

SINK N'SAND™ GAME

4+
AGE
2-4
PLAYERS



OBJECT:

Be the last player standing tall and you're the one who wins it all!

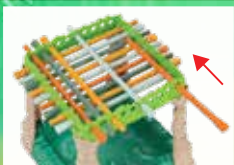
CONTENT:

1 Jungle Unit (1 Top, 1 Base, 4 Legs), 20 sticks, 1 Molding Tray, 4 Characters, 1 Bag of Kinetic Sand™, 1 Redemption Ruby, 1 Die

SETUP:

IF THIS IS YOUR FIRST TIME PLAYING:

Remove all components from the box. Attach the legs to the dark green base. Then, attach the light green top piece to the legs. Open and loosen the Kinetic Sand.



AT THE START OF EACH GAME:

Insert all of the sticks into the slots on the light green top piece. Sticks should be placed randomly.



Take the Redemption Ruby and mix it into the Kinetic Sand to hide it. Then spread the sand above the inserted sticks at the top of the unit. Now pack the sand until you have an even surface.

Place the molding tray on the sand and push down to imprint the gems. Push each square of the mold into the sand to make the best imprint. When you're finished, put the tray aside.

Each player should choose a character they will use in the game.



SCAN FOR VIDEO ON RULES AND SETUP!

1. **Find where to start:** Players take turns rolling the die to see which gem shape they'll place their character on. If there are more than one of that shape you can choose which one to go on. For example, if you roll a diamond on the die, you can place your character on any of the imprinted diamonds in the sand.

If you roll the multi-color on the die, choose any unoccupied space. Although some shapes appear multiple times, there can only be one player per location. If you roll a reverse, roll the die again until you roll another side.

2. **Put your character** on the gem you rolled and push it into the sand, making sure that it is not touching the sides and is standing up. You cannot touch them again, even if they fall over. The only exemption is if you use the Redemption Ruby (see below). Once all players have their characters standing on a gem, the youngest player goes first and play moves left.

3. **Roll the die and remove a stick!** Roll the die to see which color stick you should remove. If you roll a color and no matching sticks remain, roll the die until you get a color with remaining sticks.

If you roll the die and get the side with multi-colors you choose any color stick to remove!



If you roll reverse, play moves in the opposite direction. So now it's the turn of the player who went before you and continues in this direction until someone rolls a reverse again.

4. If you fall through the quicksand, you're eliminated from the game. You don't have to remain standing the entire time, you can be slipping through the quicksand. As long as you have not fallen onto the base, you're still in the game!

YOUR CHANCE FOR REDEMPTION:

If you remove a stick and find the Redemption Ruby in the quicksand, quickly race to collect the Ruby. If you don't see it, the next player can then take it on their turn.

If you're the lucky one that collected the Redemption Ruby, use it to save yourself when your character falls. Exchange your fallen character with the Redemption Ruby and then put your character back on top of the quicksand (you can choose where to place it) and continue to play. The Ruby may only be used once per game.

5. Continue playing until only one character remains. The last remaining player is the winner! They have stood tall through it all.

TO WIN:

Take turns rolling the die and removing sticks from the Jungle Unit. Be the last player standing tall when the quicksand falls!

AFTER THE GAME IS OVER:

If you're keeping the structure assembled, place the Kinetic Sand as well as the characters, die and Redemption Ruby into the base and use the molding tray as a lid. To make sure you don't lose the sticks, insert them into their slots on the top.

You can also disassemble the structure, place the Kinetic Sand in the base with the molding tray as a lid. And then place the components back into the box.



Do you have what it takes to withstand the Quicksand? Let's play and find out!



IMPORTANT: DO NOT EAT. Retain this information and address for future reference. Adult supervision advised. Wash hands thoroughly after use. Meets CPSC safety requirements. This product conforms to ASTM D-4236. Manufactured for and distributed by Spin Master Ltd. under license from Deika of Sweden, A.B.



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WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.

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Content may vary from pictures.
Meets CPSC Safety Requirements.



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