



Party, Party, Party!

Race to fill your rucksack with fun accessories and be the first to join your friends at the party table!

Contents

- 1 jigsaw playing board
- 1 3D party table
- 4 3D rucksacks
- 24 picture cards
- 1 dice
- 4 present cards
- 8 character pieces
- 8 character stands

Setting up the game

Piece together the jigsaw playing board. Assemble the party table by slotting together the table legs to form a cross and adding the tabletop, using the slots to hold it in position. Place the party table in the centre of the playing board.

Insert the character playing pieces into stands.

Each player chooses a rucksack and a character playing piece. Place your character on one of the spaces with a pink arrow on the playing board.

Place any remaining character playing pieces at the party table.

Spread the accessory and present cards face up on the table.



1 Roll the dice

The youngest player starts. Roll the dice and move your character clockwise around the edge of the board the number of spaces shown on the dice.



2 Matching cards

If your character lands on a space with an image of a present or party accessory, look for the **matching card** on the table and place it in your rucksack. Play passes to the next player.

If there are **no matching** cards, play passes to the next player.

You should not have more than **one present** and **five accessory cards** in your rucksack at any time.



3 Oops!

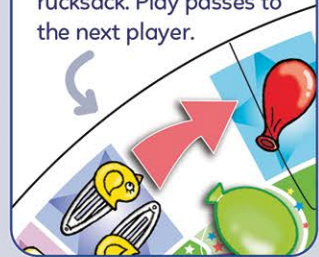
If your character lands on a space with a **dropped rucksack**, you must return one of the cards in your rucksack face up to the table. Play passes to the next player.

If you **do not have** any cards in your rucksack, play passes to the next player.



4 Pink arrows

If your character lands on a **white space with a pink arrow**, choose any present or party accessory card from the table and place it in your rucksack. Play passes to the next player.



5 Make a call

If your character lands on a space with a **mobile phone**, you should pretend to phone another player. They must take a card from their rucksack and return it face up to the table. Play passes to the next player.

Hello! You've got to put something back before you can go to the party!



6 Party time!

When you have **one present and five accessory cards** in your rucksack move your character around the board until you reach a balloon path to the party table.

Beware! If you land on a dropped rucksack, or if another player phones you when on a balloon path, you lose a card from your rucksack and must go back down the path to collect another card.

NB: You do not have to roll the exact number to reach the party table.

The winner is the first player to reach the party table with one present and five accessory cards in their rucksack.

