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What do you get?

Learning... Disguised as Play!

Much of a child's early learning comes through play. From fitting shapes into a puzzle, to learning to take turns and interact with others, play builds a child's smarts, boosts self-esteem, and helps them understand their world.

At SimplyFun, we know that the life lessons learned through play as children help guide them to lead balanced, successful, and happy lives as adults.

What about you?

Do you believe in the power of play for making smarter kids and stronger families?

If so, we invite you to learn more about SimplyFun, our products, our parties, and the SimplyFun business opportunity.

Learn More About SimplyFun

www.simplyfun.com



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Made in China. Colors and contents
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Not for children under 3 years old.
Choking hazard. Contains small balls.



Beary's Unravel Game

Object of the Game:

High-flying kites are a great way to spend an afternoon at the park – if only the wind wouldn't keep tangling up the strings! Help Beary and his friends figure out who is holding which kite to win one of the colorful Pinwheels. The player who collects the most Pinwheels wins the game!



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



Components:



1 Double-sided Kite Board



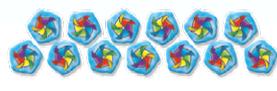
1 Double-sided Character Board



2 Double-sided String Boards



8 Solution Tiles



13 Pinwheel Tiles



1 Six-Sided Color Die

Game Setup:

Create a Game Board in the middle of the table by placing the Kite Board at the top, then both of the String Boards in the middle (in any order), and finally the Character Board at the bottom.

Note that the pieces are reversible, and you can start with either side face up. Also place the Solution Tiles near the middle of the table where everyone can reach them.

Finally, remove the 13 Pinwheel Tiles from the box and place them near the play area. The last player to fly a kite starts the game. Pass the die to this player.

Player Turn:

First roll the die. This determines the color that is being tracked this turn. At the same time, all players should mentally follow the string from the kite down to figure out which character is holding the other end of the string. Players must not use their fingers, just follow the string's path in their heads.

As soon as someone thinks they have the right answer, they should grab the corresponding Solution Tile and say "STOP!" Now check together to see if everyone agrees this is the correct solution.



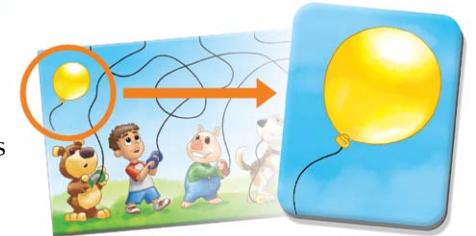
- If the player is correct, they receive one of the Pinwheels
- If the player was incorrect, they lose a Pinwheel (if they have one). Remove any lost Pinwheels from the game by placing them back into the game box.

Finally, the player who called "STOP", must flip or rotate one of the four tiles that make up the game board. When all other players are ready, they roll the die to start the next round.

Squawk and the Balloon:

There are a couple exceptions if the balloon or Squawk the parrot are visible on the game board. When the die shows *yellow* and the balloon is showing near the characters, players have to grab the **Yellow Balloon Solution Tile** instead of tracing the yellow kite's string.

Similarly, when the die shows *orange* and Squawk the parrot is showing (near the kites) players have to grab the **Squawk Solution Tile** instead of tracing the orange kite's string. The normal penalty (losing a Pinwheel) is enforced if someone accidentally grabs another Solution Tile when Squawk or the balloon should have been taken.



Game End and Scoring:

The game ends when the last Pinwheel Tile is won. Whoever has the most Pinwheel Tiles wins the game! In case of a tie, the victory is shared.

Variants:

With younger children, it may help to remove one or both String Boards to simplify tracing the kite path. Help them begin by using their finger to trace a path as an example.

Credits:

Game Design: Michael Schacht

Artwork: Alvin Madden

Game production, rules, and playtesting: Your friends at SimplyFun!

Game Information:

Players: 2 - 6

Ages: 6 +

Play time: 15 - 20 minutes