

the game of  
**Perfection**

AGE 5+/ For 1 or More Players

**WARNING:**

**CHOKING HAZARD—Game contains small parts.  
Not for children under 3 years.**

**Contents**

16 Geometric Shapes • Game Unit with Timer, Pop-out Tray and Storage Drawer

**Object**

Be the fastest to fit all 16 shapes into the matching holes in the tray!

**Get Ready!**

Remove the shapes from the bag. (Keep them handy in the game's storage drawer!) (See Figure 1).

**Get Set!**

1. The oldest player goes first. Players then alternate turns.
2. Set the ON/OFF switch to OFF.
3. Move the timer arrow over so it lines up with the star. (See Figure 2).
4. Press down the pop-out tray in the game unit (See Figure 3).

5. Mix the shapes up and place them near the game. It helps if all of the handles are facing up. (If you want an added challenge, leave the shapes in the drawer to play.)

**Go!**

Start the timer by moving the ON/OFF switch to ON, then quickly fit the shapes into their matching holes. You have about 30 seconds to match them all! (See Figure 4).

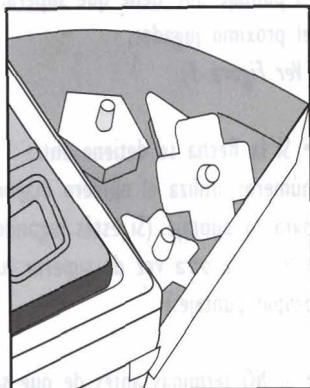


Figure 1

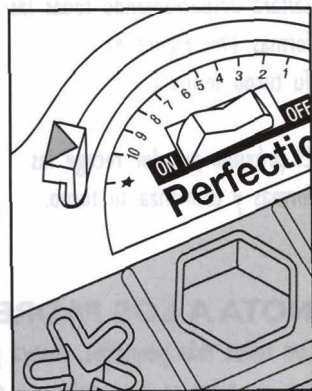


Figure 2



Figure 3

- If you finish before the timer runs out, quickly set the switch to OFF. Your turn is then over. The number that the timer arrow is pointing to is the next player's score to beat! (See Figure 5).

If the arrow stops between numbers, use the higher number for your score. (If you're playing solo, try again to beat your own score.)

- If you DO NOT finish before the timer runs out, the tray will pop up — scattering the shapes all over! (See Figure 6). Your turn is over.

The next player then gathers all of the shapes and starts his/her turn.

**NOTE TO PARENTS:**

With younger children, try playing the game without the timer so that the 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.

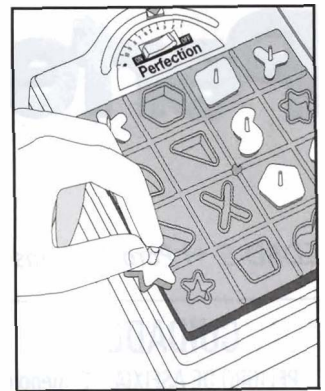


Figure 4



Figure 5

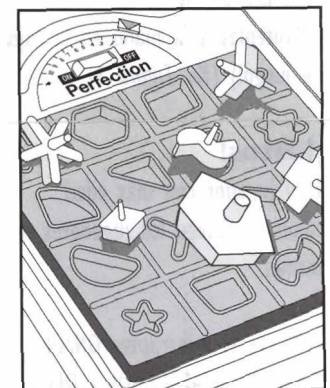


Figure 6

**!** Not suitable for children under 3 years because of small parts – choking hazard

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