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Product Code: GP018

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.

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Collect them all!



Contents • Pop-A-Tops Dice Dome • Pop-A-Tops Tin • 27 Snowman Cards

Instructions

2⁺ Players Ages 6+

Aim:

To match and collect the most Snowman cards.

Set up: Place all the cards Snowman face up on the table and the Pop-A-Top dice dome in the middle, so all players can reach it.

Play: Youngest player goes first. On your turn, press the Pop-A-Top to roll the 3 dice.

All players look at the 3 rolled (fig.1) and race to find the exact Snowman card that has the correct scarf colour, the correct accessory, and the correct hat shape (fig.2).

fig. 1

1

fig. 2

If a player picked up the wrong card they put it back where it was face up. All the other players can keep looking for the correct one. Whoever finds it wins the round and keeps the card.

The next player to the left then presses the Pop-A-Top to start the next round!

To win:

The player who matches and collects the most Snowman Cards wins the game! For a shorter game, decide on a number and be first to reach that score.

Advanced Memory Game: When you win a card, place it face down in front of you. If that combination comes up again, the player who pressed the Pop-A-Top can try to remember who had that card and can try to steal it!