

WOO-HOO!



2 to 4 players
Ages 3 and up
Duration: 10–20 minutes

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Contents:

1 elephant slide,
20 toy tokens (in 5 different colors and shapes),
4 garden gnomes (in 4 different colors),
2 dice (1 with pips, 1 with symbols for
advanced play),
illustrated rules

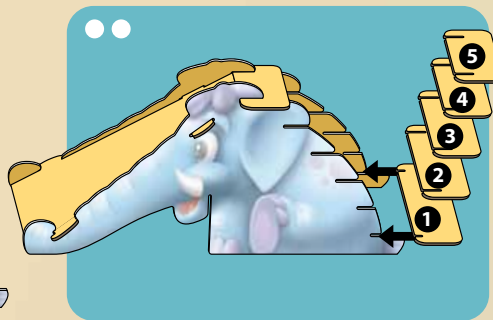
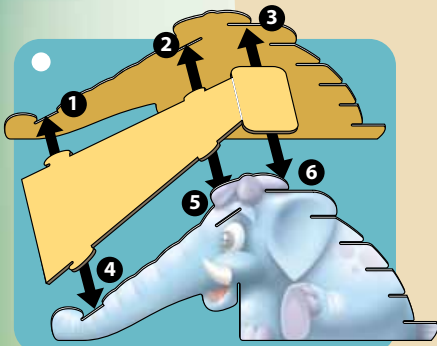
THE MOON IS SHINING BRIGHT IN THE SKY, AND IT'S A FRAGRANT SUMMER EVENING IN THE PARK. THE CHILDREN HAVE LEFT AND GONE TO SLEEP LONG TIME AGO, BUT MANY OF THEIR TOYS HAVE BEEN LEFT BEHIND.

NOW SOMETHING IS STIRRING. FOUR SMALL GARDEN GNOMES HAVE EMERGED FROM THE FOLIAGE. THEY HAVE GATHERED BY THE SIDE OF THEIR FAVORITE ELEPHANT SLIDE, TO ADMIRE THE COLORFUL TOYS THAT WILL SOON BE THEIRS. BUT FIRST THING'S FIRST — IT'S TIME TO RIDE THE SLIDE!

Ride down the slide, then pick a toy for your prize!

SETUP:

Before you begin playing, you must assemble the elephant slide as shown.



Scatter all the toy tokens in the sandbox, for the gnomes to collect, and give each player a gnome in the color of their choice.

Please note: For shorter games, play with fewer toys in the sandbox. The more toys you put in, the longer the game will last.



PLAYING THE GAME:



The youngest player begins the game, and turns pass in a clockwise order.

On your turn, you will roll only the die with pips. Then move your gnome up the slide a number of spaces equal to the number of pips you rolled. Then pass the turn to the next player.

If your gnome lands on a step where another gnome is already standing, then you jump over him and end your movement one step higher.

When you reach the 6th (and final) step, your gnome slides down the elephant and collects any one toy of your choice from the sandbox.

Please note: If you get more pips than you need to reach the top, your gnome still slides down, but does not use the extra movement.

After collecting a toy, your gnome returns to the bottom of the steps. You will begin climbing back up again on your next turn.

WINNING THE GAME:

The game is over when there are no more toys left in the sand-box. The player with the most toys is the winner. In case of a tie, the victory is shared.

ADVANCED RULES (FOR AGES 5 AND UP):



When playing the game with older players, the following additions are made to the rules:

Now you will roll both die with pips and the special die on your turn. You move as many steps as the special die shows. If you roll a zero on the special die, then your gnome will not move this turn. If you roll the swap symbol, then you may swap places with another gnome of your choice.

If your gnome lands on a step where another gnome is already standing, you will no longer jump ahead one space. Instead, you will take the standing gnome's spot, and bump him down to the step below.

Please note: It is possible for the gnome you bump to bump the gnome below him as well.

Instead of taking a single toy when your gnome slides down the elephant, you will now roll the die with pips on it again, and take as many toys as your result.

Finally, there is now a second way to win: **If you manage to collect all 5 toys of the same color**, then the game ends early and you are the winner!

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