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Spin Master Games 6065463

Spin Master Games PAW Patrol Games HQ: 8-in-1 Board and Card Games Instruction Manual

Model: 6065463

INTRODUCTION

The Spin Master Games PAW Patrol Games HQ offers a collection of 8 classic board and card games, reimagined with a PAW Patrol theme. This set is designed for 2-4 players and is suitable for ages 4 and up. The central component is the PAW Patrol Lookout Tower, which serves as a hub for various game activities. This manual provides detailed instructions for setting up and playing each game included in the set.

WHAT'S IN THE BOX

Before beginning, please ensure all components are present:

- 1 Gameboard
- 2 Punch Sheets (containing game pieces)
- 1 Label Sheet
- 6 Double-Sided Game Cards
- 36 Playing Cards
- 2 Side Walls (for Lookout Tower)
- 2 Crossbars (for Lookout Tower)
- 1 Bottom Brace (for Lookout Tower)
- 4 L-Clips (for Lookout Tower assembly)
- 30 Checkers Pieces
- Instructions (this manual)



Image: All game components displayed for verification.

SETUP

Assembling the Lookout Tower

1. Carefully punch out all game pieces from the punch sheets.
2. Attach the two Side Walls to the Gameboard using the L-Clips. Ensure they are securely fastened.
3. Insert the Crossbars into the designated slots on the Side Walls.
4. Attach the Bottom Brace to the base of the Side Walls for stability.
5. Apply any necessary labels from the Label Sheet to the corresponding game pieces or tower sections as indicated in the visual guides on the packaging.

Preparing for Play

Once the Lookout Tower is assembled, select the desired game from the 8 options. Each game utilizes specific

components. Refer to the individual game rules for detailed setup instructions.



Image: Assembled Lookout Tower and game pieces ready for play.

GAME RULES

This section provides instructions for each of the 8 games included in the PAW Patrol Games HQ.

1. Roll out Tic-Tac-Toe

Players: 2

Components: Gameboard (specific side), 9 character tokens (e.g., 3 Chase, 3 Marshall, 3 Skye).

Objective: Be the first player to get three of your character tokens in a row, either horizontally, vertically, or diagonally.

How to Play:

1. Players choose a character.
2. Players take turns placing one of their character tokens on an empty space on the 3x3 grid.
3. The first player to achieve three in a row wins the round.

2. Paw-fect Checkers

Players: 2

Components: Gameboard (specific side), 30 Checkers Pieces (15 of each color/team, e.g., red and blue PAW Patrol themed).

Objective: Capture all of your opponent's pieces or block them so they cannot make any more moves.

How to Play:

1. Set up the checkers pieces on the dark squares of the board, filling the first three rows closest to each player.
2. Players take turns moving one of their pieces diagonally forward one square to an empty space.
3. To capture an opponent's piece, jump over it diagonally to an empty square immediately beyond it. The captured piece is removed from the board.
4. If a piece reaches the opponent's back row, it becomes a 'King' and can move and capture backward as well as forward.

3. Rescue Go Fish

Players: 2-4

Components: 36 Playing Cards (featuring PAW Patrol characters, grouped into sets of 4).

Objective: Collect the most 'books' (sets of four matching cards).

How to Play:

1. Deal 5 cards to each player (7 cards for 2 players). Place the remaining cards face down to form the 'pond'.
2. On a player's turn, they ask another player for a specific card rank (e.g., "Do you have any Chase cards?"). The player must have at least one card of that rank in their hand to ask for it.
3. If the asked player has the card(s), they must hand over all cards of that rank. The asking player continues their turn.
4. If the asked player does not have the card(s), they say "Go Fish!" The asking player draws one card from the pond. If the drawn card is the one they asked for, they show it and get another turn. Otherwise, their turn ends.
5. When a player collects a book of four matching cards, they show it and place it face up in front of them.
6. The game ends when all cards have been collected into books. The player with the most books wins.

4. Paw-some Memory Match

Players: 1-4

Components: Double-Sided Game Cards (specific side with matching PAW Patrol character pairs).

Objective: Collect the most matching pairs of cards.

How to Play:

1. Shuffle the memory cards and lay them face down in a grid pattern.
2. Players take turns flipping over two cards.
3. If the cards match, the player keeps the pair and takes another turn.
4. If the cards do not match, they are flipped back face down, and the turn passes to the next player.
5. The game ends when all pairs have been found. The player with the most pairs wins.

5. Brave Bingo

Players: 2-4

Components: Bingo cards (from Punch Sheets), small markers, calling cards (from Punch Sheets).

Objective: Be the first player to get a 'Bingo' (a line of 5 markers horizontally, vertically, or diagonally) on their card.

How to Play:

1. Each player receives a Bingo card and a set of markers.
2. One player acts as the caller, drawing calling cards one at a time and announcing the PAW Patrol character or item shown.
3. Players mark the corresponding image on their Bingo card if it appears.
4. The first player to complete a line of 5 marked spaces shouts "Bingo!" and wins the round.

6. Yelp for Help Hide and Seek

Players: 2-4

Components: Lookout Tower, character tokens.

Objective: Find the hidden character token within the Lookout Tower.

How to Play:

1. One player (the hider) secretly places a character token behind one of the flip-down panels in the Lookout Tower.
2. Other players (the seekers) take turns guessing where the character is hidden.
3. On a turn, a seeker chooses a panel and flips it down. If the character is revealed, that player wins the round and becomes the next hider.
4. If the character is not found, the panel is flipped back up, and the turn passes to the next seeker.

7. Adventure Bay Cards

Players: 2-4

Components: 36 Playing Cards.

Objective: This game can be adapted to play various card games like 'Snap' or 'Crazy Eights' using the PAW Patrol themed cards. Below are rules for a simple 'Snap' variant.

How to Play (Snap Variant):

1. Deal all cards face down evenly among players. Players keep their cards in a pile without looking at them.
2. Players take turns flipping the top card from their pile face up into a central discard pile.
3. If two consecutive cards in the central pile are identical (e.g., two Chase cards), the first player to shout "Snap!" wins all cards in the central pile and adds them to the bottom of their own pile.
4. If a player runs out of cards, they are out of the game.
5. The last player remaining with cards wins.

8. Race to the Lookout

Players: 2-4

Components: Gameboard (specific side with path), character tokens, spinner (if included, otherwise use a standard die).

Objective: Be the first player to reach the PAW Patrol Lookout at the end of the path.

How to Play:

1. Each player chooses a character token and places it on the 'Start' space.
2. Players take turns spinning the spinner or rolling a die to determine how many spaces to move their token along the path.
3. Follow any instructions on the spaces landed upon (e.g., move forward, move back, lose a turn).
4. The first player to land exactly on the 'Lookout' space wins the game.



4+
AGE



2-4
PLAYERS

Image: Children engaged in playing one of the included games.

MAINTENANCE

Cleaning

To clean the game components, gently wipe them with a dry or slightly damp cloth. Avoid using harsh chemicals or abrasive cleaners, as these may damage the printed surfaces or materials. Ensure all pieces are completely dry before storing.

Storage

Store all game components in their original box or a suitable container in a cool, dry place away from direct sunlight. Proper storage helps prevent damage and loss of pieces, ensuring the longevity of the product.

TROUBLESHOOTING

Missing Pieces

If any pieces are missing upon opening the box, please refer to the 'What's in the Box' section to confirm. Contact Spin Master customer support for assistance with replacement parts.

Difficulty Understanding Rules

Review the specific game rules section carefully. If confusion persists, try playing a practice round without keeping score to familiarize all players with the mechanics. Online resources or video tutorials for classic games (Checkers, Tic-Tac-Toe, Go Fish, Memory Match, Bingo) can also provide additional clarity.

SPECIFICATIONS

- **Product Dimensions:** 12.13 x 2.75 x 10.75 inches
- **Item Weight:** 1.89 pounds
- **Item Model Number:** 6065463
- **Manufacturer Recommended Age:** 4 years and up
- **Number of Players:** 2-4
- **Release Date:** June 1, 2022
- **Manufacturer:** Spin Master

SAFETY INFORMATION

WARNING: CHOKING HAZARD – Small parts. Not suitable for children under 3 years. Adult supervision is recommended during play, especially with younger children, to ensure safe handling of all game pieces.

WARRANTY AND SUPPORT

This product is covered by the Spin Master Care Commitment. For details regarding warranty, returns, or customer support, please visit the official Spin Master website or contact their customer service department directly. Contact information can typically be found on the product packaging or the manufacturer's website.