

TRAVEL

PERFECTION[®]



For 1 or More Players

Contents:

- 16 Geometric Shapes
- Game Unit with Timer and Pop-up Tray

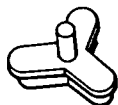
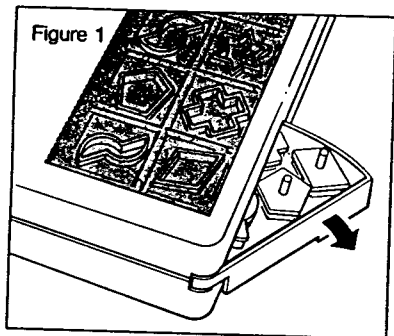


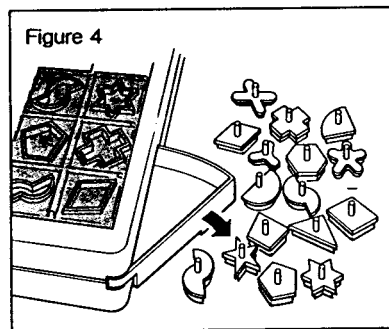
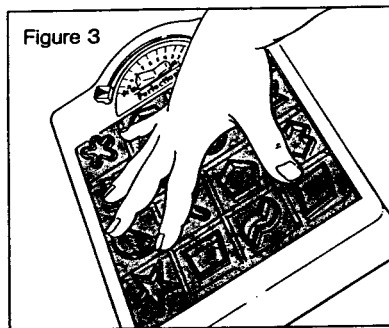
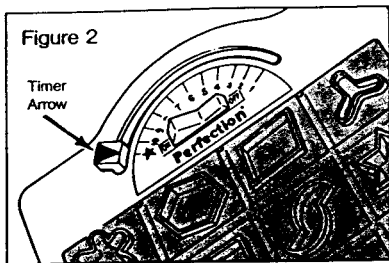
Object:

Be the quickest to fit all 16 shapes into the matching holes in the tray!

Get Ready!

Remove puzzle pieces from bag. (Keep them handy in the game's storage drawer!) See Figure 1.





Spread out the shapes or leave them in the drawer to play!

Get Set!

1. The oldest player goes first. Players then alternate turns.
2. Set the ON/OFF switch to OFF.
3. Then move the timer arrow over so it lines up with the star. See Figure 2.
4. Press down the pop-up tray. See Figure 3.
5. Swing open the storage drawer. Take out the shapes and place them next to the game unit. Then mix the shapes up—arranging them so that their handles are facing up. See Figure 4. (If you wish, you may leave the 16 shapes in the drawer to play!)

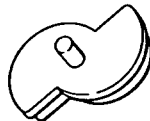


Figure 5

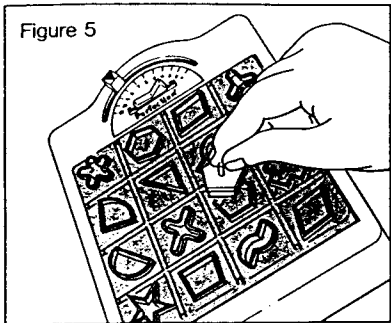
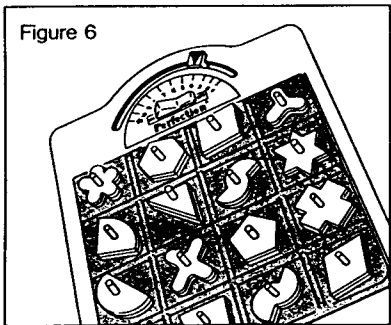


Figure 6



Your score is 4! The next player has to get a 5 or higher to beat you!

Go!

To start the timer, move the ON/OFF switch to ON. Then quickly start fitting the shapes into their matching holes. You have about 30 seconds to put the shapes in place! See Figure 5.

•If you finish before the timer runs out, quickly set the switch to OFF. Your turn is then over. The number that the timer arrow is pointing to is the next player's score to beat! See Figure 6.

If the arrow stops between numbers, use the higher number for your score. (If you're playing solo, try again to beat your own score!)

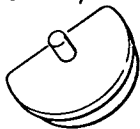
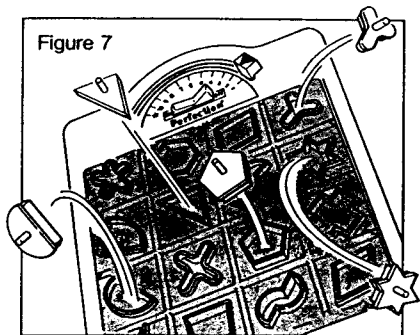


Figure 7



•If you do **NOT** finish before the timer runs out, the tray will pop up—scattering the shapes in the tray **ALL OVER!** See Figure 7. Your turn is over.

The next player then gathers all 16 shapes and takes his or her turn.

The Winner!

After all players have taken their turns, the player who matched all 16 shapes the quickest wins!

Note to Parents:

With younger children, try playing the game without the timer so that the children get used to fitting the shapes into the matching holes. After they've learned where the shapes go, then add the challenge of the ticking timer.

