



CONTENTS

- 1 Spinner
- 1 Upgrade Wheel
- 1 Landing Mat
- 4 Meefs
- 36 Cards
- 60 Teeth Tokens

AGES 4+

2-4 PLAYERS

10 MIN

Original game design by Brian Spence
Developed by Kitten Games

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

Version 2

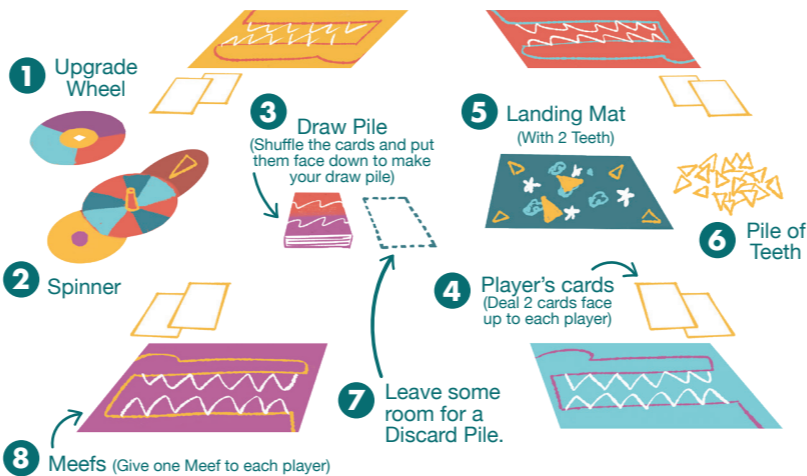
HEY, GROWN-UPS!

This is the part of the instructions you should read to yourself so the kids don't get bored. There's a section to read to them at the end!

Your Meef's Teeth have all run away and gone on adventures! It's up to you to get them all back. The first player to get 12 Meef's Teeth wins the game!

SETUP

Put all the pieces on the table like this:



You can write your name and decorate your Meef any way you'd like so you know which Meef is yours anytime you play.

9 Pick a player to go first and begin!



TAKING YOUR TURN

When it's your turn, you get to spin the Spinner:



When the Spinner lands on a space, you get to:



Now your turn is over. It's the next player's turn (go clockwise around the table).

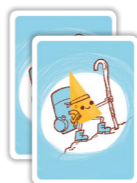
YOUR CARDS & THE UPGRADE WHEEL

There are 3 different colored cards in the game.



When you land on a space on the Spinner that lets you take a card(s), take them from the Draw Pile and put them face up in front of you.

If you have more than 1 of the same color card, put them in a stack so that you can see how many you have.



USING THE UPGRADE WHEEL

BEFORE YOU SPIN, if you have more than 1 of the same color card, you can spend them to buy the Upgrade Wheel and add it to the Spinner! (When you spend cards, put them face up in the Discard Pile.)



When you add the Upgrade Wheel, push it all the way down onto the Spinner.

THE UPGRADE WHEEL HAS 2 SIDES

UPGRADE SIDE

This side costs 2 matching cards and is filled with good stuff!



MEGA UPGRADE SIDE

This side costs 3 matching cards and is filled with even better stuff!



UPGRADE SIDE - COSTS 2 CARDS

To use the Upgrade Side, you must spend 2 matching cards.



JACKPOT! You get to take all the Teeth from the Landing Mat and add them to your Meef!

Then put 2 Teeth from the Pile of Teeth onto the Landing Mat to reset it.

Move 1 Tooth from the Pile of Teeth onto your Meef!

Take 1 Card from the Draw Pile and put it face up in front of you.

MEGA UPGRADE SIDE - COSTS 3 CARDS

To use the Mega Upgrade Side, you must spend 3 matching cards.



JACKPOT! You get to take all the Teeth from the Landing Mat and add them to your Meef!

Then put 2 Teeth from the Pile of Teeth onto the Landing Mat to reset it.

Move 1 Tooth from the Pile of Teeth onto your Meef!

After you spin the Spinner, take the Upgrade Wheel off so that you reset it for the next player.

The size of the Jackpot will go up and down throughout the game, so be careful to spend your precious cards when the Jackpot is really big!



WHAT IF THE LANDING MAT IS EMPTY?

Whenever the Landing Mat is empty (because someone won those Teeth, or at the start of the game) reset it by adding 2 Teeth from the Pile of Teeth.



WINNING

The first player to fill their Meef with 12 or more Teeth Tokens wins!

YOU WIN!



KIDS INSTRUCTIONS READ THIS OUT LOUD TO THE KIDS!

The Meef's Teeth have all run away. You have to help your Meef get all their Teeth back!

When it's your turn, you get to spin the Spinner and do whatever it says. If you want to make the Spinner even better, you can spend your cards to buy the Upgrade Wheel right before you spin! If you're lucky, the Spinner will land on the blue Jackpot and you'll win all the Teeth on the Landing Mat, and get to yell Jackpot!

Remember, the first player to get all their Meef's Teeth back wins the game!



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