

Slide 'n' Ride™

Color Matching & Counting Race Game



For 2 to 4 players / Ages 3 to 6

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Everybody into the pool for a splish-splashy race! Match colors in Ages & Stages® Game 1, or count your way to the finish in Game 2. And there's no reading required.

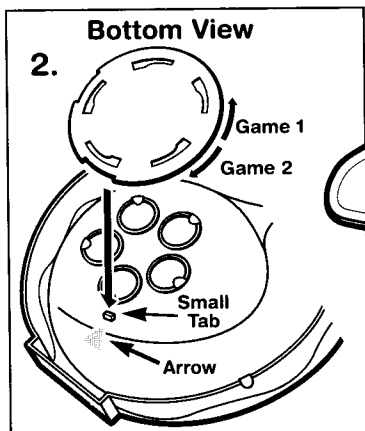
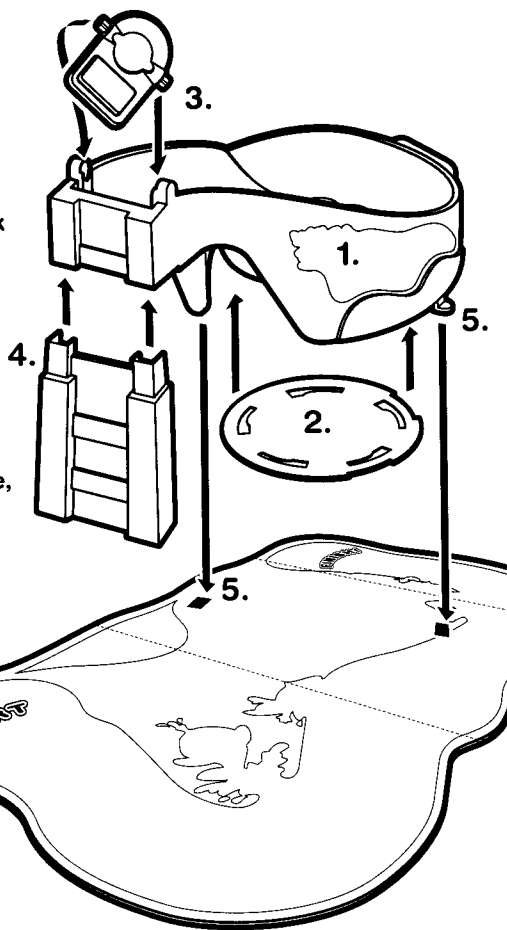
IN THE BOX...

SLIDE 'N' RIDE™ Slide, Pool, Ladder, Teeter-totter • Game board • Pool disk • 4 Movers (heads and inner tube bases) • Labels

WHAT TO DO FIRST...

- Apply "eye" labels to each head. Now he's your "swimmer"!
- Assemble pool according to the drawings on page 2.

1. Apply SLIDE 'N' RIDE label to the side, as shown.
2. Game 1—Colors in pool: To insert disk in pool: To insert disk, turn pool over. With numbers facing you, line up the wide end of the cut-out slot next to the white number "4" with the small tab that the arrow points to. Rotate disk counterclockwise to lock. For Game 2, flip disk so colors face you, and line up white square on edge of disk with the small tab that the arrow points to. Rotate disk clockwise to lock.
3. Red teeter-totter: Snap in one side peg, then press other peg into opposite hole.
4. Snap yellow ladder into blue slide from below.
5. Insert one tab into game board hole, then squeeze and release opposite tab to insert it into second hole.



Ages & Stages® Game 1

Ride the slide into the pool, then color-match your way along the track. Reach the balloons at the FINISH first, you win!

Let's Get Ready...

- 👉 Play Game 1 with the pool the way you just assembled it—with the colors showing in the pool.
- 👉 Select an inner tube mover and a swimmer. Put them together on START.
- 👉 The youngest player goes first and play continues to the left. Keep playing until there's a winner.

Let's Go!

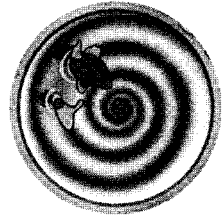
Take your swimmer out of his inner tube. Make your little guy climb the ladder, then put him on the teeter-totter and lift it so he can ride down the slide! (If he didn't roll into a hole in the pool, slide him down again!) Pick him up and see where you landed:

Did you land on a Color?

Leave your swimmer in the pool, and move your inner tube to the next space on the track that matches the color you landed on. If it's already occupied, move to the *next* available space of that color; this move could take you all the way to the balloons at the FINISH! Now put your swimmer back in his inner tube.

Did you land on the Whirlpool?

Move your inner tube directly to the Whirlpool space, then hop into it. This could mean you go ahead—or back! If you were already there, stay put! If another swimmer is already there, join 'em!



Who Won?

The first player to reach the balloons at the FINISH wins!

Ages & Stages® Game 2

This game has a new challenge: Can you count your way along the track? Bet you can!

Let's Get Ready...

First, flip over the disk in the pool bottom so the NUMBERS show.

Let's Go!

The rules are the same as Game 1, with these changes:

- 🐻 When you slide into the pool, see what number you landed on. Now COUNT your way that many spaces along the track. Count the Whirlpool as one space.
- 🐻 If you slide into the Whirlpool, you could go forward, backward or stay where you are.
- 🐻 If the space you would land on is occupied, go to the next available space; if it's the Whirlpool, join anybody else who's already there!

Who Won?

If you're the first player to count your way to the balloons at the FINISH, you win!



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