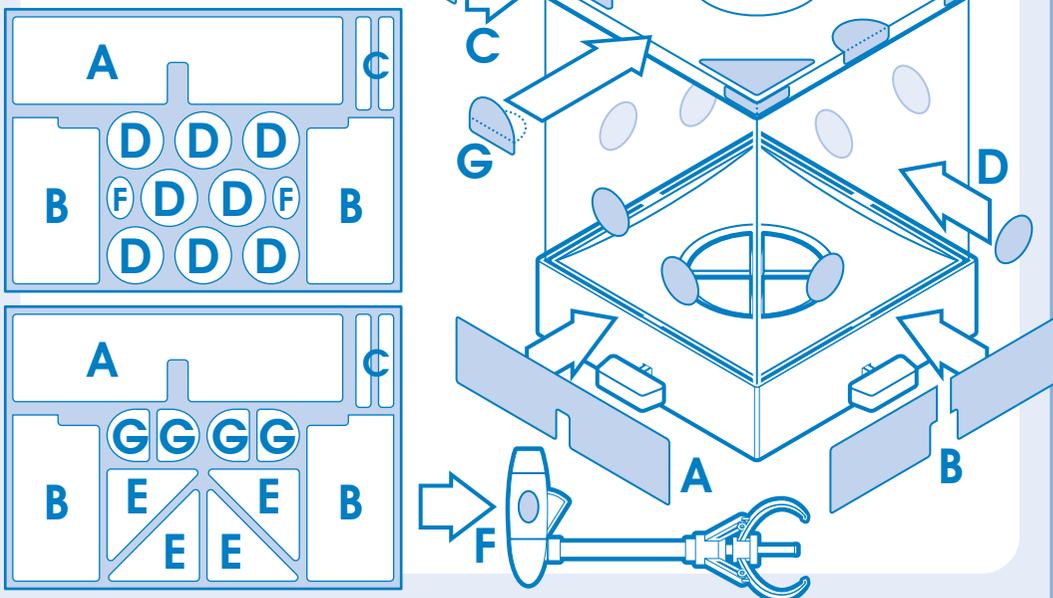


The Sticker Sheets

You might need to ask an adult to help with this bit.

- A Base sides
- B Base sides
- C Lid corners
- D Window faces

- E Lid triangles
- F Grabber sides
- G Lid middles



See more great games at: www.drumondpark.com

Customer service: Drumond Park, PO Box 164, HOCKLEY, Essex SS5 4BA, UK. Phone: 01702 200 660.
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WARNING! Not suitable for children under 36 months due to small parts and small balls. Choking Hazard.

Colour and contents may vary from those shown. Please retain this information for future reference. Made in China.



Item no: 1910
120916

CRAZY CLAW



A game for 2-4 players.
Ages 5+



Contents

Unit base and lid, Folding clear unit walls, Grabber, 12 Balls (3x Purple, 3x Yellow, 3x Green and 3x Red), 12x Toy Tokens, 4x Collection Cards, 2x Sticker sheets, Instructions

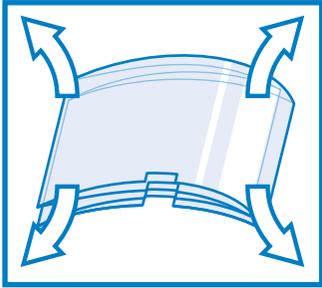
Aim of the game

Catch balls with the Grabber to find Toy Tokens inside them that match the toy pictures on your Collection Card.

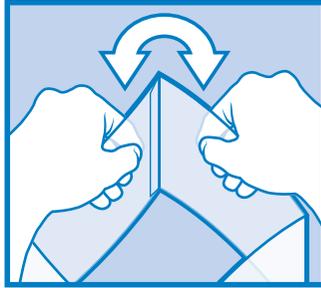
The first player to collect all three Toy Tokens shown on their Collection Card wins.

Preparing To Play

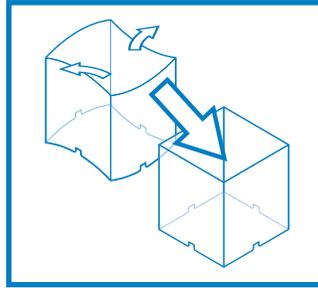
For a video of the assembly of Crazy Claw, go to: www.drumondpark.com/crazyclaw



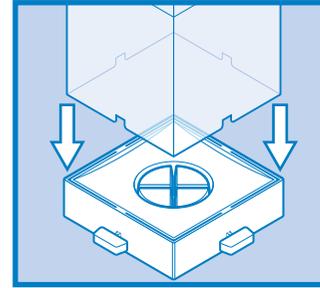
01 You will need to unfold the clear windows to make a square shape.



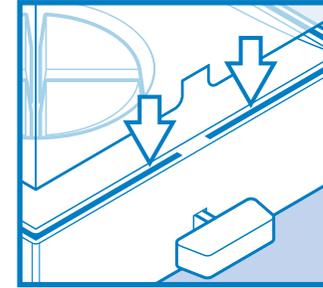
02 First, reverse and crease the corner fold indicated.



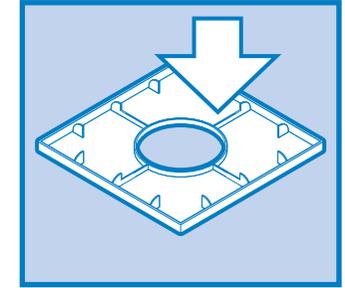
03 Gently bend and crease the walls and edges until you get a good square shape.



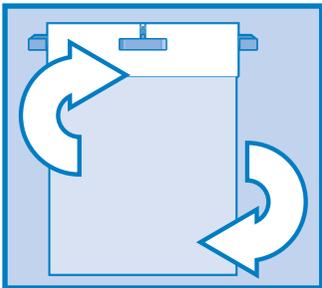
04 Slot the walls into the base, as shown.



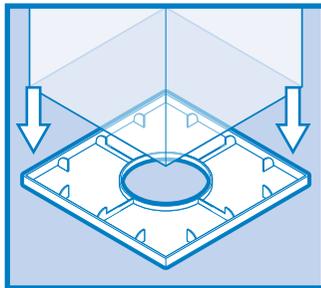
05 Make sure that the central notch is aligned on each side.



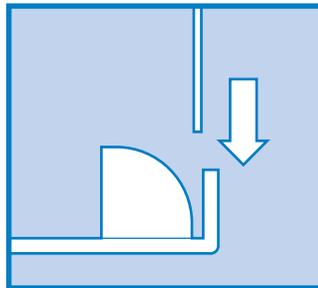
06 Place the lid on the table, flat side downwards.



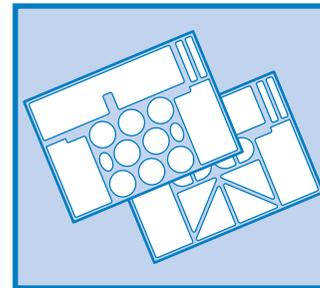
07 Turn the assembled base and walls upside-down.



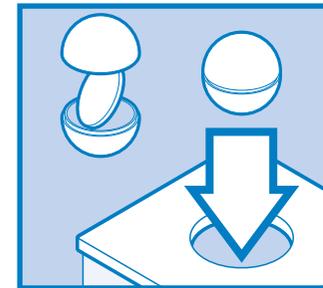
08 Fit the walls down into the lid as shown.



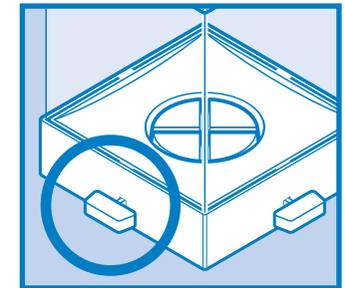
09 Make sure every wall sits between the curved guides and the outer edge of the lid.



10 Decorate your assembled game with the stickers provided - see back page of rules.



11 Open the balls to put the tokens inside. Close them and drop them in through the lid.

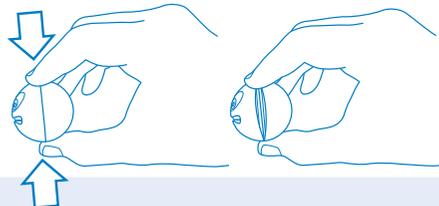


12 Each player must be able to reach a red paddle on the base of the unit.

Play

Shuffle the Collection Cards and give one to each player.

- The youngest player starts by taking the Crazy Claw Grabber and putting it into the unit through the large hole in the top.
- The other players use the red paddles quickly and repeatedly to bounce the balls about as the player tries to grab one of the bouncing balls.
- Try to hit as many of the paddles as possible even if some players have to hit two paddles at once. The balls bounce around best if all four paddles are being used.
- Once the player has grabbed a ball they carefully pull it out of the hole and open it by squeezing the joint gently. Inside is a Toy Token.



- If the Toy Token matches one of the toys on their Collection Card they keep it and put it on the matching picture - if not they put it back in the ball.
- The player then closes the ball and drops it back into the unit.
- If the ball they pull out is empty, the player puts it back into the unit.
- That is the end of their turn.

Play moves to the next player on the left.

Winner

The first player to collect the three tokens on their Collection Card is the winner. For a shorter game - agree at the start that the first to collect two Toy Tokens will be the winner.