

280x210mm

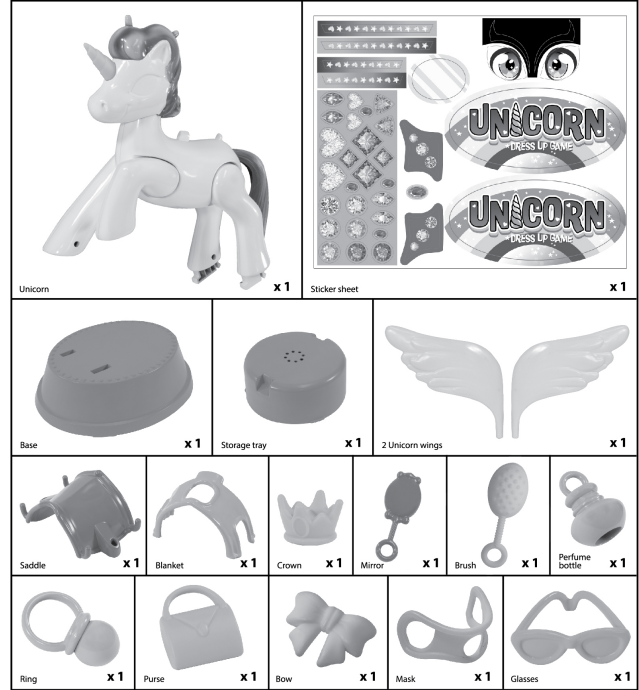


43-112-647 / GPF2107

Unicorn Dress-Up Game

INSTRUCTIONS

Contents:



WARNING:
CHOKING HAZARD - SMALL PARTS.
NOT FOR CHILDREN UNDER 3 YRS.

MADE IN CHINA
FOR AU / NZ: IMPORTED FOR KMART
STORES IN AUSTRALIA AND NEW ZEALAND.

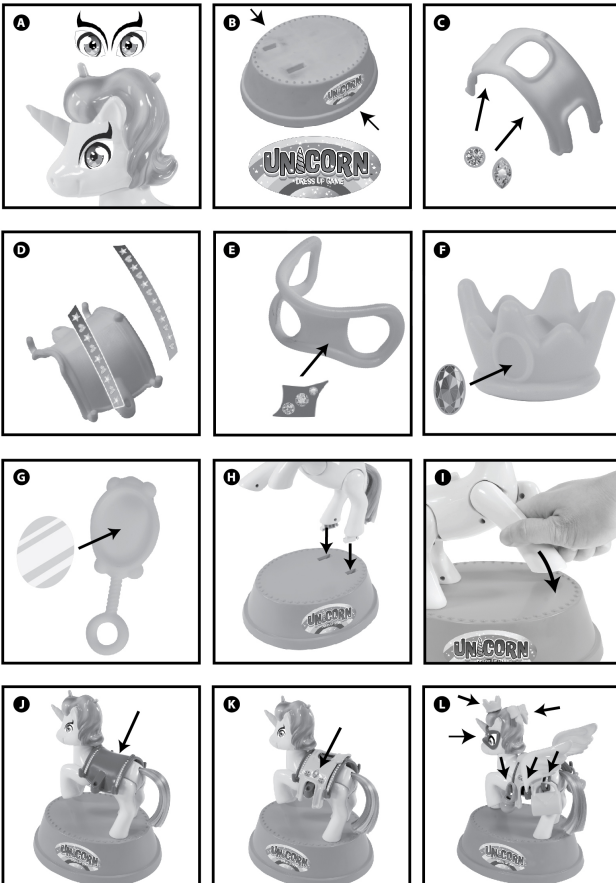
Adult supervision required.

WARNING: FOR SAFETY REASONS, PLEASE REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.

PRODUCT MAY VARY FROM IMAGE SHOWN.
PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE.

211687

Set-up and Assembly:



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1. Twist and remove the storage tray from the underside of the base then remove all the parts.
2. Check contents to ensure you have all of the pieces.
3. Apply the eye stickers and eyelashes onto the unicorn. See diagram A.
4. Apply the remainder of the stickers onto the base and accessories. See diagrams B - G.
5. Find a flat, firm level surface.
6. Attach the unicorn's back legs into the slots on the base. Hold the unicorn at a slight angle forward, then press down to snap into place. See diagram H.
7. Pull the front right leg of the unicorn downwards until it reaches the platform to lock it in place. See diagram I.
8. You're ready to play!

Object of the Game:

Dress-up the unicorn with its accessories without making it jump.

How to Play:

1. The youngest player goes first by gently resting the saddle on the unicorn's back. See diagram J.
2. The next player must carefully then place the blanket on top of the saddle. See diagram K.
3. Play then continues clockwise.
4. Carefully hang or attach one accessory of your choice onto the unicorn, either on one of the hooks or on another accessory that's already there. See diagram L.
5. If a player successfully hangs or attaches an accessory onto the unicorn, that player is safe and play continues clockwise.
6. Continue until all the accessories are used up. Be careful... the unicorn can jump at any time! See diagram M.
7. After you have finished playing the game, remove the storage tray and place all the accessories inside, then re-attach to the underside of the base. See diagrams N - O.

How to Win:

There are two ways to win:

- A player successfully places the last accessory onto the unicorn. That player wins!
- If players are eliminated continue to play additional rounds until only one player remains. That player wins!

NOTE: Don't forget to reset the unicorn after each time it jumps. See diagram I.