

Spinning Santa Game



Rules



Santa should be on his way to deliver Christmas presents to the children. But what is this? The Elves have hidden all of Santa's things! Can you help him find the missing items to make sure Christmas will come this year?

Contents:

1 Spinning Santa, 20 Cards (4x Sled, 4x Reindeer, 4x Presents, 4x Coat, 4x Sleigh bells)

The object of the game:

Be the first player to collect one card of all the things needed for Santa to take his presents to the children. To win, you need to collect 5 cards: 1x Sled, 1x Reindeer, 1x Presents, 1 x Coat and 1x Sleigh bells.

Before you play:

Ask an adult to unscrew the lid on the base of the Spinning Santa and place two fully charged AA (LR6) batteries inside. Close the lid and place the Spinning Santa on a flat, smooth surface, like on the floor or table. Turn on the Spinning Santa by flicking the switch to the "ON" position. After use, always turn off the spinner by flicking the switch back to the "OFF" position, to save battery power. While turning off, Santa will say "Merry Christmas!"

TIP: This game is best played on the floor. If playing on a carpet it is best to use a small plastic plate, table mat or similar to make sure Santa will spin, properly.

Shuffle all the 20 cards and place them, face down, around the Spinning Santa.

The game begins:

Players sit around Santa, forming a circle, making sure that all the players are spaced equally. The youngest player begins by spinning Santa. Santa must make at least a few turns! Wait until he comes to a full stop. If Santa stops facing you, listen carefully to what he says. If Santa stops in between two players, he is talking to the person who he has just passed.

1. "Hoooo!, that was fun!"

Turn over one of the cards. Call out what object is shown on the picture. Is it an object that you do not yet have? Then you get to keep the card. Is it an object that you already own? Then show the card to the other players and put it back in the circle in the space it came from.

2. "Ho Ho Ho, that was fun!"

You're lucky! You may now look at two cards. Again call out the object's name each time you turn over one of the cards. Is it an object that you do not yet have? Then you get to keep the card. If you have neither of the objects, you can keep both cards! Is it an object that you already own? Then show the card to the other players and put it back in the circle.

3. "Whistles a tune!"

Oh no! Now you have to give back one of your cards. Close your eyes while the other players hide it among the cards that are on the table. They must not tell you where they have put it!

Who wins?

The first player to collect one card of all the things needed for Santa to bring his presents to the children wins! You need to collect 5 cards: 1x Sled, 1x Reindeer, 1x Presents, 1 x Coat and 1x Sleigh bells to win the game.

A quicker game:

When playing with younger children you can shorten the game by taking out one of the objects.

Replacing the batteries:

Please refer to the packaging of the batteries you have bought, for instructions and safety warnings. If the batteries run down, ask an adult to unscrew the panel of the bottom of the Spinning Santa. Insert new batteries (2x 1,5V AA (LR6)) and replace the lid. Please ensure the + end is on the correct side of the holder.

- Do not attempt to recharge non-rechargeable batteries.
 - Remove rechargeable batteries from the game before being charged.
 - Only recharge rechargeable batteries under adult supervision.
 - Do not mix different battery types, or new and used batteries together.
 - Only use batteries of the type mentioned in the rules.
 - Always remove batteries when they are exhausted.
 - Do NOT short-circuit the supply terminals under any circumstances.
- Batteries are not included.



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