

SMURFTM

SPIN-A-ROUND

GAME

For 2 or 4 Players

Try to beat Gargamel and your opponents at this exciting card game by matching Smurf character cards to your Smurf playing boards. Spin the Smurf Card Dealer and take character cards from Smurf or your opponents. Give away or trade cards in order to get matching cards before Gargamel wins.

OBJECT

Be the first player to complete your Smurf boards with matching cards.

CONTENTS

- 1 plastic Smurf card dealer and stand
- 1 gameboard
- 8 Smurf playing boards
- 48 cards
- 1 label sheet

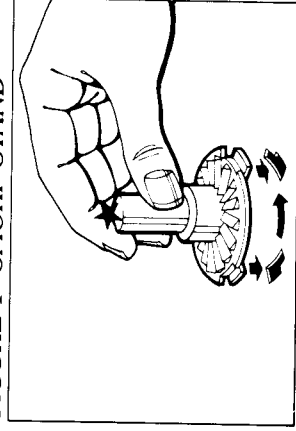
HOW TO SET UP THE GAME

1. Open up the gameboard and remove the excess cardboard around the edges. Carefully punch out the three holes in the center of the gameboard.

2. ASSEMBLY OF SMURF CARD DEALER:

The Smurf Card Dealer is made up of 2 parts—the Smurf figure and the Smurf stand (see Figures 1 and 2).

FIGURE 1 SMURF STAND

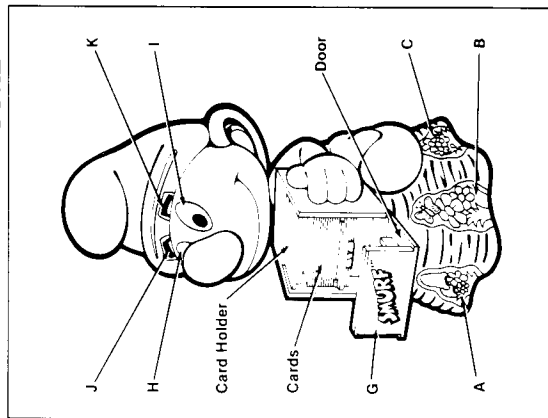


A. Insert the Smurf stand into the center of the gameboard as shown in Figure 1.

1. Turn counterclockwise to lock the stand in place.

B. Apply labels to the Smurf Card Dealer as shown in Figure 2. The flowers are applied to the smooth, indented areas of the tree stump starting with "A" and continuing with B, C, D, E, and F counterclockwise around the base.

FIGURE 2 SMURF FIGURE

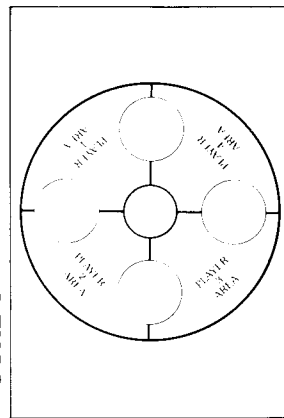


3. CARD PREPARATION:

- A. Remove the "Gargamel Wins" card from the deck and thoroughly shuffle the remaining cards.
- B. Load the deck of cards into the Smurf Card Dealer by pulling down the door on the cardholder in Smurf's hands and inserting the cards facedown, several at a time until the entire deck is loaded. Now place the "Gargamel Wins" card facedown on top. Close the door. Place Smurf on his stand in the center of the gameboard.
4. Shuffle the 8 playing boards. In a 4-player game give 2 to each player. In a 2-player game give 3 to each player and place the remaining 2 aside, out of the game. Lay your playing boards faceup in front of you.

HOW TO PLAY THE GAME

FIGURE 3



1. Each player selects a section of the gameboard as shown in Figure 3.
Note: in a 2-player game, each player selects two sections of the gameboard.

2. WATCH THE SMURF'S NOSE AND TAIL:

Select a player to spin the Smurf Card Dealer by pressing down on Smurf's tail and releasing the tail quickly. The player the Smurf's nose is pointing to when it stops

spinning plays first. That player takes the card that Smurf has dealt. The player the Smurf's tail is pointing to spins Smurf next. Smurf's tail always determines who spins Smurf next, and the Smurf's nose always determines which player takes a card.

Sometimes the Dealer Gets Dizzy. . . . spinning around can make the Smurf Dealer very dizzy and he may forget to give you a card or he may give you more than one card. If this happens, do the following:

if no card pops out and the Smurf's nose is facing you, you do not get a card and you do not play a card. The game continues with a player (the one who the Smurf's tail is pointing to) pressing the Smurf's tail to make a card pop out.

if two cards pop out at once and the Smurf's nose is pointing to you, both cards are yours. Try to play both cards immediately, if you can! Of course, if one of the cards is the "Gargamel Wins" card, try to play the other card first, for the Gargamel card signals the end of the game!

Tail-Pressing Hints. . . . the Smurf's tail is sensitive to every push and pull. For example, you'll discover that a quick snap of the tail results in a faulty spin and no card popping out. A firm push will be much more successful. With practice, you'll be able to apply just the right pressure to make the Smurf spin and deal!

3. SMURF PLAYING BOARDS:

The playing boards are grouped into 4 different categories as follows:

- | | |
|-----------------------------|---------------------------|
| 1. Blue Boards—Sports | 3. Yellow Boards—Costumes |
| 2. Green Boards—Occupations | 4. Red Boards—Music |

The pictures on the character cards have a colored border around them which corresponds to the colored playing board for easy identification. If the card you took from Smurf matches one of the characters on one of your boards, place the card faceup over that corresponding picture on your board. Once a character card is placed on its matching playing board picture, it cannot be removed for the remainder of the game. If the card you took from Smurf does not match, place it facedown in front of you. (Note: as you collect more cards that don't match, form a pile with the cards facedown.)

4. CARDS:

- A. **Character Cards:** there are 32 of these cards in the deck, each with a different picture of a Smurf with a colored border around it. Use these cards to match to your playing boards as explained in Rule 3—Smurf Playing Boards.
- B. **Action Cards:** there are 16 of these cards in the deck which enable you to take certain actions.

Important: once you have used an Action Card, immediately place it facedown in a common discard pile accessible to all players because it cannot be used again during the game.

Action cards enable you to do the following:

- **FREE PLAY** There are three of these cards in the deck. When you receive this card, hold onto it until you want to prevent an opponent from taking a card from Smurf. Anytime Smurf stops spinning and is facing another player, you can shout "Free Play" before that player has taken the card, then turn Smurf toward you and take the card for yourself. (Strategy Hint: save your Free Play Card to play near the end of the game when you want to prevent another player from drawing a card which may be the one that player needs to win the game.)
- **TAKE A CARD** There are three of these cards in the deck. When you receive one

of these cards, immediately take one card from any player's pile, except those that have already been placed on a board. If none are available, your turn is over, immediately place the Take A Card in the discard pile.

● **PASS CARDS** There are 3 types of Pass Cards, each is explained below. After cards are passed, players try to match any of these new cards to their boards. If any match, they should be played immediately. Cards that do not match are placed facedown in a pile next to the player. *Note:* Free Play Cards are never passed. Players holding one or more of these cards should keep them facedown in a separate pile next to them until they are played.

PASS CARDS RIGHT—there are three of these cards in the deck. When you receive one of these cards, you and every player immediately give all your accumulated, unused Smurf character cards to the player on your right.

PASS CARDS LEFT—there are three of these cards in the deck. When you receive one of these cards, you and every player immediately give all of your accumulated, unused Smurf character cards to the player on your left.

PASS CARDS RIGHT OR LEFT—there is only one of these cards in the deck. When you receive this card, you decide whether you and every player will give all of your accumulated, unused Smurf character cards to the player on your right or the player on your left. The decision is yours.

● **TRADE A BOARD** there are two of these cards in the deck. When you receive such a card, immediately trade one of your boards, with all of its matching cards, with one board belonging to any opponent. You must trade even if your boards have more matching cards than your opponents.

● **GARGAMEL WINS** If you have not matched all of your characters by the time the "Gargamel Wins" card is drawn (always the last card in the deck) then Gargamel has won the game.

HOW TO WIN THE GAME

The first player to match the correct character cards to all of the pictures on his/her playing boards before the "Gargamel Wins" card is drawn is the winner.

HINTS ON HOW TO KEEP THE SMURF SPINNING AND DEALING

1. With continued play, it is possible that the Smurf Dealer may lose some of its rotating speed. If this occurs, remove the Smurf figure from the stand and apply a few drops of vegetable oil to the top of the stand (location starred in Figure 1). This will help the Smurf whirl and twirl more easily.
2. If cards do not pop out, even with continued tail-pressing, the cards must be removed from the holder, reshuffled and reloaded, exactly as in Rule 3 under "Card Preparation."
3. If a card becomes damaged in any way and you wish to reorder a new deck of Smurf Spin-A-Round cards, do the following, Just send \$1.00 (which includes postage and handling) to the address, below, for your new deck:

SMURF SPIN-A-ROUND CARDS
CUSTOMER SERVICE DEPARTMENT
MILTON BRADLEY COMPANY
SPRINGFIELD, MA 01105