

SSHH! Don't Wake Dad!

INSTRUCTIONS

2-4 players, Age 5+

There's a delicious chocolate cake in the kitchen which is just impossible to resist. Luckily Dad is asleep and the kids are about to try creeping past to get a piece. But they really have to be careful, there are so many obstacles along the way and any one of them could WAKE DAD!

CONTENTS:

1 Dad in his bed, 2 Stickers for the bed, 1 Game board,
1 Spinner on card, 4 Playing pieces, 16 Cards, 1 Rules

GETTING READY TO PLAY:

Place the game board in the centre of the table.

Place the two stickers on the bed spaces as shown here:

Shuffle the cards and deal out the same number to all players, face up. Keep any leftover cards near the board.

Everyone chooses a playing piece and puts it on the slippers of the same colour by the kids' bed.

Move the switch on the underneath of Dad's bed to the 'I' position. Locate the bed so its legs fit into the four holes on the board. Put Dad into his sleeping position if he isn't already (see pictures 1, 2 and 3), and he will start snoring!

Green sticker

Yellow sticker



THE AIM:

Be the first player to reach the chocolate cake in the fridge.

PLAYING THE GAME:

The youngest player starts and the game continues clockwise.

Players spin the spinner and follow these instructions:

IF THE ARROW POINTS TO A COLOUR:

Move the playing piece to the next empty space of the colour spun. It can't be on the same space as another piece, if necessary move to the next space of that colour.

Most of the spaces have a picture on them. If the player holds the card that matches this image, they are safe. If not, they must press the alarm clock down the number of times indicated on the space.

If Dad stays asleep, the game continues.

If Dad wakes up, he has caught that player! They must return to their slippers and start the journey again. Any players that are on the two bed blanket spaces when Dad awakes must also go back to the start.

When a player is caught they can take the card that matches the picture that made them wake Dad, it will protect them later. Dad is now placed back into the sleeping position.

Players landing on a space with an arrow do not have to press the clock at all.

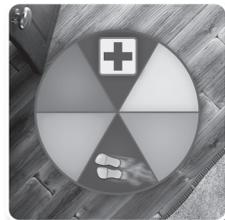
IF THE ARROW POINTS TO '+': The player can choose one card to take from another player.

IF THE ARROW POINTS TO 'SLIPPERS':

The playing piece is moved to the first space in front of the leading player (if the leading player is on the last space, move into the kitchen. See 'How to Win'). If already in the lead before moving, the player spins again.

How To Win:

If a player spins and there are no more spaces left of that colour, they have made it to the kitchen! Press the alarm clock one more time. If Dad doesn't wake, they have reached the cake and won the game.



PUTTING DAD IN THE 'SLEEPING' POSITION



1 Lift Dad's arms up.

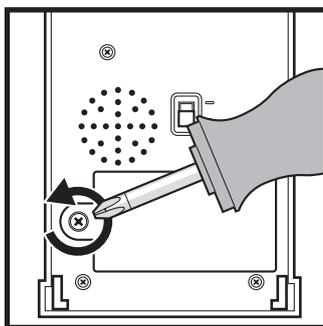


2 Turn his body round to face the headboard.

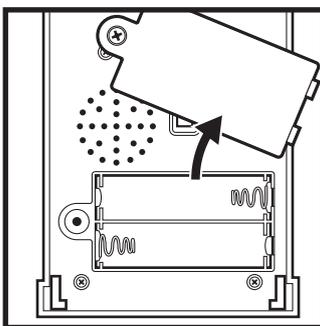


3 Push him down onto the pillow.

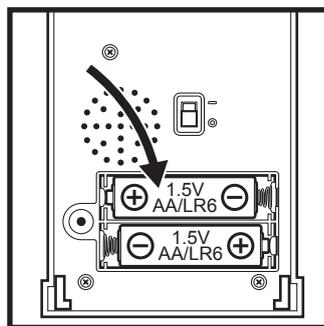
INSTALLING THE BATTERY



A Turn the unit over. Using a cross head screwdriver, turn the battery compartment screw anti-clockwise.



B Remove the battery compartment cover.



C Insert 2 AA/LR6 batteries with the polarity as shown. Replace the battery compartment cover and tighten the screw gently.

Battery information

- Remove rechargeable batteries from the toy before recharging.
- Only recharge batteries under adult supervision.
- Do not recharge non-rechargeable batteries.
- Use only AA or their equivalent as stated.
- Do not mix different types of batteries, or new and used batteries.
- Insert batteries in the correct polarity (see diagram)
- Remove exhausted (used) batteries from the toy.
- Do not short circuit the supply terminals of the batteries.
- Do not insert connecting wires into electrical socket outlets.

Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

If returning the old product to the store where you purchased the new item from you should first check they are in an applicable scheme. The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item. You must take proof of purchase of your new item when returning your old product to the store.

Requires 2x AA Batteries (NOT INCLUDED). Please remember that small button cells and AA batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.



See more great games at www.drumondpark.com

Customer service: Drumond Park, PO Box 164, HOCKLEY, Essex SS5 4BA, UK. Phone: 01702 200 660.

Manufactured by Drumond Developments Ltd., PO Box 790, Ipswich IP1 9GP, UK.

© 2012 Goliath BV, Vijzelpad 80, NL 8051 KR Hattem.

© Goliath Games, LLC, 5068 W. Plano Parkway, Suite 175, Plano, TX 75093.

WARNING! Not suitable for children under 36 months due to small parts.

Choking Hazard. Colour and contents may vary from those shown.

Please retain this information for future reference. Made in China.

