

Don't Wake Daddy[®]

TRAVEL EDITION

For 2 to 4 players / Ages 4 and up

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It's the middle of the night and you want a snack, so hop from your bed and sneak quietly through the house to the refrigerator. But whatever you do, **DON'T WAKE DADDY***! As you creep past obstacles like the sleeping cat and dog, you might land on a space with a number. Then you have to push the button on Daddy's randomized alarm clock that number of times. Sooner or later, somebody will push it and make the alarm go off—so Daddy sits bolt upright in bed! You woke Daddy!

OBJECT

To be the first person to reach the Rainbow Finish space at the end of the track.

EQUIPMENT

DON'T WAKE DADDY* Game board with "Daddy" in bed, storage drawer and spinner • Daddy's nightcap • 4 Movers
• Consumer-applied labels

ASSEMBLY: See package for pictures of completed assembly.

1. Apply the decorative pressure-sensitive labels:

- DON'T WAKE DADDY name on the bed's sideboards
- Sock drawer and bookshelf label on the night table
- Clock face on the alarm clock
- Blanket label and pillow and sheet label on bed (line up carefully around hole)

2. Apply labels to movers: Apply the yellow Boy picture and the yellow Girl picture to the yellow mover; apply the red Boy and Girl labels to the red mover, etc.

SETUP

- Put Daddy's nightcap on his head. Now make sure he's asleep by pressing him down flat in bed until he "clicks."
- Each player selects a different color mover and puts it in the tiny matching color bed located behind the headboard of Daddy's bed.

GAMEPLAY

- The youngest player goes first, and play passes to the left. On your turn:

① **Spin the spinner. If you spin:**

- A color: Move your character to the first unoccupied space of that color.

- **The purple star:** Move your character from wherever it is on the track to the space right in front of the leader. This could let you win!

Note: If there are no other players on the track, move to the very first space on the track.

② **If you land on:**

A plain colored space without a number:
You're safe!

A colored space with a number: Uh-oh, you could be in trouble. Push the button on the Alarm Clock the number of times indicated on the space:



- **If Daddy sleeps through the alarm,** stay on that space until your next turn. But...
- **If you wake Daddy**—and make him pop up in bed—you must go all the way back to your own bed at the beginning of the track! (Remember, if you spin the purple star, you'll jump to the front!)

THE RAINBOW FINISH SPACE and WINNING

When you're near the end of the track, if you spin a color and there are no more track spaces left of that color, you move onto the Rainbow Finish—because it has all the colors in it!

The first player to land on the Rainbow Finish wins. Don't eat too much!

STORAGE DRAWER

For handy re-storage of parts, put Daddy's nightcap and all four movers into the drawer in the footboard at the end of his bed.



We will be happy to hear your questions or comments
about this game.

Write to: Consumer Relations,
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