There's a party

at Eleroo's™ house,
and your Wuzzle friends are invited!
The gifts they want to bring are very unusual: Hoppopotamus™ is looking for an aquarium TV; Butterbear™ has her heart set on a candy bar bush; Bumblelion™ has planned to bring a helmet-radio; and Rhinokey's™ gift will be an 8-speed automatic peanut-butter spreader.

Pick your favorite character and help him or her collect all four gift pieces, then get to the party first. The gamepath will lead you all around the Land of Wuz, through passageways especially cut out of Wuzzle Mountain. One passageway leads to the Creepasaur Kingdom, where Brat,™ Flizard™ and Snapdragon™ are waiting to steal your Wuzzle's gift! So plan your path carefully or you may miss the party!

For 2 to 4 Players

Object:

Be first to bring a complete gift to Eleroo's party.

Contents:

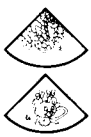
•1 gameboard •1 mountain/pawn/gift token sheet •1 spinner
•4 plastic pawn bases •4 plastic mountain bases

Setting up the game:

1. Open up the gameboard and lay it flat, within reach of all players.

2. Carefully punch out the four pawns, and fit each pawn into one of the eight pawn bases (the remaining four pawn bases will be fitted onto the mountain later).

3. Carefully punch out the 4 round gift tokens from the pawn sheet. Notice that each gift token has four pieces to it. On one side of each piece is a piece of the gift, and on the other side is a picture of the character who's bringing the gift. For instance, if you chose Butterbear as your Wuzzle, the gift pieces you'll be trying to collect will have one-fourth of a candy bar bush on one side, and a picture of Butterbear on the other side.

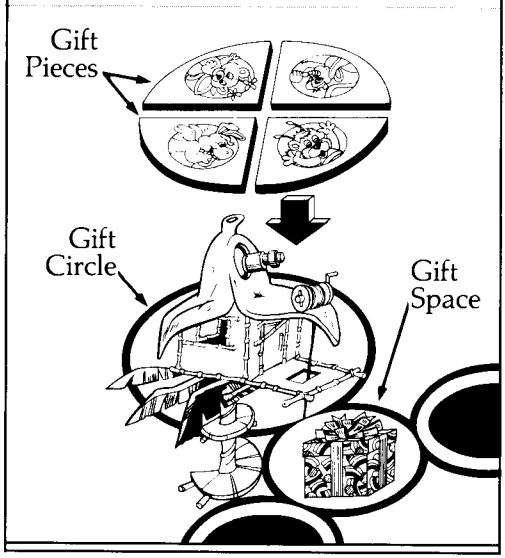


4. Turn all the gift pieces Wuzzle-side-up, and place four different gift pieces on each of the four gift circles on the gameboard (the circles showing the Wuzzles' houses). Each gift piece on a gift circle will show a different Wuzzle. See Figure 1 for an example.

5. Place the spinner to one side of the gameboard.

6. Each player chooses a pawn and places it on the START space.

Figure 1



Assembling the mountain:

1. Unfold the parts sheet, and carefully punch out the two mountain parts.

2. Fit a plastic pawn base onto the bottom of each of the four corners of the mountain, as shown in Figure 2.

3. Fit the taller part of the mountain down over the shorter part, as shown in Figure 2. Make sure the North/South/East/West corners of the mountain are positioned as shown.

4. Place the assembled mountain on the gameboard, as shown in Figure 3. Notice that there are four symbols on the gameboard that show North/South/East/West directions. Position the mountain so that the North corner of the mountain sets on the North symbol on the gameboard. Once that's done, the South, East and West corners of the mountain will set on the matching gameboard symbols, too.

Figure 2

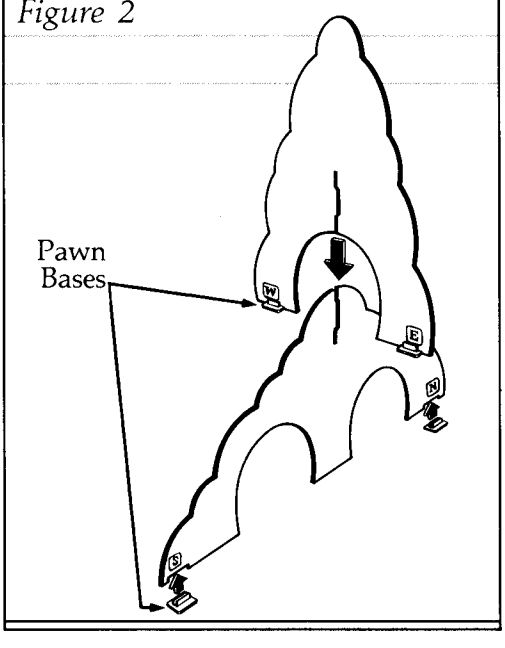
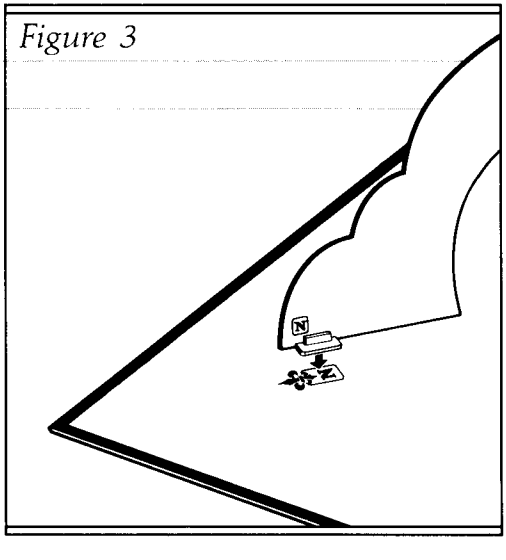


Figure 3



Playing the game:

1. The youngest player takes the first turn. Play then continues to the left in a clockwise direction.

2. On your turn, spin the spinner and move your pawn onto the type of space the spinner points to when it stops:

A. If the spinner points to a color, move your pawn to the *next* matching color space along the path (see Rule 3 for pawn movement rules). This ends your turn.

B. If the spinner points to the gift, move your pawn to the *next* gift space along the path. There's a gift space next to every gift circle; when your pawn lands on a gift space, pick up your gift piece from the adjoining gift circle—the piece that shows a picture of the Wuzzle that matches your pawn. Place the gift piece in front of you, and leave your pawn on the gift space. This ends your turn.

3. **MOVEMENT RULES:**

- You can move your pawn either forward or backward along the path.
- You must always move your pawn to a space that matches the color the spinner points to, or to a gift circle when the spinner points to the gift—even if you've already collected a gift piece from that gift circle.
- Your pawn can pass over any number of other pawns along the path, and can occupy a space with one or more pawns on it.
- Your pawn can move through the mountain passageways as often as you want it to, without penalty or advantage.

4. **PASSING THROUGH THE CREEPASAUR KINGDOM:** Once you've moved your pawn onto all four of the gift circles and collected your Wuzzle's whole gift, you must move through the Creepasaur Kingdom. This is the gloomy part of the island between the North and West corners of the mountain. Here's how to get through the Creepasaur Kingdom:

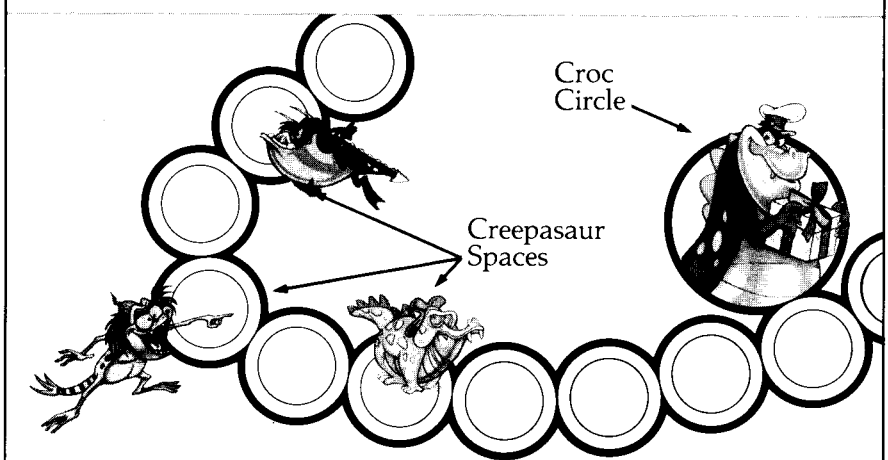
A. **Getting Through Safely:** Movement rules are the same in the Creepasaur Kingdom as they are on the rest of the gameboard. To get through the Creepasaur Kingdom safely, you must land on *plain-colored spaces only.* If you land on a space picturing a Creepasaur, follow the directions in Step B.

B. **Landing On a Creepasaur Space:** There are three Creepasaur spaces in the Creepasaur Kingdom. The first is occupied by Snapdragon, the second by Flizard, and the third by Brat. If you land on a color space occupied by one of the Creepasaurs, you lose one of your gift pieces, and you must get it back before you can continue along the path to Eleroo's house. Follow the instructions below if you land on a Creepasaur space.

• Losing a Gift Piece: If your pawn lands on a Creepasaur space, you must place a piece of your Wuzzle's gift on the Croc™ circle (see Figure 4). This ends your turn.

• Getting Your Gift Piece(s) Back: On your next turn, move your pawn back toward the Croc circle. To get your gift piece back, you must land on the green space next to the Croc circle. It may take two or more turns to do this—but once you land on the green circle next to Croc, you can pick up your Wuzzle's gift piece (or pieces, if you landed on more than one Creepasaur space). This ends your turn. On your next turn, you can continue moving toward the FINISH space at Eleroo's house.

Figure 4



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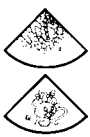

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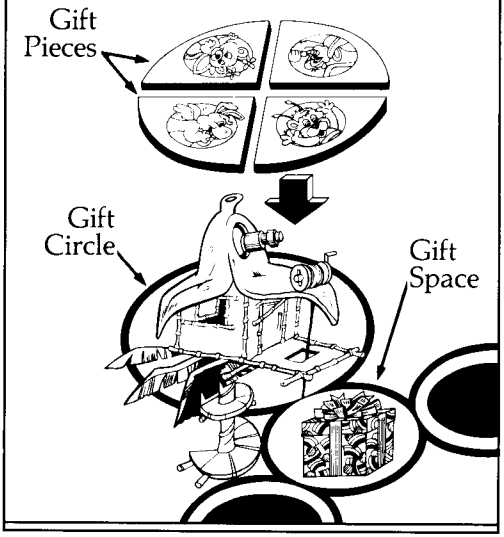
Figure 1