

KERPLUNK™

GAME

Don't Let the Minions Fall!

OBJECT

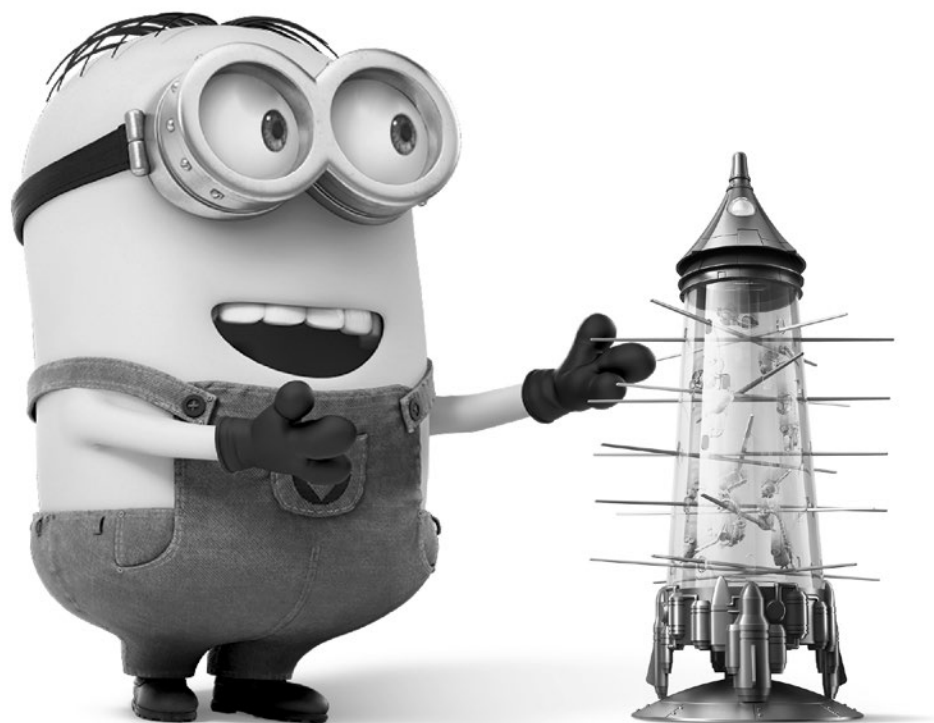
To carefully pull colored sticks from the Rocket Ship without letting the Minions tumble out. The Player who let the least Minions fall by the end of the game is the winner!

CONTENTS

1 Rocket Ship Tower
(2 Side pieces, 2 Base pieces, 1 Stand, 1 Nose Spinner and 1 Nose Cap)
30 Minions
30 Sticks in 3 colors

Colors and decorations may vary from those shown.

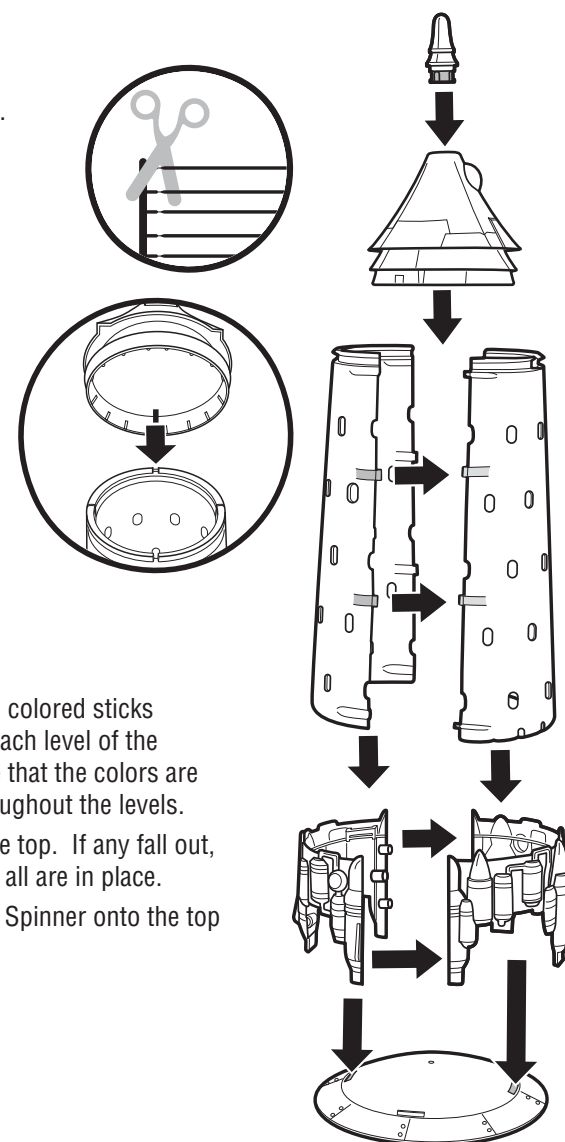
WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.



ASSEMBLY

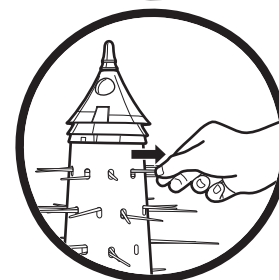
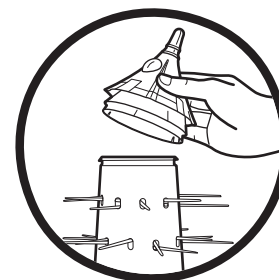
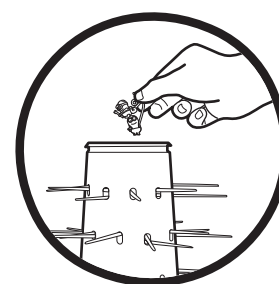
1. Snap the two sides together to form the Rocket Ship.
2. Attach the Nose Cap to the Nose Spinner to form the Rocket Nose Spinner.
3. Snap the two sides of the base together.
4. Place the base into the stand.
5. Place the Rocket Ship into the base and TWIST to lock into place.
6. Cut the plastic sticks off of their frame. Use safety scissors.

NOTE: SET ASIDE 5 EXTRA STICKS AND DO NOT USE THEM. THEY ARE INCLUDED IN CASE ANY STICKS BREAK OR BECOME LOST.



SET UP

1. Randomly place all the colored sticks through the holes on each level of the Rocket Ship. Take care that the colors are evenly distributed throughout the levels.
2. Drop the Minions in the top. If any fall out, put them in again until all are in place.
3. Place the Rocket Nose Spinner onto the top of the Rocket Ship.



LET'S PLAY!

1. The youngest player goes first.
2. On your turn, spin the Rocket Nose Spinner. When it stops, note the color that is showing. You must then pull out ONE stick that matches that color.
3. Always take sticks from the highest level first.
4. If any Minions fall from the tree, you must keep them.
5. If all the sticks of one color have been removed and you spin that color, you are lucky and miss that turn.
6. Continue taking turns (clockwise) until all the Minions have fallen out of the rocket.
7. The player with the least Minions wins the game!



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