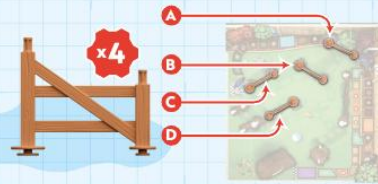


OBSTACLE COURSE ASSEMBLY INSTRUCTIONS

1 OBSTACLE BASES

Insert the four Obstacle Bases into slots A, B, C, and D. Be careful not to place them in the wrong slots.



2 FORT KNOTS

Insert Fort Knuts to slots E.



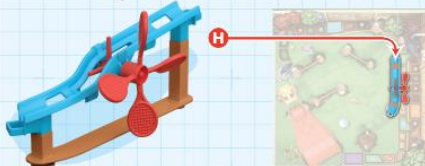
3 DIVIDE SLIDE

Insert the Divide Slide into slot F and attach it to Fort Knuts.



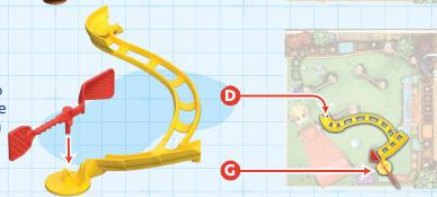
4 TOPSPIN TWIRL

Insert the Topspin Twirl base into slots H.



5 SWAT SPOT

Insert the Swat Spot into slots G, then connect the lower rail to the Topspin Twirl, and insert the upper rail onto Obstacle Base D.



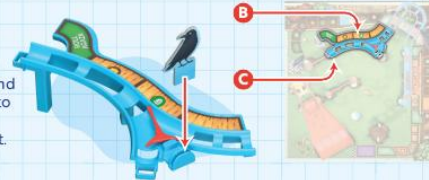
6 SQUEAK PEAK

Insert Squeak Peak onto Obstacle Base A and connect the rail to the Topspin Twirl. Attach a Rope to the spaces shown.



7 SWITCH BRIDGE

Insert the Switch Bridge onto Obstacle Bases B and C, then connect the rail to Squeak Peak. Place the crow standee into its slot.



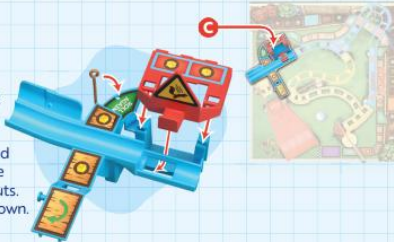
8 CURVY TRACK

Insert the Curvy Track onto Obstacle Base D, then connect the upper end of the rail to the Switch Bridge and the lower end to the Swat Spot.



9 PLUMMET PASS

Attach the red Platform to Plummet Pass by hooking it under the rail and snapping it into place. Insert Plummet Pass onto Obstacle Base C, then connect the Platform end of the rail to the Switch Bridge and the other end to Fort Knuts. Attach a Rope to the space shown.



10

Rotate the game board and check that all bases and connections are secure. Release the basketball at the top and make sure it rolls smoothly through the obstacle course.

Now return to SETUP step 3.

CRUNCH LABS

MARK ROBER PRESENTS



AGES 6+
2-4 PLAYERS
30 MINUTES

WARNING:
CHOKING HAZARD -
Toy contains small parts and/or small balls.
Not for children under 3 years.

CONTENTS: 20 Acorns, 12 Walnuts, 8 Obstacles (see below), 4 Obstacle Bases, 4 Squirrel Movers, 3 Ropes, 1 Platform, 1 Game Board, 1 Movement Die, 1 Nut Die, 1 Fat Tail Rat, 1 Basketball, 1 Crow Standee, Instructions



OBJECT

Help your squirrel friends collect nuts in Mark's backyard obstacle course. But watch out, the obstacles can be very risky! The first player to score 11 points worth of nuts wins!



2 After you've assembled the course, return to this page to complete the setup!

SETUP

- 1 Place the game board on a flat and stable surface.
- 2 Assemble the obstacle course. (See obstacle course assembly instructions on back.)
- 3 Place the acorns and walnuts beside Fort Knuts to form the stash. Then set Fat Tail Rat, the Movement die, and the Nut die within easy reach.
- 4 Each player chooses a squirrel (You cannot play as the rat!) and places it on the purple Gathering space.
- 5 Place the basketball in the dog bowl on Fort Knuts.
- 6 The player with the next birthday takes the first turn!

WATCH



MARK ROBER
TEACHES YOU
HOW TO PLAY



HOW TO PLAY (After Setup)

Squirrels race counter clockwise around the board. On your turn, do the following:

- 1 ROLL the Movement die.
- 2 MOVE your squirrel forward that many spaces.

When you are done moving, the player to your RIGHT takes the next turn.



If you would end your move on another squirrel, move to the next open space. If the squirrel is on the fork of a Safe path, choose which way to go.



SAFE PATHS

Safe paths are slower but avoid danger. Move too slowly, though, and opponents may reach the finish first and score big.



ROPES

When moving on the obstacle course, ropes mark where you climb up or down.

SPECIAL SPACES



GATHERING SPACES

Any number of squirrels can share a Gathering space. Landing on a Gathering space does not move you to the next open space if another squirrel is there. Gathering spaces have colored borders that match specific Obstacles (see DANGEROUS SPACES).



ROLL AGAIN

If you land on a Roll Again space, roll the Movement die again.



SNACK

If you land on a Snack space, take one acorn from the stash and keep it in your scoring pile. If no acorns remain, roll the Movement die again instead.

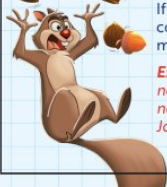


LEAP

If you land on a Leap space, move your squirrel to the space directly in front of the nearest squirrel ahead of you before Fort Knuts. This may place you back on the main path or onto a Safe Path. If no squirrel is ahead of you, simply move forward one space instead.

If you are on separate paths and aren't sure which squirrel is ahead, count the spaces to compare distance. If you are further away or tied, make the Leap.

Example: Jack lands on a Leap space while on the Safe path and the nearest squirrel is on the main path above. He counts the spaces to the next rope and determines that the squirrel on the main path is closer. Jack makes the Leap and places his squirrel on the space directly in front



SPECIAL SPACES CONTINUED



ADD NUTS

If you land on an Add Nuts space, roll the Nut die and add that many acorns or walnuts to Fort Knuts. If the stash doesn't have the exact number of acorns rolled, place as many as you can.

Time to Hurry! If the stash has no nuts of the type you rolled, roll the Movement die again instead.

ADDING NUTS TO FORT KNUTS

Each time you add nuts, drop them from about two inches above Fort Knuts. But be careful! If Fort Knuts gets too full, it will tip and send the basketball racing down the track, triggering obstacles and spilling the nuts down the Divide Slide.



Example: Angela lands on an Add Nuts space and rolls the Nut die, rolling three acorns. She then drops three acorns from the stash into Fort Knuts.

The Divide Slide is chaotic! Sometimes nuts tumble off after a tip! Simply add any that have fallen outside the slide back into Fort Knuts.



FAT TAIL RAT

If you roll the Fat Tail Rat icon, hang his tail on the edge of Fort Knuts and let it tip! He steals all acorns from the Divide Slide section he lands in, returning them to the stash. If there are no acorns, he steals walnuts, and if there are no nuts at all, he steals nothing. This triggers the obstacles, and you must reset the course. If Fat Tail gets stuck, give him a nudge.



DANGEROUS SPACES

If you land on a red Dangerous space, roll the Nut die and add any nuts as directed above. If Fort Knuts tips, any squirrels on Dangerous spaces could be hit by an obstacle! All squirrels that were hit must move to the matching color's Gathering space.



Example: Fort Knuts tips when nuts are added, triggering obstacles! The yellow squirrel is knocked off of Squeak Peak. The Danger Space has an orange border. Move the squirrel to the orange Gathering space.

RESETTING THE OBSTACLE COURSE

After Fort Knuts tips and the obstacles trigger, move any hit squirrels to their Gathering spaces, then return the basketball to the dog bowl and continue playing.

SCORING

When you reach the last space on Fort Knuts, end your movement. It's time to slide down the Divide Slide and score. Hang your squirrel's tail on the edge of Fort Knuts and let it tip! The section you land in determines your reward. Take those nuts and add them to your score. If the section your squirrel lands in is empty, take the nuts from the section with the fewest points. Then place your squirrel on the purple Gathering space for another lap!



ACORN = 1 POINT



WALNUT = 3 POINTS

Example: Angela reaches the last space on Fort Knuts and hangs her squirrel's tail on the edge, tipping it along with any nuts inside. This also triggers the obstacles. She lands in a section with three acorns and a walnut, taking them and scoring 6 points!



Remember to reset the obstacle course by putting the basketball back in the dog bowl.

WINNING THE GAME

If you slide down the Divide Slide and have 11 or more points, it's a dash to win the game! Each other player gets one more turn to reach Fort Knuts and slide down the Divide Slide. If no one can beat your score after one final turn, you win! If there is a tie, play again.

If you score 11 points from a Snack space, you must still slide down the Divide Slide to win.

POTENTIAL ENERGY

WHERE DOES THE ENERGY TO POWER THE SQUIRREL DASH OBSTACLE COURSE COME FROM? IT COMES FROM YOU! BY LIFTING THE BASKETBALL TO THE TOP OF THE RAMP, YOU ARE ADDING POTENTIAL ENERGY TO THE SYSTEM. AS THE BALL ROLLS DOWN, THAT ENERGY IS CONVERTED INTO MOTION AS IT INTERACTS WITH EACH MECHANISM.



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CAUTION: ADULT SUPERVISION REQUIRED FOR PLAYERS 12 AND OVER.

IMPORTANT: PLEASE READ INSTRUCTIONS FOR FULL USE. REFERENCE COLORS AND CONTENTS MAY VARY.

