

GIRAF'FUN

LET'S PLAY AGAIN!



Please retain this information for future use.

Warning! Choking hazard. Not suitable for children under 36 months. Contains small parts. Colours and content may vary. Please retain this packaging for future reference.

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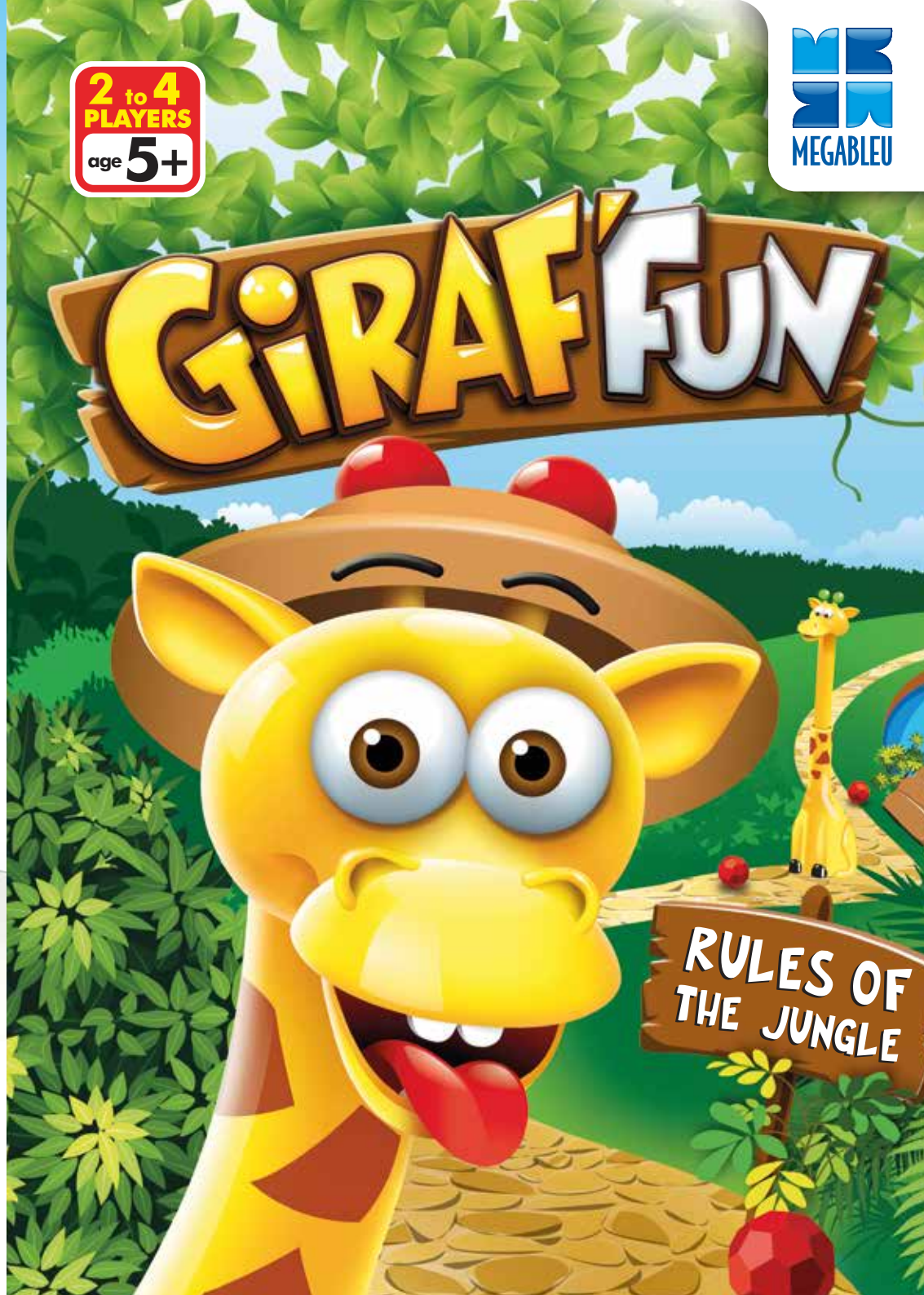
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2 to 4
PLAYERS
age 5+


MEGABLEU

GIRAF'FUN

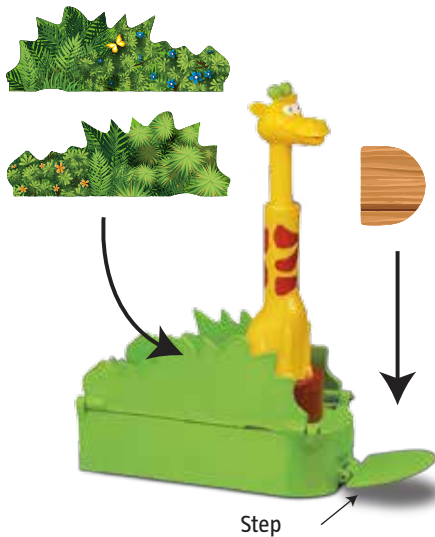


CONTENTS:

- 4 giraffes, each with extendable neck
- 4 hats
- 1 game board
- 1 jungle toilet
- 1 sticker sheet
- 24 fruit balls
- 1 dice



SET UP:



- The first time you play, apply the **3 stickers** to the jungle toilet, as shown.
- To set up the game, prime the jungle toilet by pushing the **middle** down so it clicks into place.
- Lift up both sides and press them gently towards each other until you hear a **"click"**.
- Place the **jungle toilet** over its marked space in the middle of the board.
- Place the **4 hats** on the matching coloured arrows around the island.
- Each player chooses a **giraffe** and places it on its matching coloured "home" space in the corner of the board.
- Drop the **24 fruit balls** in 24 of the 28 holes around the game path, at random.


AIM OF THE GAME:

Be first to bring your giraffe home with its hat on.

PLAYING THE GAME:

Moving the giraffe

Youngest player goes first. Play then moves to the left (clockwise).

On your turn, roll the dice and move your giraffe the number of spaces shown (1, 2, 3 or 4). If you roll a toilet roll , see below.

You can move along the path in any direction. If your roll means you would land on a space that is already occupied by another player's giraffe, skip forward to the next free space.

If you land on a space with a fruit ball on it, push your giraffe down over it until it picks up the fruit! Watch as your giraffe's neck grows longer! Now it's the next player's turn.

Note: once you have picked up so much fruit that your giraffe's neck will not stretch any further, leave any fruit you land on where it is and move to the next empty space with no fruit on it.

Toilet time

If you roll a toilet roll , sit your giraffe **in the middle of the jungle toilet** right away and roll again:

If you roll a number, push down on your giraffe's head that number of times to **poop** a matching number of fruit balls (if you can). When you've finished pooping, return your giraffe to the same space it was before and end your turn.

If you roll a toilet roll , take your giraffe off the toilet and place it on the **step**. Push down and the toilet will **explode!** The balls will be sent everywhere! Pick up the fruit balls and drop them back into the **empty holes** around the game path. Send your giraffe back to the same space it was before and end your turn.

The hat

As soon as you've collected **6 fruit balls** (your giraffe's neck will be fully extended), head to the island! When you reach the space of your colour **in front of the bridge** (it does not have to be by exact count), take the **hat** and place it on your giraffe's head. On your **next** turn, start making your way back to your home space, rolling the dice and moving along the path.

Important: once your giraffe has got its hat on, it cannot lose it. However, your giraffe may be forced to return to the toilet and lose time in the process.

THE WINNER

If your giraffe is **the first one home with its hat on**, you win! As a reward, your giraffe can go and stand on the step and make the toilet explode!

