

For 2 to 4 Players • Ages 5 & Up

We wanna hear about how much fun you had! Get in touch at:

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Bop your Yeti on the head to make him start kickin' meatballs, racing to get them onto the mountain edges!

Need some on-the-go fun for kids? Check out these convenient, magnetic travel games!



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Don't Rock the BOAT®

Balance Yer Mateys or Overboard Ye Go!™



Rules



Contents

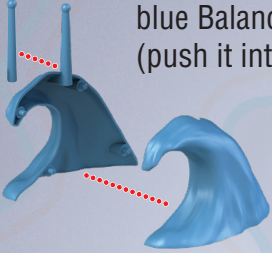
3-Piece Ship with 3 Masts, 2 Planks,
2-Piece Water Wave, Balancing Rod,
16 Playing Pieces (10 Pirate Penguins,
Octopus, Crab, Cannon, Treasure
Chest, Anchor, Ship's Wheel), Rules

Object

Balance Playing Pieces on the Ship without making it tip!

Set Up

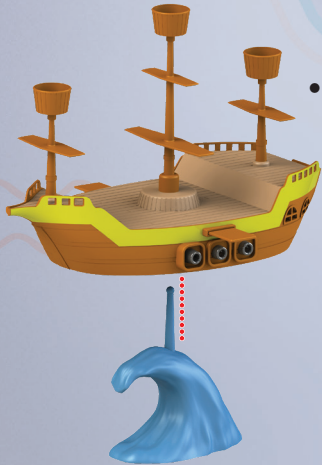
- Take apart the Wave (it opens into two halves), put the blue Balancing Rod at the top of one of the Wave pieces (push it into slot), and then snap Wave back together.



- Snap the Masts and Crow's Nest into place. Slide the planks into the slots on the ship.



- Balance the assembled Ship on the Wave.



- Place all of the Playing Pieces in a pile that all players can reach.

Play

- The youngest player goes first. Choose a Playing Piece from the pile and put it on the Ship—be careful not to upset the balance. You want your piece to stay on, not fall off!

- Moving to the left, each player takes turns choosing a Playing Piece from the pile and putting it on the Ship one at a time. Try putting your piece in a crow's nest, on the Ship deck, or even dangle it on a ledge! You may place your Playing Pieces wherever you want on the Ship—just don't rock the boat!

- When someone rocks the boat and one or more Playing Pieces fall overboard, that ends the game. Note: If pieces fall down, but not overboard, keep playing. Only a Playing Piece falling off of the Ship ends the game.

Winning

The last player who set a Playing Piece aboard the Ship before the player who rocked the boat is the winner! Celebrate in your best pirate voice and play again, matey!

Tip: For optimum play experience, get a feel for the boat by balancing a few pieces before you play. The boat will rock, so you have to know how and where to place pieces to avoid that. Plus, each piece is a different size and weight. Placing pieces in the middle area is the best way to start. Once you become accustomed to it, you can try the more difficult positions like in the nest or hanging on a ledge.

After Game Play

The contents fit back in the box by placing the Masts and Playing Pieces under the Ship and positioning as shown.

