

SLUMBER PARTY™ INSTRUCTIONS

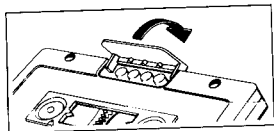
FOR 2 PLAYERS

CONTENTS:

- 1 Flipsider Game Unit
- 4 Magnetic Playing Pieces

OBJECT: Stay awake the longest at the slumber party and win by being the last player left on the gamepath. The first player to reach the Bed space at the end of the path *loses!*

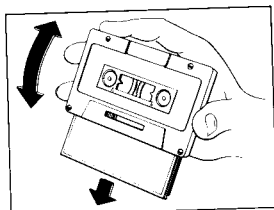
SET-UP:



1
Figure

1. REMOVING THE MAGNETIC PLAYING PIECES:

Using your thumb, slide the cover back, as shown. Shake the pieces out. Slide the cover forward to close.



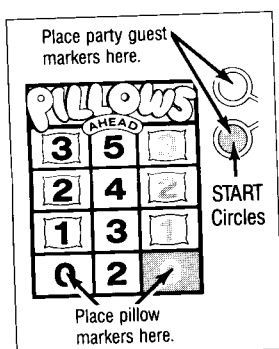
2
Figure

2. OPENING THE GAMEBOARD:

Flip the gameboard out with a few quick shakes, as shown in Figure 2.

3. SETTING UP THE PIECES:

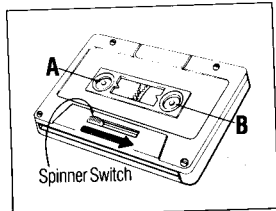
Choose two of the same color playing pieces. Your opponent does the same.



3
Figure

PARTY GUEST MARKERS: You and your opponent each place one of your playing pieces on its matching color START circle on the gamepath. See Figure 3. These markers represent your movements on the gamepath.

PILLOW MARKERS: You and your opponent each place your remaining playing piece on its matching color ZERO space at the bottom of the Pillow Scoring Chart. See Figure 3. These markers will keep track of the pillows you collect and toss.



4
Figure

4. SPINNING THE DUAL SPINNER:

Each player slides the spinner switch over as far as it will go and releases it. See Figure 4. Whoever spins the higher number on Spinner A goes first.

NOTE: Whenever a spinner arrow points to a line, spin again.

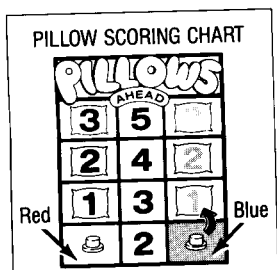
GAME PLAY:

ON YOUR TURN: Spin the spinner. Move your party guest marker as many spaces *forward* as Spinner A indicates. If you land on a space already occupied, move to the next space. Then follow the directions for that space. (See GAMEPATH SPACES below.) Your turn is then over.

GAMEPATH SPACES: When you land on these spaces, do the following:



PILLOW SPACE: Collect one pillow by moving your pillow marker up one space on the Pillow Scoring Chart.



5
Figure

For Example: In Figure 5, the Blue Player collects a pillow and moves the blue pillow marker up one space. **PILLOW LIMIT:** You can never have more than three pillows at a time.



RECORD SPACE: You get to stay awake longer! Spin again and move *backward* (towards the START circles) the number of spaces shown on Spinner A. If you land on an occupied space, move *backward* to the next space. Do *not* follow the directions for the space you land on.



ZZZ PENALTY SPACE: You take a catnap! Spin again and move *forward* the number of spaces shown on Spinner A. If you land on an occupied space, move *forward* to the next space. Do *not* follow the directions for the space you land on.



PILLOW TOSS SPACE: If you have at least one pillow, you can try to "hit" your opponent with it! First move your pillow marker *down* one space on the Pillow Scoring Chart because you'll be using up one pillow for the toss! Then spin the spinner.

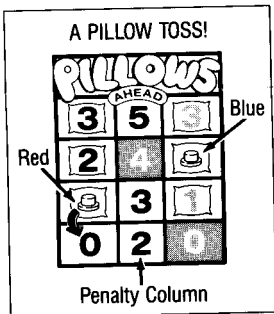
- A "HIT": If Spinner B's number is higher than the number of pillows your opponent currently owns, you score a "hit"! Move your opponent's party guest marker *forward* on the gamepath the number of spaces listed in the Chart's Penalty Column (the center pink column next to your opponent's pillow marker). Figure 6 shows how to do this. Your opponent does *not* follow the directions for the space he or she is moved to.

NOTE: If you score a "hit" and move your opponent onto the space you occupy, move your opponent *forward* to the next space.

- A MISS: If Spinner B's number is equal to or lower than the number of pillows owned by your opponent, you miss! Your opponent stays on the same space.

IMPORTANT: As long as you have more pillows, you may continue to toss them on this same turn. Always move your pillow marker down a space when you toss a pillow. Your turn is over only when you're out of pillows or you choose not to toss another one.

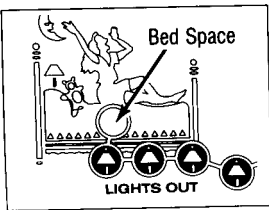
NOTE: If you're lucky enough to score "hits" against your opponent, you'll be moving him or her closer to the losing Bed space!



6
Figure

A "HIT" Example:

- In Figure 6, the Red Player tosses a pillow and moves the red pillow marker down one space.
- The Blue Player has 2 pillows. The Red Player spins a 3 for a "hit".
- The Red Player then moves the Blue Player's party guest marker *forward* on the gamepath by 4 spaces—the Penalty Column number shown next to the Blue Player's pillow marker.



7
Figure

LIGHTS OUT SPACES: These spaces give you a chance to win the game by pushing your opponent ahead—even though you may be the one closer to the Bed space! See Figure 7. On your turn, you have two options when you land on any one of the four Lights Out spaces. You can choose to:

- EITHER collect one pillow (if you can), spin again and move *backward* (towards the START circles) the number of spaces shown on Spinner A. If you land on an occupied space, move *backward* to the next space. In either case, do *not* follow the directions for the space you land on. Then your turn ends.
- OR toss as many of your pillows as you wish, following the pillow toss rules above. Then your turn ends.

BED SPACE: If you move onto this space, you've gone to sleep and your opponent wins! See Figure 7.

WINNING THE GAME

The last player left on the gamepath has stayed awake the longest and wins the game!