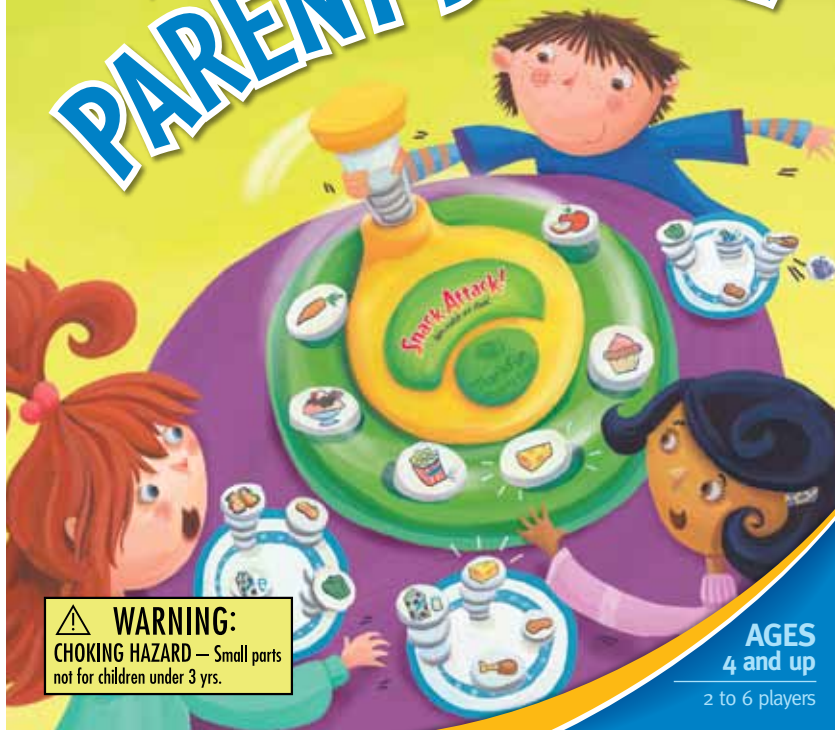



Thinkfun®
Everybody Plays®

Snack Attack!

Spin, match and stack!

Instruction Manual & PARENT'S GUIDE



WARNING:

CHOKING HAZARD — Small parts
not for children under 3 yrs.

AGES
4 and up

2 to 6 players

Snack Attack!™

Spin, match and stack!

Craving a fun time? Bring Snack Attack!™ to the table and serve up a fast-paced, picture-matching, token-stacking challenge that will have players of all ages coming back for seconds. The player that finds and stacks the most matching Snack Tokens on their Snack Plate wins!

Learning Skills:

- Matching
- Visual Recognition
- Memory and Concentration
- Observation and Perception
- Fine Motor Skills and Coordination
- Following Instructions
- Taking Turns
- Winning and Losing

INSTRUCTIONS

Your Goal:

Collect the most Snack Tokens by making matches on your Snack Plate.

Setup:

1. Remove the caps from the Spinner Handle, spill the Snack Tokens and give them a good mix.
2. Insert the narrow end of the Spinner Handle into the hole in the rotating arm of the Spinner Platter.
3. Load the Snack Tokens into the Spinner Handle.
4. Place the Spinner Platter in the middle of the table so that all players can see and easily reach it.
5. Each player chooses a Snack Plate. Plates are double-sided to allow for two levels of play. Players should all have the same colored side facing up.

Includes:

- 1 Spinner Platter
- 1 Spinner Handle (with two caps)
- 66 Double-sided Snack Tokens
- 6 Double-sided Snack Plates



BLUE SIDE: This side is LESS competitive. These plates have four spaces to place Snack Tokens with an additional “Wild” space in the middle of the plate. Whenever this space is not covered by a token, it serves as a wild spot and any Snack Token can be placed on this spot. Once the Wild space is covered by a Snack Token, matches are made in the usual way as described in the “How to Play” section.

RED SIDE: This side is MORE competitive. These plates have four spaces to place Snack Tokens but no Wild space.



How to Play

1. One player can serve as the “Chef” to fill the Spinner Platter, or players can pass the Platter each turn. We recommend choosing an adult or older child as the first Chef.
2. The Chef cranks the Spinner Handle around in a circle one full turn until it is back at the starting position. This will fill all seven slots in the Platter with Snack Tokens.
3. When a player sees a token that matches an image on his/her Snack Plate, he/she calls out the snack item and takes the token.

NOTE: *Players must call out a match before they can grab a token. In case of a tie in calling out the match, the first player to grab the token wins. **Players must wait for the Chef to finish spinning before calling out a match.***

4. After a player takes a token, she/he flips the token upside down and place it on the Snack Plate so that the token picture touches the matching picture on the plate. **The flipped token will reveal a different image on the now visible side, giving the player a new snack to try to match.**



5. Players continue to stack their plates with matching snack items.
6. When no player can make a match, or the seven slots in the Platter are empty, the Chef cranks the Spinner Handle a full turn to reload the slots. Players resume calling out matches and placing tokens on their Snack Plates.

NOTE: *When reloading the Platter, leave the unmatched Snack Tokens in place. Only the empty spots will be filled.*

7. If the Platter has been freshly filled and no player is able to make a match (all seven tokens remain unclaimed), players clean their plates by sweeping the tokens into a neat pile. Players will add Snack Tokens to their pile as the game continues and will use them to count their score at the end of the game. If players aren't able to make matches after cleaning their plates, all seven tokens in the Platter should be placed back in the Spinner Handle so that fresh tokens can be dispensed.
8. When all plates have been cleaned, the Chef calls out “Snack Attack!” and play resumes using the original plate images and the seven tokens currently in the Platter.

9. If at any time during play four or more identical tokens are left unmatched on the Platter, any player may call out “Gumbo!” before the next spin. When Gumbo is called, the identical tokens are removed from the Platter and placed back in the Spinner Handle.



10. Play continues with players spinning, matching, stacking and cleaning their plates until there are no tokens left in the Spinner Handle and no more matches can be made by any player.
11. Players count all the Snack Tokens that they collected during the game. The player with the most tokens wins!
12. The winner starts the next game as the Chef.

About the Inventors

Snack Attack!™ was invented and developed by RothsChild Design and Theora Design. Omri Rothschild of RothsChild Design has been inventing, creating and designing games and toys for over 25 years. Theora Design is a family firm headed by Ora and Theo Coster working with their sons Boaz and Gideon. Theora Design has licensed over 150 toys, games and puzzles including ThinkFun favorites such as Zingo!™, S'Match™ and Flipover™.

Snack Attack!™ Parent's Guide

You might be surprised to hear your four year old say “I need a green pepper!”, but during a round of Snack Attack! such expressions are commonplace and just a small part of what makes the game so special! Snack Attack! is a fun, fast-paced game that will help children build practical skills like matching, quick thinking, and hand-eye coordination.

Maintaining a high level of alertness and focus is essential to winning the game and will rapidly become second nature for young children. Snack Attack! also helps foster the development of important motor skills. The act of working the spinner and grabbing and stacking tokens will improve hand-eye coordination. Even older children will find that the better their manual dexterity and sense of balance becomes, the faster they will be able to capture Snack Tokens and build their stacks!

Most of all, Snack Attack! gives children the opportunity to interact and compete with each other in an exciting learning environment.

Tips on how to get the most out of Snack Attack! with your child:

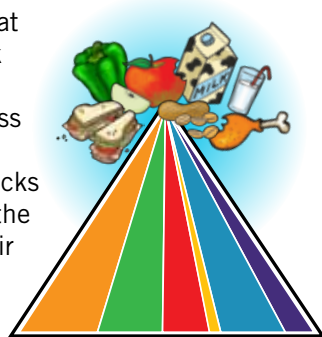
1. **Know Your Game:** It's helpful for children to familiarize themselves with all the parts of the game before they begin to play. They'll probably find that loading and dispensing the Snack Tokens in the Spinner Platter can be a fun game all on its own!
2. **Build Memory and Concentration Skills:** Encourage children to study the images on their Snack Plates

before the game begins. This will help them focus on the images they will need to match at the start of the game. One way to help children memorize multiple images is to ask them to think of a story that includes each of the images. You can do this by asking them to think of a meal that would include all the food on their plates.

3. Flip for It: If children find it tricky to place their matching food tokens correctly onto their snack plates, try this cooperative game play. Using just one plate for the entire group, spin the Spinner Platter and have each child take turns identifying matches. Once they make a match, have them show you how that token is placed onto the Snack Plate. Have fun with this! As a group, see how high you can make the stacks!

4. Call, Grab, Flip! These three simple words “Call, Grab, Flip!” will remind kids that, as they play, they will need to remember to 1. Call a match 2. Grab the token and 3. Flip it onto the Snack Plate. Be silly! See if they can make up an action for each word and have them act it out!

5. Food Groups: You’ll notice that Snack Attack! contains snack items from all 6 food groups. Take the opportunity to discuss which food group each snack item belongs to and what snacks are healthiest. At the end of the game, have players break their tokens into the various food groups.



Grains Vegetables Fruits Oils Milk Meat & Beans

Source: USDA <http://www.mypyramid.gov>

6. Practice Making Comparisons: At the end of the game, instead of counting the tokens to see who has won, try comparing token stacks. Have each child make one tall stack with all the tokens they earned during the game; then have everyone line their stacks next to each other to see who has the highest stack. You can line them up from shortest to tallest and the tallest stack wins! Not only does this practice making comparisons, but it’s a great exercise in manual dexterity too!

7. Practice Good Sportsmanship: Your young players are likely just beginning to move away from parallel play and becoming comfortable playing competitive games. Learning to take turns, have patience and celebrate the success of others takes practice. Snack Attack! helps players experience these highs and lows in a fun environment.

8. Engage the Whole Family! While Snack Attack! is particularly designed to support the learning needs of young children, it is fun for all ages! The fast-paced game play and two levels of competition make this a great game to share with the whole family.

9. Have Fun! Players of all ages will have a great time playing Snack Attack!. The Spinner Platter adds a fantastic element of tactile fun. We hope Snack Attack! will provide hours of laughter and learning for you and your family!

ThinkFun's Mission is to Ignite Your Mind!®

Brain health is just as important as physical health! Visit www.ThinkFun.com to learn how ThinkFun promotes thinking skills in communities around the world and how ThinkFun games can keep your mind fit and sharp.

"Like" ThinkFun on  Follow ThinkFun on 

www.ThinkFun.com



ThinkFun Inc. 1321 Cameron St., Alexandria, VA 22314 USA
© 2010 ThinkFun Inc. All Rights Reserved. MADE IN CHINA, 104. #7930. IN01.