



# SAVE OLAF

## Game Instructions

AGES 5+  
2 PLAYERS

Olaf keeps losing his parts; can you save him?

### **Contents:**

Base, 10 Olaf body parts, 2 magic screen pencils

### **Object:**

To guess your opponent's word, one letter at a time, before Olaf loses all his parts and melts

### **Setup:**

1. Assemble Olaf by locating the pegs on each part of his body and connecting each corresponding piece together. See diagram 1.
2. Players should sit on opposite sides of the base, each with a magic screen in front of them.
3. Each player takes a magic screen pencil.

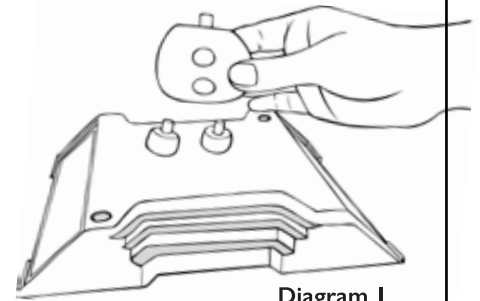


Diagram 1

### **To Play:**

1. Youngest player goes first.
2. Player 1 chooses a word, writes it on his or her own screen with the screen pencil, informs the other player how many letters are in the word, and writes numbers underneath the letters in the word. (Example: underneath the first letter place a #1, under the second letter place a #2, etc.) See diagram 2.

Player 2 draws that many spaces on their screen and numbers the spaces in the same manner.

3. Player 2 calls out one letter at a time (any letter) if that letter is contained within the word the first player must then tell the opponent the number under the letter.

Player 2 then writes that letter on his screen in the correct place.

4. If the letter Player 2 calls out is not contained in Player 1's word, then Player 1 removes a piece of Olaf, See Diagram 3.

5. Player 2 continues to guess letters until the word is completely spelled out or until Olaf melts.

6. If the word is spelled out first, Player 2 wins.

If Olaf completely melts (all his parts are gone), Player 1 wins.

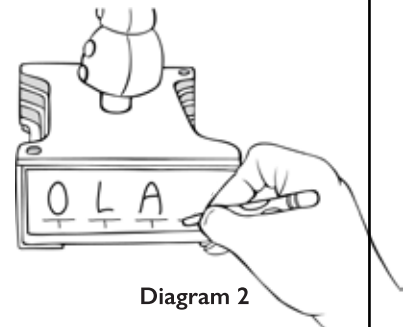


Diagram 2

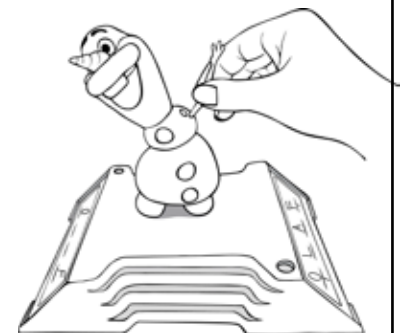


Diagram 3