

Storage

Keep the shapes in the game unit's storage drawer! (See Figure 6.)

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.

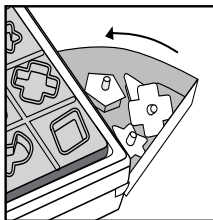


Figure 6

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

PROOF OF PURCHASE

The Original Game of
Perfection
Get Rockin' before the pieces start Poppin'!

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For 1+ Players / AGES 5+

The Original Game of

Perfection

Get Rockin' before the pieces start Poppin'!



WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.



CONTENTS

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

OBJECT

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



Setup

1. Set the red I/O switch to 0.
2. Move the timer arrow over so it lines up with the star. (See Figure 1.)
3. Press down on the game unit's pop-up tray. (See Figure 2.)
4. 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.)

Gameplay

The oldest player goes first.

Start the timer by moving the I/O switch to 1, then quickly fit the shapes into their matching holes. You have about 30 seconds to match them all! (See Figure 3.)

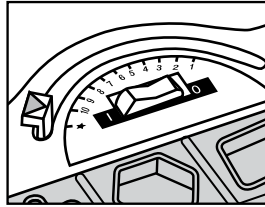
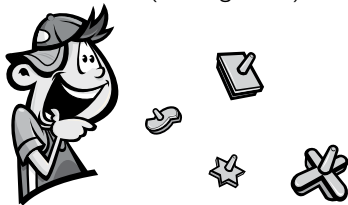


Figure 1

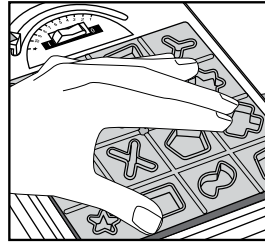


Figure 2

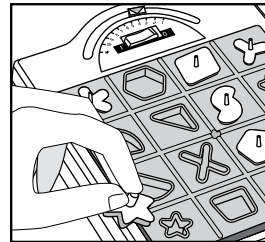


Figure 3

- If you finish before the timer runs out, quickly set the switch to 0. Your turn is then over. The number that the timer arrow is pointing to is the next player's score to beat! (See Figure 4.) 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.)

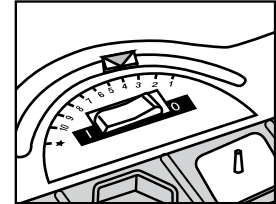


Figure 4

- If you DO NOT finish before the timer runs out, the tray will pop up – scattering the shapes all over! (See Figure 5.) Your turn is over.

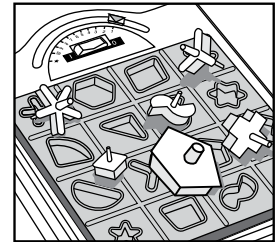


Figure 5

The next player then gathers all of the shapes, resets the game unit and starts his or her turn.

Winning

Get the highest score, by matching all the shapes in the shortest time, and you win! If there is a tie, or no player finishes before the timer runs out, play again. (In solo play, beat the clock to win – then work on beating your best score!)

