

STRETCH-OUT SAM

Help Sam Clean Up!

Stretch-Out Sam is so-o-o nervous! It's his first day on the job as a waiter and he's super busy! Help Sam clean up the restaurant by piling dishes on his tray. You can even give Sam a tip for his excellent service. He'll be so proud that he'll hold his tray even higher! But watch out! Those dishes will fall if his arm gets too tall!

2 TO 4 PLAYERS

CONTENTS: Stretch-Out Sam Game Unit, Spinner, 8 Plates, 8 Bowls, 4 Double Glasses, 4 Cups and Saucers, Tray, Label Sheet

OBJECT

Be the first player to put all of your dishes safely on Sam's tray.

SETUP

1. Apply labels to spinner, tray, plates and Sam as shown in Figure 1.
2. Place Sam on a flat, sturdy surface—within easy reach of all players.
 - For easier game play, tighten the knob underneath Sam.
 - For more difficult game play, loosen the knob underneath Sam so he tilts more. See Figure 2. The more Sam tilts, the harder time he'll have balancing the dishes!
3. Check to make sure Sam's arm is in the Start Position as shown in Figure 2A. If it isn't, turn the dial on Sam's back clockwise to lower his arm. (*Hint: When his arm is lowered as far as it will go, it will spring up into the Start Position.*)
4. Place the tray on top of Sam's hand so its notch fits over the bump on his palm. See Figure 2A.
5. Place the spinner within easy reach of all players.
6. Now pass the dishes out equally to each player. Each player should have the same number of plates, double glasses, bowls, and cups and saucers.

Note: In a 3-player game, divide the dishes as equally as you can among all players. Everyone will have the same amount of dishes, but the types of dishes will vary.

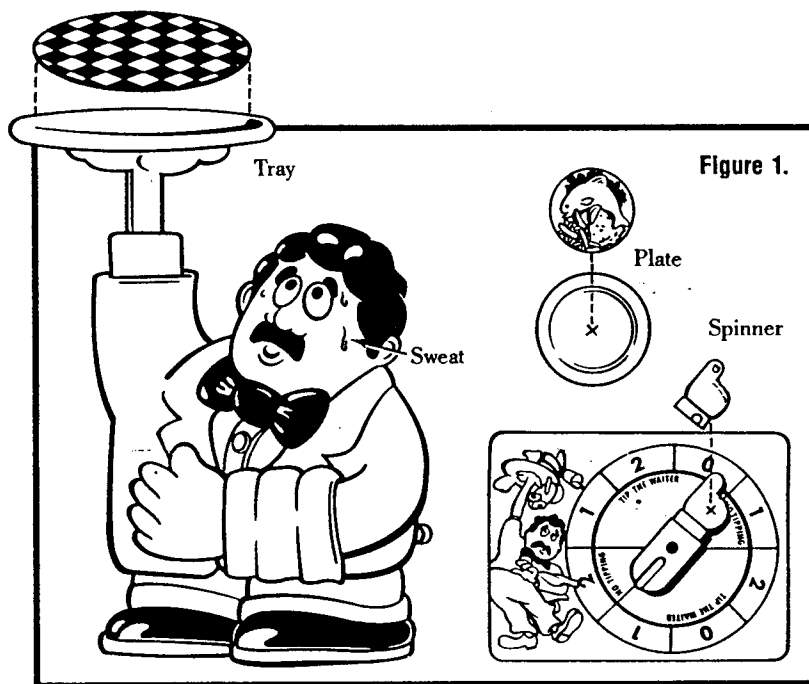
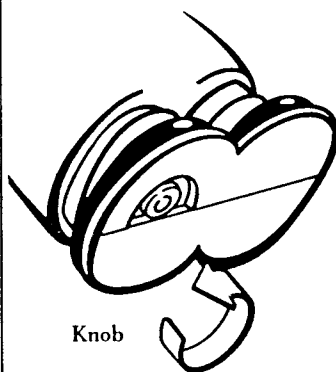


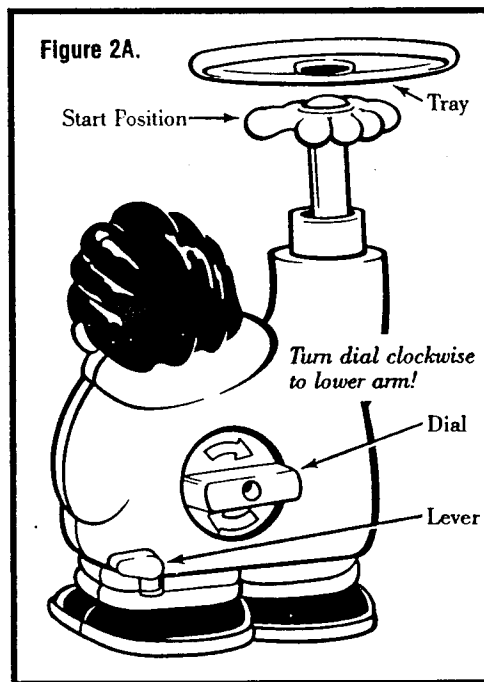
Figure 2.



Knob

Turn counterclockwise to loosen knob.

Figure 2A.



HOW TO PLAY

The youngest player goes first. Play continues clockwise.

On Your Turn:

There are 3 steps you *always* do on a turn. They are:

1. Spin the spinner and place dishes on Sam's tray.
2. Check to see if Sam gets a tip!
3. Pass the spinner to the next player.

Step 1. Spin and place. Spin the spinner and place the same number of dishes on Sam's tray as shown on the spinner. Choose any color dishes you wish and put them, one-at-a-time, on his tray. See Figure 3. Oops! If any dishes fall, you must add the fallen dishes to your dish pile.

Important: Do not rearrange any dishes already on Sam's tray or use your hands to steady the tray in any way.

Step 2. Check if you tip. Next, check where the spinner points and see if you give Sam a tip!

- If your spinner points to the yellow "NO TIPPING" area, don't give Sam a tip!
- If your spinner points to the green "TIP THE WAITER" area, give Sam a tip! See *How to Tip the Waiter* at right. Oops! If any dishes fall, you must add the fallen dishes to your dish pile!

Step 3. Pass the spinner. After you've placed your dishes on the tray and given Sam a tip (if indicated), hand the spinner to the player on your left.

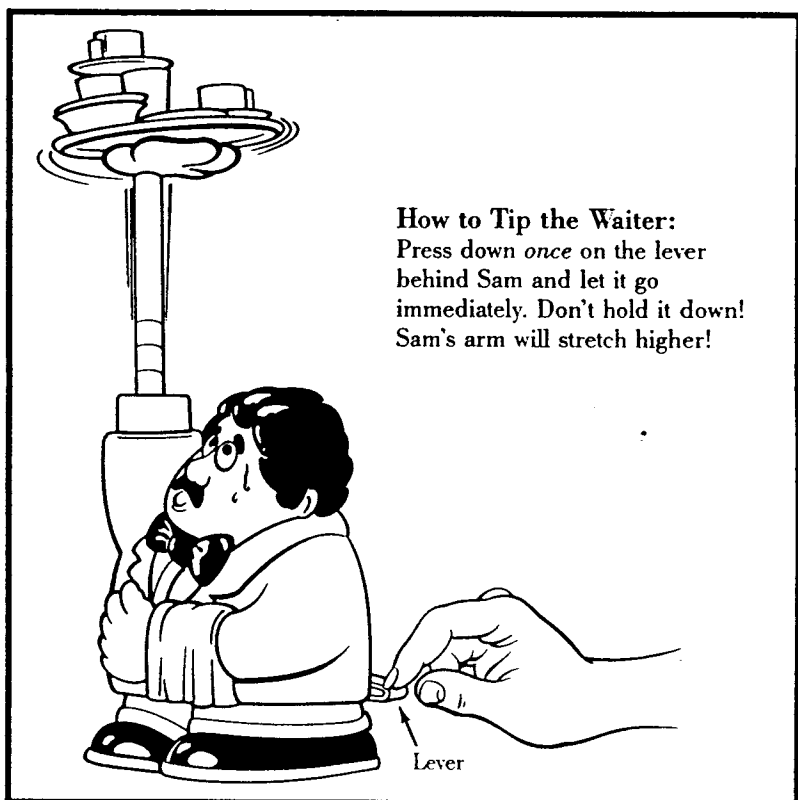
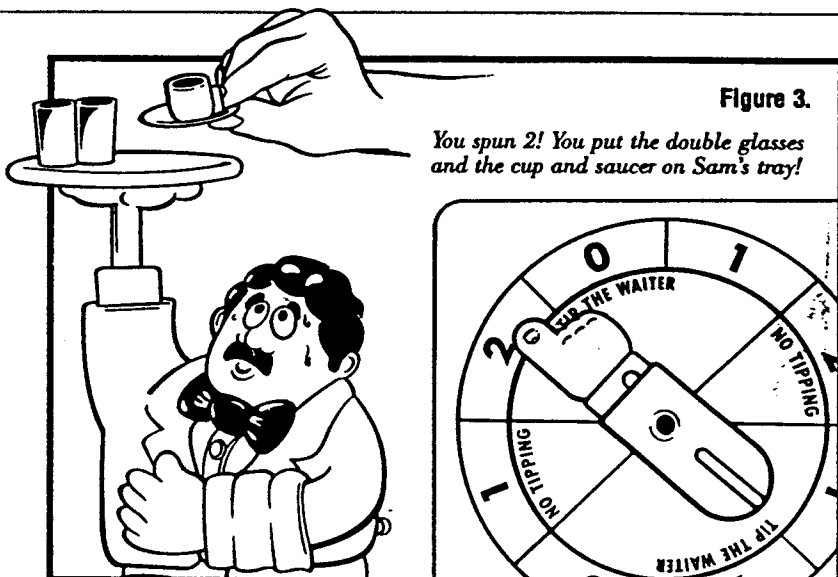
Important: Your turn is only over when the next player spins the spinner!

Uh, Oh! Somebody Wobbled the Table!

If *another player* bumps the playing surface and causes any dishes to fall during your turn, *that player* must collect all fallen dishes and add them to his or her dish pile. You must then spin again and take your entire turn over again.

Oh, No! Down Go Sam's Tray and Arm!

Whenever Sam's tray falls off or his arm flops over, be sure to set up Sam's arm again in the Start Position and replace his tray after all fallen dishes are collected.



HOW TO WIN

After you place your last dish on the tray (and tip Sam, if indicated), you're on your way to winning the game—unless you make any dishes fall! Then you'll have to keep all of the fallen dishes!

Note: If you have fewer dishes than the number shown on the spinner, just place your remaining dishes on the tray.

If none of Sam's dishes fall, just spin the spinner once to signal that you've won the game!