

Manuals+

[Q & A](#) | [Deep Search](#) | [Upload](#)

manuals.plus /

› [Pressman](#) /

› [Pressman Chimp and Zee Silly Socks Game Instruction Manual](#)

Pressman 1827-06

Pressman Chimp and Zee Silly Socks Game Instruction Manual

Model: 1827-06 | Brand: Pressman

INTRODUCTION

Welcome to the Chimp and Zee Silly Socks Game! This fun and engaging game is designed for young players aged 3 to 5, encouraging matching skills and turn-taking. The objective is to be the first player to collect three matching pairs of silly socks from the washing machine, while avoiding the underpants.

GAME COMPONENTS

Before you begin, please ensure all components are present:

- 1 Cardboard Washing Machine
- 4 Laundry Baskets (various colors)
- Numerous Silly Sock pieces (various designs)
- Several Underpants pieces



Image 1: Game Components Overview. This image displays the complete set of game components, including the main game box, the cardboard washing machine, four colorful laundry baskets, and several individual sock and underpants game pieces. Players will interact with these items during gameplay.

SETUP INSTRUCTIONS

1. **Assemble the Washing Machine:** Carefully assemble the cardboard washing machine according to the instructions on the game box. Ensure the plastic door is securely attached.
2. **Prepare Game Pieces:** Place all the Silly Sock pieces and Underpants pieces into the assembled washing machine. Mix them thoroughly.
3. **Distribute Laundry Baskets:** Each player selects one laundry basket. Place the baskets in front of each player.
4. **Starting Socks:** Each player receives three random Silly Sock pieces from the washing machine to start their hand. These socks should be kept visible to the player.
5. **Determine First Player:** The youngest player typically goes first, or players can decide on another method.

HOW TO PLAY (OPERATING)

The game proceeds in turns, with players drawing items from the washing machine.

1. **Player's Turn:** On your turn, reach into the washing machine and draw one item (either a Silly Sock

or an Underpants piece) without looking.

2. If you draw a Silly Sock:

- Check if the drawn sock matches any of the three socks you currently have in your hand.
- If it matches, you have found a pair! Place the matching pair into your laundry basket.
- If it does not match, add the drawn sock to your hand. You will now have four socks.

3. If you draw Underpants:

- Oh no! You picked up the underpants. You lose your next turn.
- Return the underpants piece to the washing machine and mix it in.

4. **Ending Your Turn:** After drawing and resolving the item, your turn ends. Play passes to the next player.

Winning the Game

The first player to collect three matching pairs of Silly Socks in their laundry basket wins the game!

CARE AND MAINTENANCE

- **Storage:** Store all game components in the original game box to prevent loss or damage.
- **Cleaning:** Wipe game pieces and the washing machine with a dry or slightly damp cloth if they become dirty. Do not immerse in water.
- **Handling:** Handle cardboard components gently to avoid bending or tearing.
- **Avoid Extreme Conditions:** Keep the game away from direct sunlight, high humidity, or extreme temperatures to preserve material integrity.

TROUBLESHOOTING

Issue: Missing Game Pieces

Solution: Carefully check the game box and surrounding play area. If pieces are genuinely missing, contact customer support for assistance.

Issue: Washing Machine Door Detaches

Solution: The plastic door is designed to be secured by pegs. Gently re-insert the pegs into their corresponding holes in the cardboard washing machine. Avoid excessive force when opening or closing.

Issue: Players can see items inside the washing machine

Solution: Encourage players to close their eyes or look away when drawing an item. Ensure the washing machine is shaken gently before each draw to randomize the pieces.

PRODUCT SPECIFICATIONS

Model Number	1827-06
Brand	Pressman
Recommended Age	36 months - 5 years
Number of Players	2 to 4
Material Type	Plastic, Cardboard

Product Dimensions (LxWxH)	9.53 x 22.23 x 24.13 cm
Item Weight	453.59 g
Assembly Required	No (Minor assembly for washing machine)
Batteries Required	No
Educational Objective	Team Building Skills (also matching, turn-taking)

WARRANTY INFORMATION

Pressman products are manufactured to high-quality standards. For specific warranty details regarding manufacturing defects or missing components, please refer to the information provided on the game packaging or contact Pressman customer support directly. Keep your proof of purchase for any warranty claims.

CUSTOMER SUPPORT

For further assistance, questions, or to report missing parts, please contact Pressman customer support:

- **Website:** Visit the official Pressman Toys website for FAQs and contact forms.
- **Email/Phone:** Refer to the contact information provided on the game box or the official website.

When contacting support, please have your product model number (1827-06) and purchase details readily available.