

CONTENTS
 1 Spinner
 1 Landing Mat
 4 Meefs
 57 Cards
 1 Menu Card
 60 Tooth Tokens

AGES 4+
2-4 PLAYERS
10 MIN

Original game design by Brian Spence
 Developed by Kitten Games

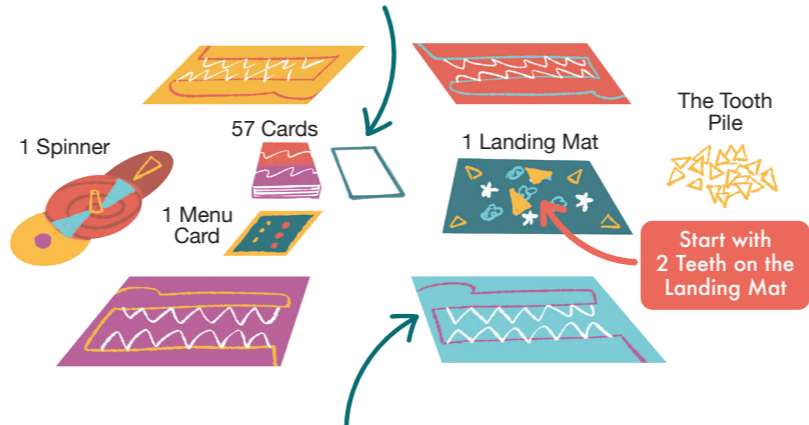
WARNING: CHOKING HAZARD -
 Small parts. Not for children under 3 years.

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!

SETUP

Set the Spinner, Menu Card, and Landing Mat on the table. Put the Tooth Tokens on the table to form the Tooth Pile. Place 2 of the Tooth Tokens on the Landing Mat. Shuffle the cards and put them face down in the middle of the table. Leave some room for a Discard Pile.



Each player chooses a Meef to put in front of them.

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



GOAL OF THE GAME

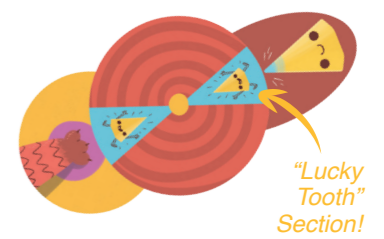
Get all 12 of your Meef's missing teeth back!

You get those teeth by ↘

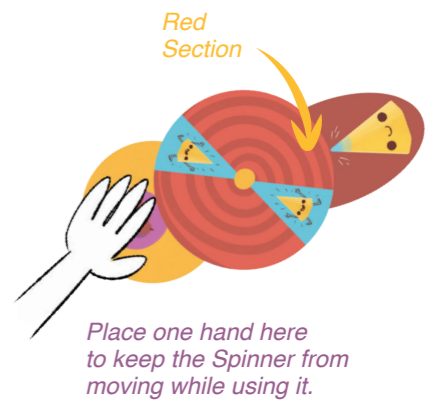
SPINNING THE SPINNER

When you spin the Spinner:

If the pointer lands on a blue "Lucky Tooth" section, collect all the Tooth Tokens on the Landing Mat and put them on your Meef! Then, **refill the Landing Mat with 2 Tooth Tokens from the Tooth Pile.**



If the pointer lands on a red section on the Spinner, you don't get anything for this spin.



You only get to spin the spinner if you play one of your cards! ↘

THE 3 KINDS OF CARDS

Keep all your cards face up in front of you.

1. TOOTH CARDS

Playing a Tooth Card lets you spin the Spinner. Collect sets of the **SAME KIND** to get multiple spins!



Play 1 Tooth Card and get 1 spin!



Play 2 **MATCHING** Tooth Cards and get 3 spins!



Play 3 **MATCHING** Tooth Cards and get 5 spins!



There are 4 kinds of Tooth Cards.



Reminders on the Menu Card

2. SPIN CARDS

You get 2 spins!



You get 3 spins!



You get 4 spins!



3. ADD TEETH CARDS

When you draw an Add Teeth Card, you **MUST** play it immediately. Add the amount of Tooth Tokens on the card to the Landing Mat, then put the Add Teeth Card in the Discard Pile.

Add 1 Tooth Token from the Tooth Pile to the Landing Mat



Add 2 Tooth Tokens from the Tooth Pile to the Landing Mat



BUT you can still play another card from the cards in front of you if you'd like!

TAKING YOUR TURN

On your turn, draw 1 card and put it face up in front of you.

Then, you can either:

Play any 1 of the cards in front of you by putting it in the Discard Pile

OR

Play no cards and save them for later

LET'S GET STARTED!

1. The youngest player goes first.
2. Draw a card and put it face up in front of you.
3. Decide to either play 1 of the cards in front of you, or play no cards and save them for later.
4. Your turn is over. Proceed clockwise to the next player.

Tips:

You will get lots of chances to spin the Spinner, but the number of Teeth you will win can go up and down. You'll have to decide when to spin and when to save your spins for later.



But be careful! If you decide to wait and spin later, someone else might spin and win the Teeth instead of you!

WINNING

The first player to fill their Meef with 12 or more Tooth 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 can win all the teeth on the Landing Mat. All you have to do is spin the Spinner. If it lands on the blue "Lucky Tooth" space, you win the teeth!

To spin the Spinner, you have to play cards. Every turn, you get to draw a new card. Then, you get to decide if you want to use your cards to spin the Spinner *now* or save your cards and use them when there are even more teeth for you to win on the Landing Mat!

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