

Crackers IN MY BED[®]

FIND 'EM, MATCH 'EM, FEED ME QUICK GAME!

For 2 to 4 players/Ages 3 to 6

Rules ©1987 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915
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The little kid in this game has a great big, open-wide smile. That's because this kid is waiting for some delicious crackers! You see, they're all broken in half and hidden in the colorful bed quilt. And you've got to make them whole again! When you make a match, pop the whole cracker into the little kid's mouth. Then you'll be smiling, too!

EQUIPMENT 1 platform game board with a stand-up "head-board" • 16 "bottom" cracker-half cards: 2 each of 8 different crackers • 32 "top" cracker-half cards: 4 each of 8 different crackers • 1 spinner

OBJECT To be the first player to match-up all of your "bottom" cracker-half cards with the "top" cracker-half cards hidden in the quilt and feed them to the kid in bed!

To order replacement parts to this game, write to:

PARKER BROTHERS

P.O. Box 1012

Beverly, MA 01915

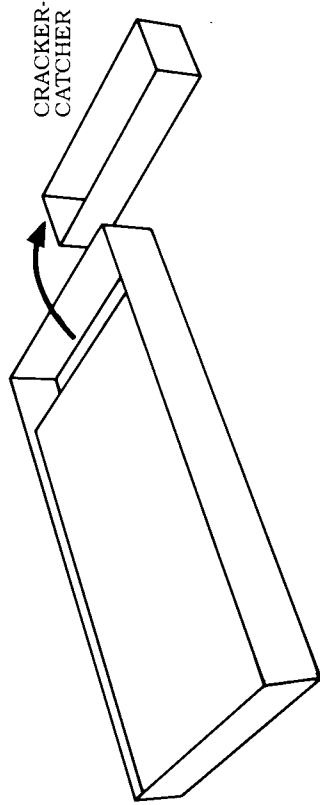
Attn: Consumer Response Department

or call: (508)921-3500

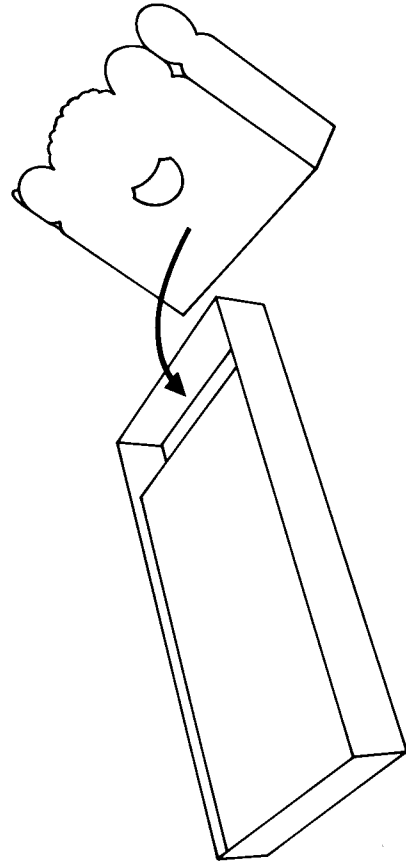
SETUP

1. Remove all the cracker-half cards and the stand-up "headboard" from the perforated sheets.
2. Remove the "quilt" game board from the box and carefully punch out all the slots. Return the board to the box.
3. Assemble the "headboard" for game play as follows:

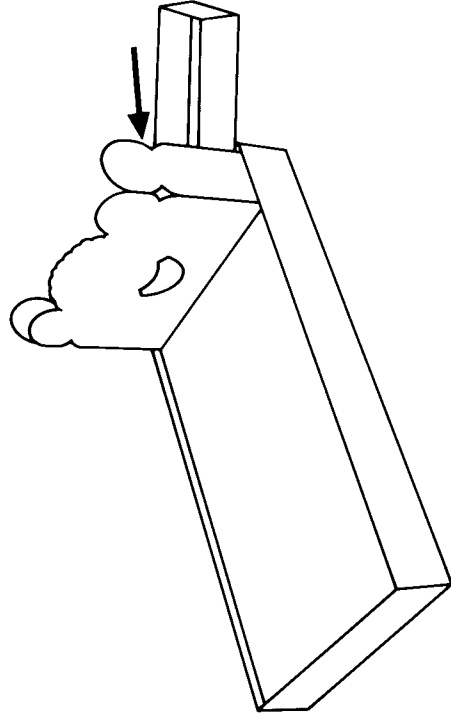
- Remove the small box located at the end of the game board. THIS WILL BE THE CRACKER-CATCHER.



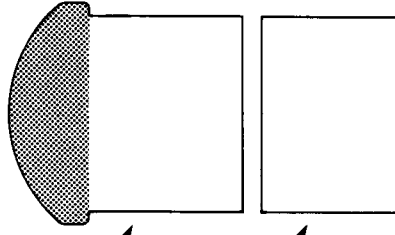
- Fold the "headboard" along the scored lines, and stand it upright in the space for the cracker-catcher box so that the kid is facing out on the game board.



- Return the cracker-catcher box to its place behind the "headboard."



4. These are the "top" cracker-half cards. At random—and without peeking—slide each one into a slot on the game board.



5. These are the "bottom" cracker-half cards. Pass out an equal number, *face-up*, to each player. Place any extra cards aside, out of the game.

6. The youngest player goes first. Play then passes, in turn, to the LEFT.

PLAYING

On your turn, do the following things:

1. Spin the spinner. (If the arrow lands on a line, spin again.)
 2. From the board, pick out any one of the "top" cracker-half cards that matches the color you've spun.
- If the spinner arrow lands on the rainbow space, pick *any* "top" cracker-half card you wish!

Hold it up so that everyone can see it.

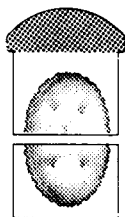
Note: If there are no more "top" cracker-half cards of the color you've spun, spin again.

• **MATCH:** If the "top" cracker-half card matches one of your "bottom" cracker-half cards, you've made a cracker whole again! Feed the whole cracker to the kid in bed by popping it through the open mouth. YUM! YUM!

END YOUR TURN.

• **NO MATCH:** If the "top" cracker-half card *doesn't* match one of your "bottom" cracker-half cards, put the "top" cracker-half card back into the board where you found it.

END YOUR TURN.



WHENEVER SOMEONE PUTS BACK A "TOP" CRACKER-HALF CARD INTO THE BOARD, TRY TO REMEMBER WHICH KIND IT IS SO THAT YOU CAN MAKE A MATCH ON A LATER TURN!

Players continue taking turns, matching cracker-half cards and feeding whole crackers to the kid in bed.

END OF GAME AND WINNING The first player to match-up all of his or her cracker-half cards and feed them to the little kid wins the game!

SUGGESTED GAME PLAY FOR YOUNGER PLAYERS

Younger game players may wish to play this game without the spinner. On each turn, players simply choose any "top" cracker-half card they wish (regardless of color), and try to make a match as described in the above rules.

PROOF OF PURCHASE
Crackers
in the bed
game



50 Dunham Road
Beverly, MA 01915