

CUT the ROPE™

Ages: 5+
Players: 2

Game



CONTENTS:

- | | |
|---------------------------|---------------------------------|
| 1 Om Nom | 2 Spike strips with spike cards |
| 1 Candy Game Piece | 3 Gold Stars |
| 1 Candy Launcher | 4 Score Cards |
| 1 Spider with spider card | 22 Challenge Cards |
| 1 Bubble with bubble card | |

Object: Collect the most stars while feeding candy to Om Nom.

SET UP

Put Om Nom together using the directions on page 2. It's simple to do so you'll want to put him together and take him apart to re-store him in the box every time you play.

Give each player two scorecards.

Shuffle the challenge cards and deal out 6. These 6 cards are the ones you'll use during the game. Place these 6, facedown, to form a draw pile to the side of the playing area. You'll need the main area for launching candy to feed Om Nom!

Place Om Nom, the candy game piece, the candy launcher, the spider, the spike strips, the bubble, and the stars within easy reach of both players.

Cut The Rope works best on a smooth, flat surface.

LET'S PLAY

Open Om Nom's mouth before each player's turn in each round.

To begin, turn over the top card in the pile.

For each round, each player, in turn, will set up the scene shown on the card using the game pieces. (See "How to read the card" in the next column for more information.)

Now it's time to feed Om Nom! (The youngest player starts the game.) Place the notched end of the launcher in the same position as the candy piece shown on the card. You can point the launcher in any direction you want to as long as the

notched end of the launcher is where the candy piece should be. You get 4 "cuts" to feed Om Nom and to knock down as many stars as possible along the way. (See below for how to use launcher.)

After each shot, move the launcher to the same place where the candy piece ended up to take your next shot.

To get points for the round, you have to do 2 things:

Knock over stars. Each star knocked over counts for one star on the scorecard.

Feed Om Nom. To do this, the candy piece has to go into Om Nom's base and Om Nom MUST CLOSE HIS MOUTH. You only score stars if Om Nom is fed. Record how many stars you got on your scorecard using the directions on the next page.

Remember, EACH player sets up and plays EACH card drawn. At the end of each round, the person who got the most stars that round gets to cut first on the next round.

Winning the game: after 6 cards, the person with the most stars wins!

How to read the card:

The card shows you where to put Om Nom and where to place each star and any obstacles in relation to Om Nom. (Obstacles are placed on their corresponding card when laying out a scene.)

The candy piece on the card shows you where you must place the launcher to take your first shot. After the first shot, re-place the launcher and shoot again from wherever the candy landed.

Each scene should fit into a space that's about 11 inches by 14 inches. (For a guide, if you lay the game box end to end, short side, that's about 14 inches and the long side itself is about 11 inches.)

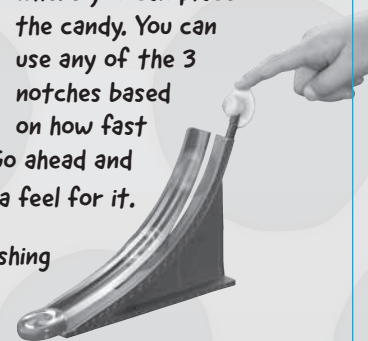


Launcher:

There are 3 notches on the launcher where you can place the candy. You can use any of the 3 notches based on how fast

and how far you want the candy to go. Go ahead and practice before you play so you can get a feel for it.

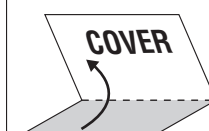
To release the candy, cut the rope by pushing down on the top.



INSTRUCTION SHEET SPECIFICATIONS

Toy: CUT THE ROPE
Toy No.: X5341
Part No.: 0920
Trim Size: 11" W x 8.5" H
Folded Size: 5.5" W x 8.5" H
Type of Fold: Width fold into half (W), Height fold 2 times (Accordion fold)
colors: One
Colors: 1C+1C
Paper Stock: White Offset
Paper Weight: 100GSM
EDM No.: 001

1.



Folding Line



Obstacles:

There is a matching card that goes with each obstacle. When setting up the scenes on the card, place the obstacles on top of their corresponding cards. If you need to place the ramp but an obstacle is in the way, you may move the obstacle off of its card. The card has to remain. Replace the obstacle when you're done with your cut!

Spider:

When you shoot the candy, if you hit a spider, you lose one of your four cuts. (You have to hit the spider itself, not just hit the card it sits on, to lose a cut.)

Spike strips:

When you shoot the candy, if you hit a spike strip, your turn is over and you don't get a score for this turn (You have to hit the strip itself, not just hit the card it sits on, to lose your turn.)

How to use the bubble:

The higher level cards are a little harder but they also offer you a bit of help in the form of a bubble.

To gain use of the bubble, you have to hit it with the candy. Once you've hit the bubble, place the candy under it. Now, you can pull the candy straight back towards you as far or as little as you want to set up your next shot. (The card has an arrow next to the bubble to show what direction you're allowed to move it.)

Next, take the bubble off the candy, move the launcher to where you placed the candy, reload the launcher and shoot again.

Note: If you run into a star when you're pulling the bubbled candy toward you, this counts as knocking the star down!

To use the score card:

Each scorecard has 9 stars on it.

To show what your score is, place one of your scorecards, logo side up, over the stars on the other card. Uncover only the number of stars that corresponds to how many stars you've won.

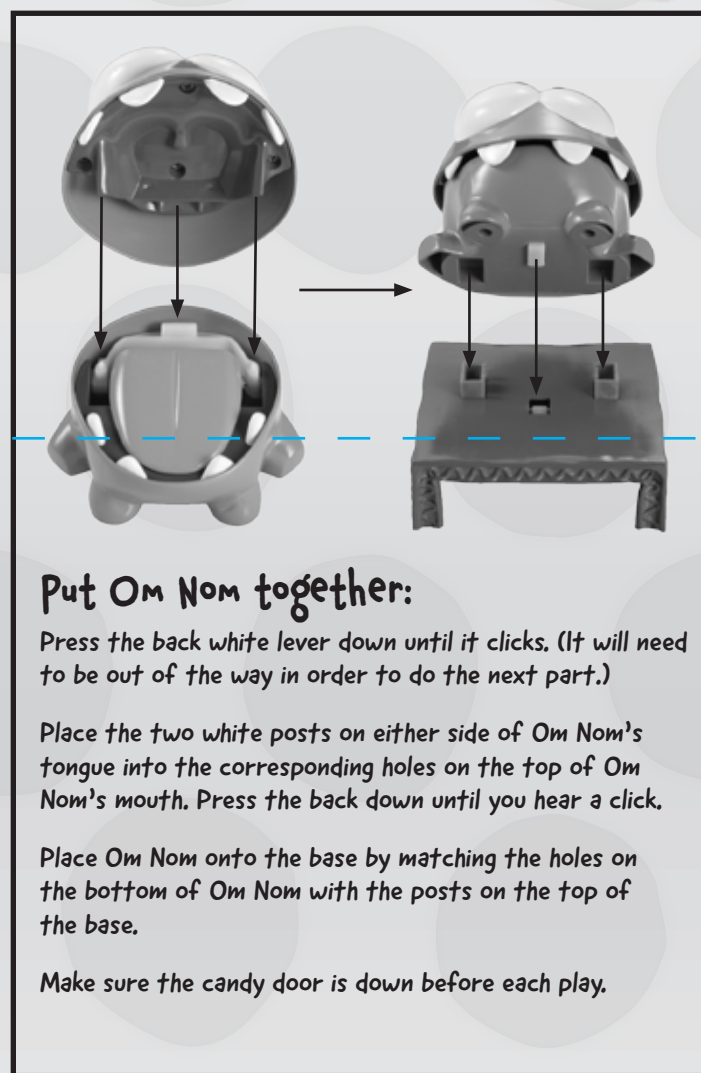
For example, on your first challenge, you knock down 2 stars. Use one scorecard to cover up all



of the stars on the other card except the top 2.

When you've knocked down more than 9 stars, use both cards, stars side up, to show your score.

For example, you knock down 11 stars. With both scorecards stars up, place one on top of the other card and cover up all of the stars on the bottom card except the top 2. Eleven stars will be showing.



Put Om Nom together:

Press the back white lever down until it clicks. (It will need to be out of the way in order to do the next part.)

Place the two white posts on either side of Om Nom's tongue into the corresponding holes on the top of Om Nom's mouth. Press the back down until you hear a click.

Place Om Nom onto the base by matching the holes on the bottom of Om Nom with the posts on the top of the base.

Make sure the candy door is down before each play.



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