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Product Code: GP015

Designed and manufactured by:
PlayMonster UK Ltd.

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Authorised Representative in the EU (for the purposes of Toy Safety Directive): Delphic HSE (Europe) B.V., The Base B, Evert van de Beekstraat 104, Schiphol, 1118CN, Netherlands.

WARNING: Not suitable for children under 36 months due to small parts that may represent a choking hazard.



Collect them all!





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Contents

- Pop-A-Tops Dice Dome
- Pop-A-Tops Tin
- 32 Pet Cards



 2+ Players | Ages 

Aim:

Be the player with the most cards collected.

Set up:

Place all the cards with the pet face up on the table around the Pop-A-Top dice dome.



Play:

Youngest player goes first. On your turn, press the Pop-A-Top to roll the dice.

All players look at the symbol (category) rolled.

- | | |
|---|---|
|  Size |  Cuteness |
|  Cuddliness |  Rarity |
|  Fame |  Pick Any! |

All players race to grab a card of whichever pet they think will score highest in the category shown.

All players then turn their cards over. The player with the highest score in the category (shown on the dice) wins and keeps the card. The remaining cards are placed back into play, face up.

If 'Pick Any?' is rolled the player who pressed to roll the dice gets to choose the category, giving them a head start.

Play continues clockwise using the remaining cards until all the cards have been taken.

To win:

The player with the most cards at the end of the game wins. For a shorter game decide on a number and be the first to reach that score: 7 works well for 2 players, 5 works well for 3 or 4.

Highest Or Lowest!

Optionally, you may choose to play with Highest Or Lowest of each category. The player whose turn it is will say 'Highest' or 'Lowest' after pressing the Pop-A-Top to choose whether all players need the highest or the lowest scores to win that round.

