

# Tippy the Dragon®



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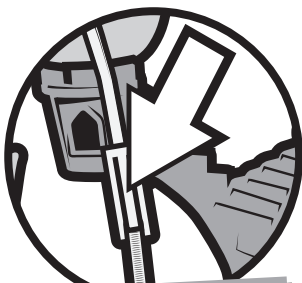
- Tippy The Dragon game unit
- Tippy's wings x2
- Tippy's horns x2
- Playing pieces x 24
- Dice and stickers
- Instruction leaflet

## OBJECT:

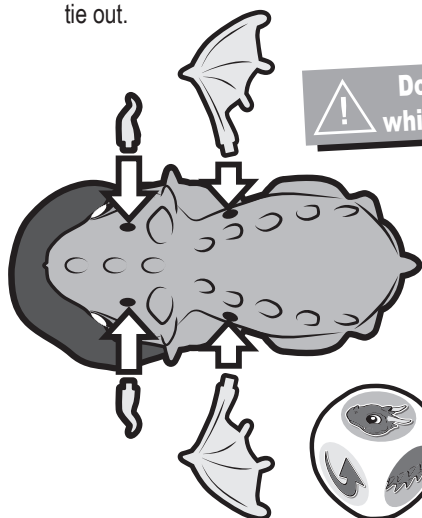
Tippy The Dragon is moving home and is trying to carry all his treasures with him. Can you help load him up without making him topple from the sky?

## THE FIRST TIME YOU PLAY:

- Remove the transportation strap located around Tippy's tail by pressing the trigger release in the locking end of the tie which will allow you to easily pull the rest of the tie out.



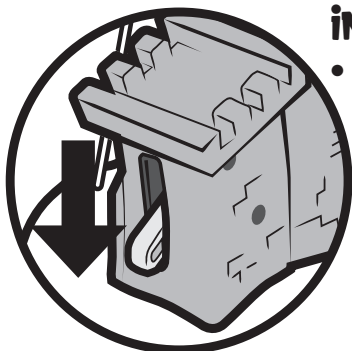
**Do not cut any of the strings which attach Tippy to the base.**



- Attach Tippy's wings and horns by pressing them firmly into the holes indicated.
- NOTE: Horns are a one time fit, but the wings are removable to allow Tippy to go back into the box for storage.**
- Attach a sticker to each side of the dice.



Scan this code to watch a tutorial on how to set up the game or visit:  
<https://www.johnadams.co.uk/product/tippy-the-dragon/>

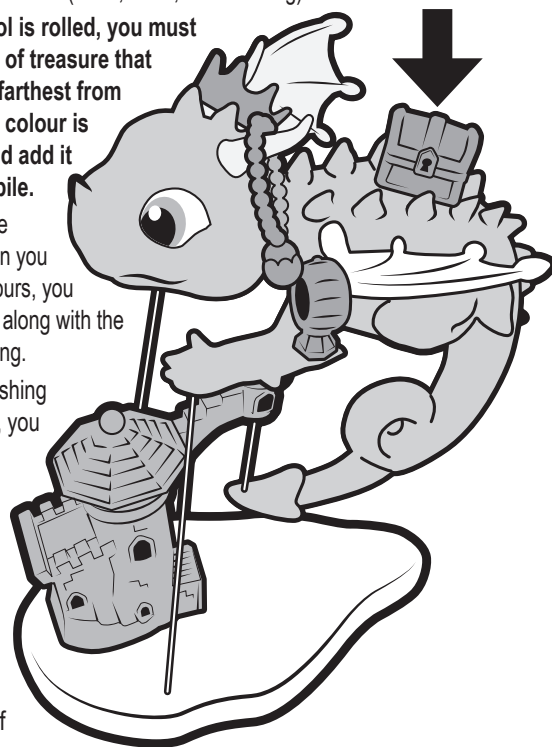


## IMPORTANT:

- Tippy's balance point changes over time, so each time you get the game out of the box, set it up by moving the lever on the side of the castle all the way to the bottom and lift Tippy into his "flying position". Now gently move the lever up a notch at a time until Tippy falls over. If you now move the lever back down one notch, Tippy will be perfectly balanced ready to play.
- If the game feels too easy or too hard you can adjust the lever. Moving it up one notch will be less stable or down one notch will be more stable.
- Make sure you do not bend or crease Tippy's string.

## HOW TO PLAY (3 OR 4 PLAYERS):

- Lift Tippy up so that he hovers magically above the ground and his castle.
- Each player chooses a treasure colour and takes those playing pieces.
- Players take turns to roll the dice and place a piece of their treasure onto the area indicated by the dice (head, arms, back or wing).
- If an arrow symbol is rolled, you must remove the piece of treasure that has been placed farthest from Tippy's head (the colour is not important) and add it to your treasure pile.
- If pieces of treasure fall from Tippy when you are trying to add yours, you must replace them along with the piece you are placing.
- If Tippy comes crashing down on your turn, you are out.
- Reset Tippy and play another round with the remaining players.
- The last player standing or the first to place all of their pieces of treasure onto Tippy without him falling is the winner.



## HOW TO PLAY (2 PLAYERS):

- Play exactly as described for 3 to 4 players, but rather than each player having their own set of coloured playing pieces, all the treasure is kept in a single pile and on each dice roll, a player adds any coloured piece of treasure of their choosing.
- The player who makes Tippy fall is the loser.

**WARNING! Not suitable for children under 36 months.**

**Choking hazard – contains small parts.**

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