

SMURFTM AHOY GAME

For 2 to 4 players

OBJECT:

Be the player who doesn't tip over the ship.

CONTENTS:

- 1 Ship (unassembled) consisting of plastic hull and cardboard pieces for deck, cabin and sail. • 1 Spinner
- 2 Plastic Supports • 24 Smurf Pawns • 24 Plastic Bases

HOW TO SET UP THE GAME:

1. Press all the diecut parts out of the cardboard sheets.
2. Insert the Smurf pawns into the plastic bases and set them beside the box.
3. Fold the cabin along the score lines and insert the tabs into the matching slots in the deck. Press the assembled deck and cabin onto the ribs of the plastic hull. See Figure 1.
4. Insert the sail into the slot in the cabin's roof. See Figure 2.
5. Attach the plastic supports onto opposite corners of the box and set the assembled ship on them (see side panel for guide). The box bottom becomes the "lake" in which the game is played.

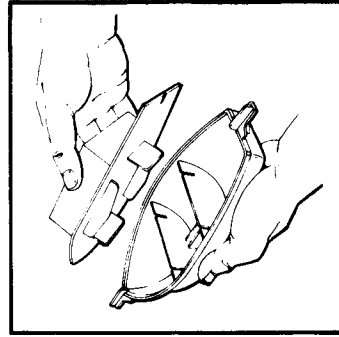


FIGURE 1.

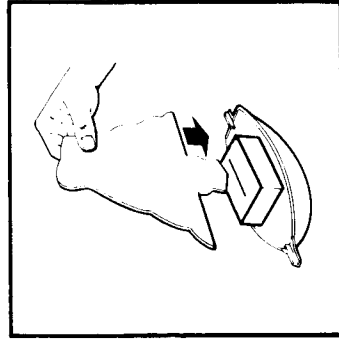


FIGURE 2.

HOW TO PLAY THE GAME:

1. Choose a player to go first. Other players will follow in turn, clockwise.
2. He or she spins the spinner. If the arrow lands on a line, spin again until it points to a color.
3. He or she places 1 Smurf on the section of the deck or cabin roof that matches the color spun. Do not place Smurfs on white lines.
4. Players take turns spinning and placing 1 Smurf on the ship per turn.
5. If a Smurf that you place on the ship causes it to tip over, you are out of the game.
6. If the ship tips over, rescue the Smurfs from the lake and set them beside the box. The remaining players continue to play until only one player is left.
7. If all 24 Smurfs are placed on the ship without tipping it over, take turns **removing** them from the ship.
8. The next player spins the spinner and **removes** 1 Smurf from the section of the deck or cabin roof that matches the color spun. If no Smurf is on the color spun, spin again.
9. If a Smurf that you remove from the ship causes it to tip over, you are out of the game.
10. If the ship tips over, rescue the Smurfs from the lake and set them beside the box. The game continues with players placing Smurfs on the ship until only one player is left.

HOW TO WIN THE GAME:

The last remaining player who does not tip over the ship is the winner!

CAUTION — This game is not meant to be used in water.