



5+

2-4

DON'T LET THE SLOTHS FALL!

OBJECT

TO CAREFULLY PULL COLORED STICKS FROM THE TREE TRUNK WITHOUT LETTING THE SLOTHS TUMBLE OUT OF THE TREE. THE PLAYER WHO LETS THE FEWEST SLOTHS FALL BY THE END OF THE GAME IS THE WINNER!

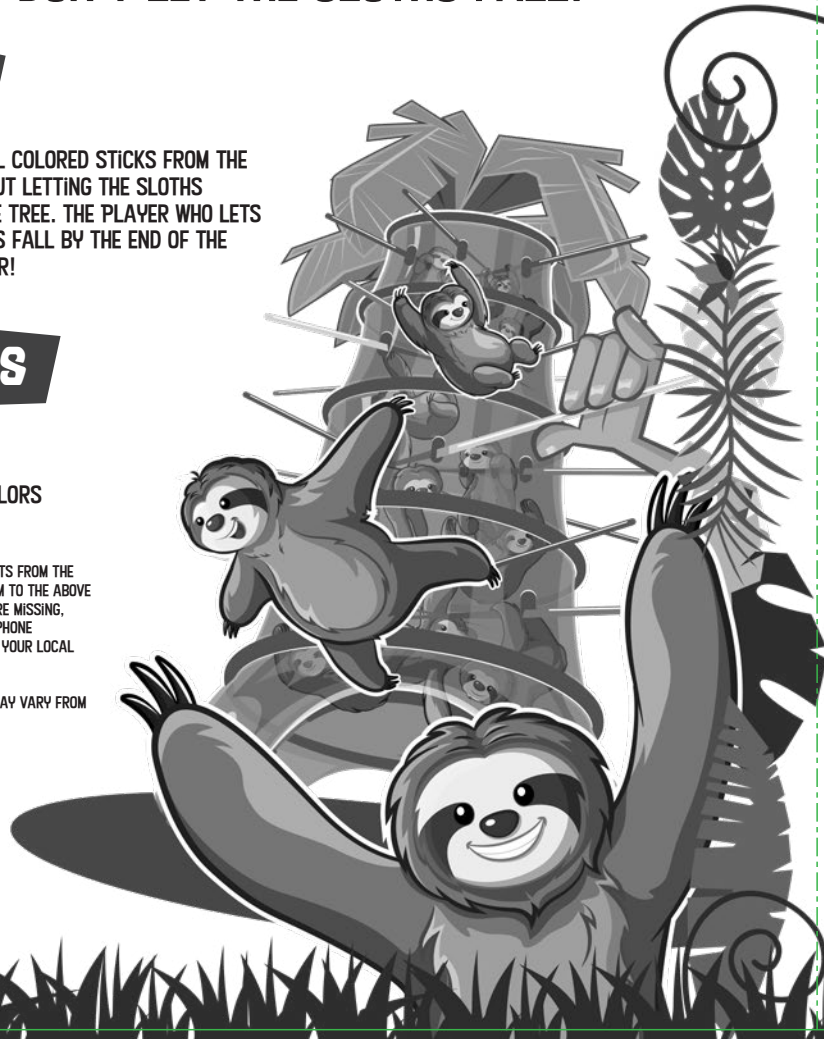
CONTENTS

1 TREE
30 SLOTHS
30 STICKS IN 3 COLORS
1 DIE

PLEASE REMOVE ALL CONTENTS FROM THE PACKAGE AND COMPARE THEM TO THE ABOVE LIST. IF ANY OF THE ITEMS ARE MISSING, PLEASE CONSULT YOUR TELEPHONE DIRECTORY FOR A LISTING OF YOUR LOCAL MATTEL OFFICE.

COLORS AND DECORATIONS MAY VARY FROM THOSE SHOWN.

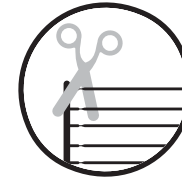
WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.



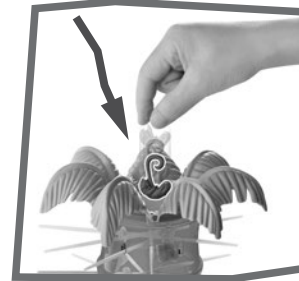
ASSEMBLY

1. SNAP THE TWO SIDES OF THE TREE TRUNK TOGETHER.
2. SNAP THE TREE TRUNK INTO THE BASE.
3. SNAP THE PALM FRONDS INTO THE TOP OF THE TREE TRUNK.
4. CUT THE PLASTIC STICKS OFF OF THEIR FRAME. USE SAFETY SCISSORS.

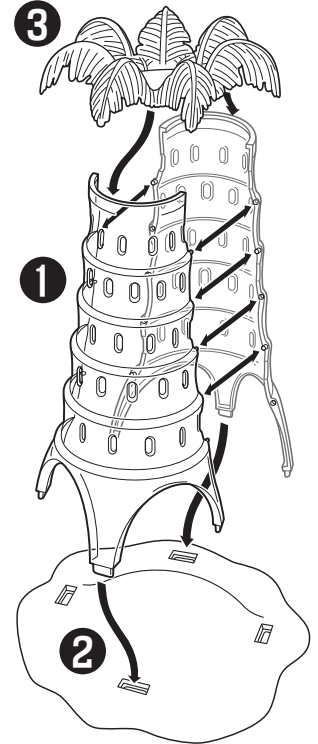
NOTE: SET ASIDE 5 EXTRA STICKS AND DO NOT USE THEM. THEY ARE INCLUDED IN CASE ANY STICKS BREAK OR BECOME LOST.



SET UP

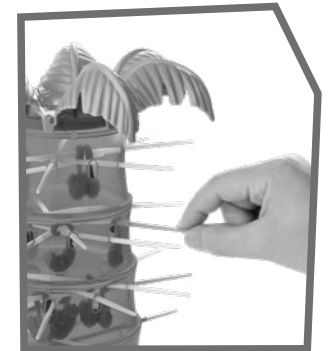


1. RANDOMLY PLACE TWO STICKS OF EACH COLOR THROUGH THE HOLES ON EACH LEVEL OF THE TREE.
2. DROP THE SLOTHS IN THE TOP. IF ANY FALL OUT, PUT THEM IN AGAIN.



LET'S PLAY!

1. THE YOUNGEST PLAYER GOES FIRST.
2. ON YOUR TURN, ROLL THE DIE AND CAREFULLY PULL OUT ONE STICK OF THE MATCHING COLOR FROM THE TREE, ALWAYS TAKING STICKS FROM THE HIGHEST LEVEL FIRST.
3. IF ANY SLOTHS FALL FROM THE TREE, YOU MUST KEEP THEM.
4. IF ALL THE STICKS OF ONE COLOR HAVE BEEN REMOVED AND YOU ROLL THAT COLOR, YOU ARE LUCKY AND MISS THAT TURN.
5. CONTINUE IN TURN (CLOCKWISE) UNTIL ALL THE SLOTHS HAVE FALLEN OUT OF THE TREE.
6. THE PLAYER WITH THE FEWEST SLOTHS WINS THE GAME!



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