

PERFECTION



WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

AGES
5+



**ADULT ASSEMBLY
REQUIRED.** C0432

CONTENTS

25 geometric shapes • Game unit with timer, pop-up tray, and storage compartment

OBJECT

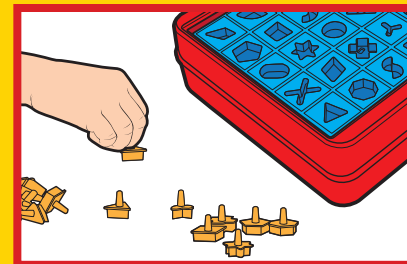
Be the quickest to fit all 25 shapes into their matching holes in the tray. But watch out! If the timer runs out...POP! goes PERFECTION!

THE FIRST TIME YOU PLAY

Carefully remove the shapes from the plastic frame. If needed, use an emery board or sandpaper to remove the excess plastic from the shapes. Discard the frame after removing all pieces.

GET READY!

1. Choose one player to go first.
2. Place the shapes next to the game unit and mix them up. Then, arrange the shapes so that their handles are facing up.



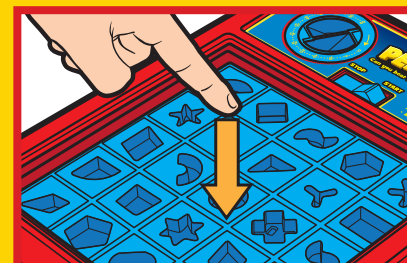
3. Set the switch on the game unit to STOP.



4. Turn the timer dial CLOCKWISE until it stops at 0.

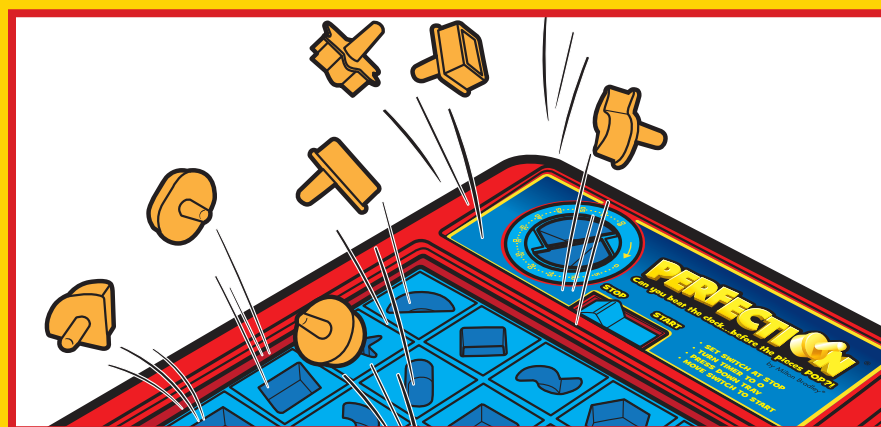


5. Press the pop-up tray down.



LET'S PLAY!

1. Move the switch to START, which will start the timer.
2. Quickly begin fitting the shapes into their matching holes, moving as fast as you can to beat the timer!
 - Did you fit all the shapes into their holes before the timer ran out?
 - Quickly move the switch to STOP. Your turn is now over. The number that the arrow is pointing to on the timer dial is the next player's time to beat! (If you're playing solo, try again and see if you can beat your own time!)
 - Did POP go PERFECTION?
 - If you do not finish before the timer runs out, the tray will pop up, scattering the shapes into the air! Your turn is now over, and the original 60 seconds is still the time to beat!
3. After the first player's turn, the next player places all 25 shapes (handles up) next to the game unit and takes their turn.



WIN!

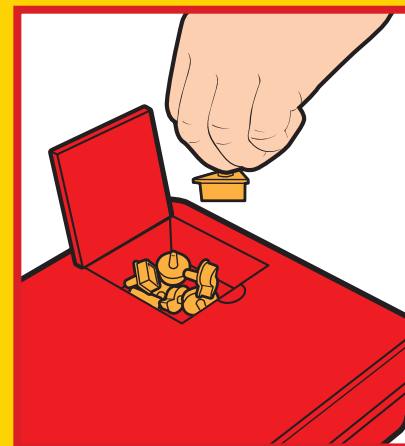
The player who matches all 25 shapes in the shortest time wins!

NOTE TO PARENTS

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

PUTTING THE GAME AWAY

When you're finished playing, store the shapes in the handy compartment located in the bottom of the game unit!



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