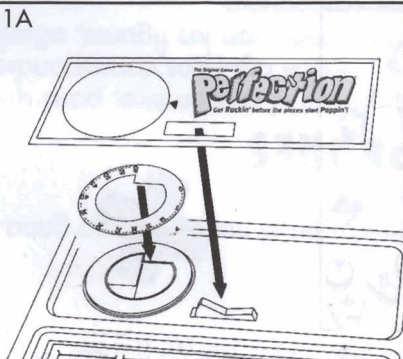
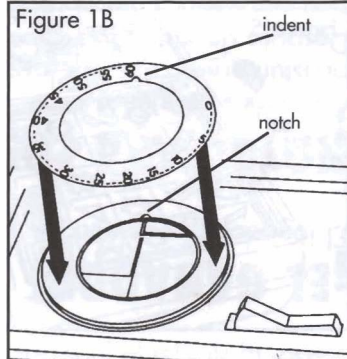


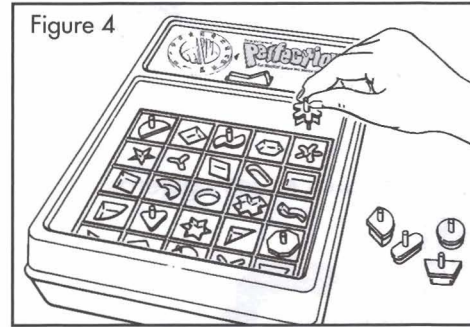
Figure 1B



GO!

To start the timer, move the switch to "START" and quickly start fitting the shapes into their matching holes. See Figure 4.

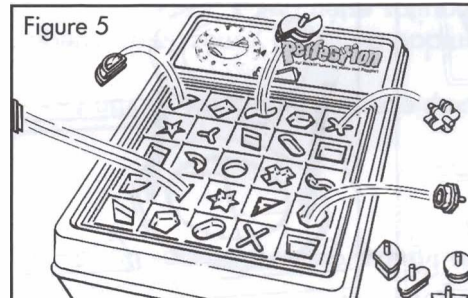
Figure 4



If you finish before the timer runs out, quickly move the switch to "STOP". Your turn is then over. The number that the arrow is pointing to on the dial is the next player's time to beat! (If you're playing solo, try again to beat your own time!)

If you do NOT finish before the timer runs out, the tray will pop out — scattering the shapes on the tray ALL OVER! Your turn is then over and the original 60 seconds remains the time to beat. See Figure 5.

Figure 5



2. Then carefully twist each shape off the plastic runners and discard runners.

GET SET!

1. Choose one player to go first. Players then alternate turns.
2. Place the shapes next to the game unit and mix them up. Then arrange the shapes so that their handles are facing up.
3. Set the switch to "STOP".
4. Turn the timer dial CLOCKWISE until it stops at "0." See Figure 2.

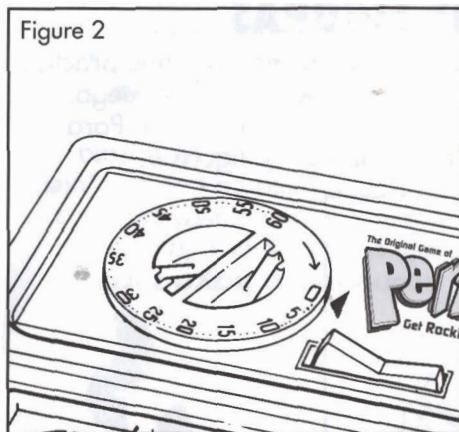


Figure 2



5. Press down the pop-up tray. See Figure 3.

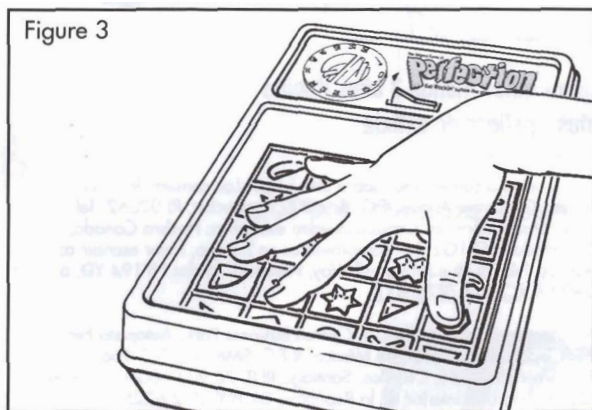


Figure 3



The next player then gathers all 25 shapes and takes his/her turn.

THE WINNER!

The player who matches all 25 shapes in the shortest time wins.

A NOTE TO PARENTS

With younger children, try playing the game without the timer so that children get used to fitting the shapes into the matching holes. After they've learned where the shapes go, then add the challenge of the ticking timer.

TO STORE THE SHAPES

When you're finished playing, store the shapes in the handy compartment located in the bottom of the game unit. Using the finger recess, push in to lift the door up. To close, just snap the door shut. See Figure 6.

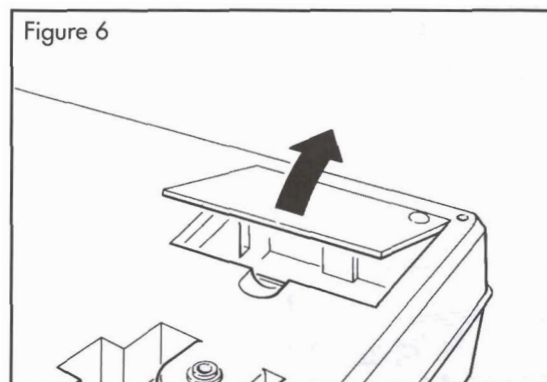


Figure 6



**Not suitable for children under 3 years
because of small parts - choking hazard.**

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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