

SPIN & MATCH MEMORY GAME

1 or More Players

CONTENTS

game unit • label sheet • 12 doors • 2 picture wheels

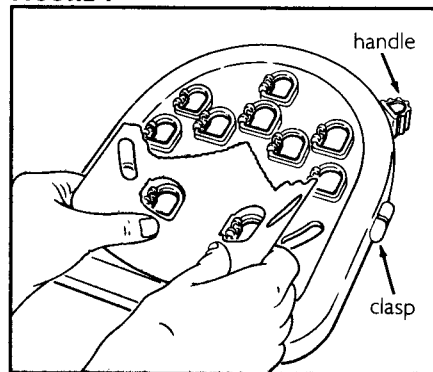
OBJECT

Be the first to find all 5 matching pairs.

ASSEMBLY

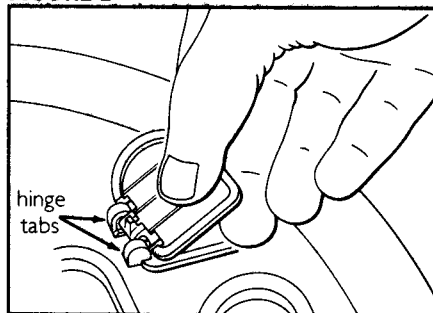
1. Attach label to front of game unit as shown in Figure 1. Be very careful when applying this label. You may readjust it if necessary, but only if you do so right away.
2. Gently twist the doors off the plastic runner. Discard runner.
3. Attach a door to a hinge on the game unit (see Figure 2). Hold door on an angle and snap it into hinge tabs, top hinge tab first. Do the same for the other 9 doors. Save the 2 extra doors for replacements. Place them in the box, out of play.
4. Gently punch out the picture wheels from the cardboard sheet. Remove punch-out holes in center of wheels. Discard waste cardboard.

FIGURE 1



Line up the holes in label with those on the game unit.

FIGURE 2



Press the door into the hinge until it snaps into place.

IT'S TIME TO PLAY

Make sure all the doors are closed on the game unit. Open the game unit by snapping open the clasp.

Choose a picture wheel and fit it onto the central pin inside the game unit (see Figure 3). Snap the game unit shut.

Decide who will go first. Play continues to the left.

Spin the wheel by pulling the handle down all the way. Then let go (see Figure 4). When the pictures in the slots stop moving, you're ready to begin!



FIGURE 3

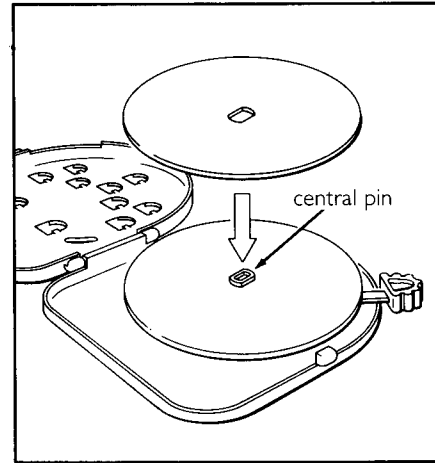
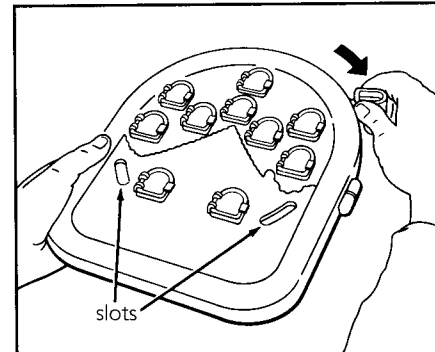


FIGURE 4



Spin the wheel to mix up the pictures!

ON YOUR TURN

Pick any 2 doors and open them, one at a time, to see the pictures behind them. Let the other players see which 2 pictures are showing.

A MISS

If the pictures *don't* match, close the doors. Your turn is over. Now let the next player have a try at opening 2 doors and finding a match (see Figure 5).

A MATCH

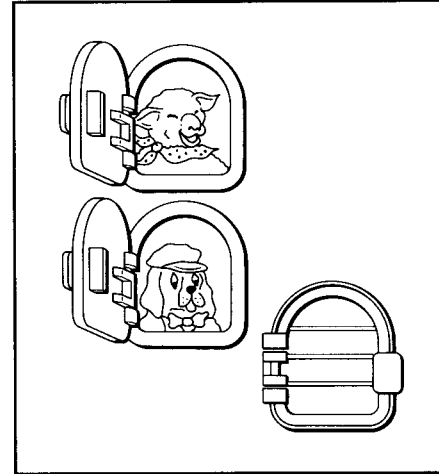
If the pictures *do* match, leave the doors open. It's still your turn. Now pick 2 new doors to open (see Figure 6).

Keep opening 2 doors, one at a time, after each match you make. Your turn continues until you pick 2 pictures that don't match. When this happens, *close ALL the doors!* Your turn is over. Now it's the next player's turn.

THE WINNER!

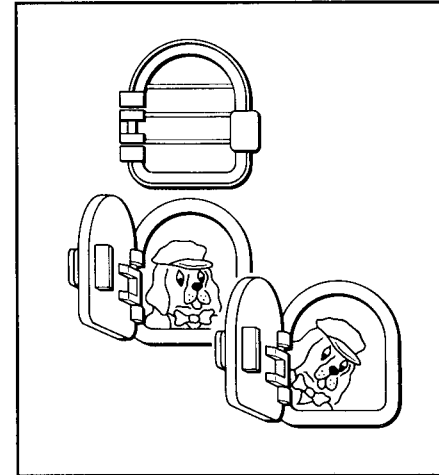
If you're the first player to match all 5 pairs of pictures *on one turn*, you win the game!

FIGURE 5: A MISS!



A lamb and a dog don't match! Close *all* the doors. Your turn is over.

FIGURE 6: A MATCH!



Two dogs—a match! Leave these doors open and try two new doors.

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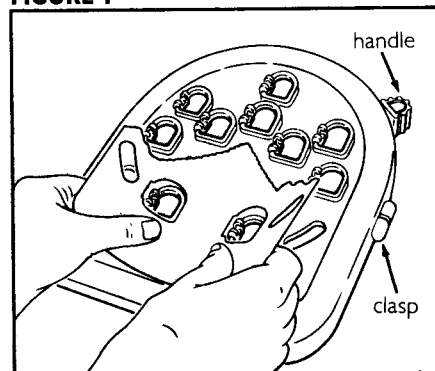
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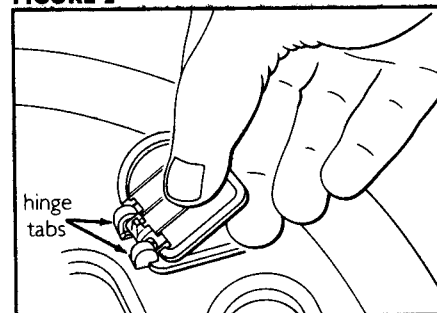
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FIGURE 2



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