

Fisher-Price®

THINK & LEARN

Balance Blast-Off!™

For 2 Players

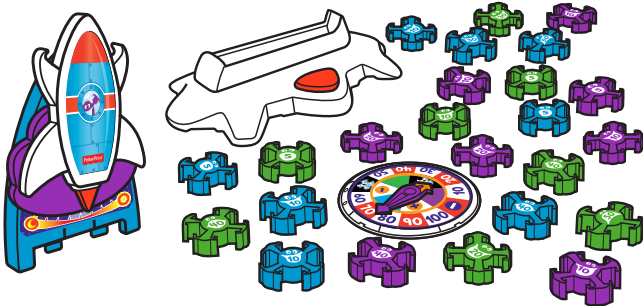
Ages 3-6

Object of the Game

Get enough aliens on your side of the ship to make it tip! Then **BLAST** them OFF!

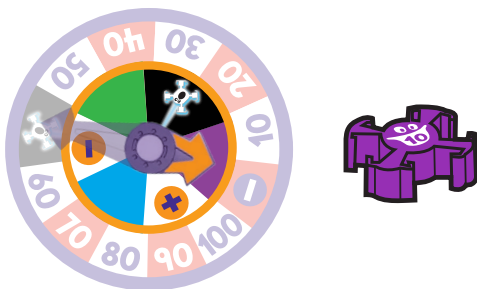
What's included

- 8 Blue Aliens
- 8 Green Aliens
- 8 Purple Aliens
- 1 Spinner
- 1 Rocket Ship with Base

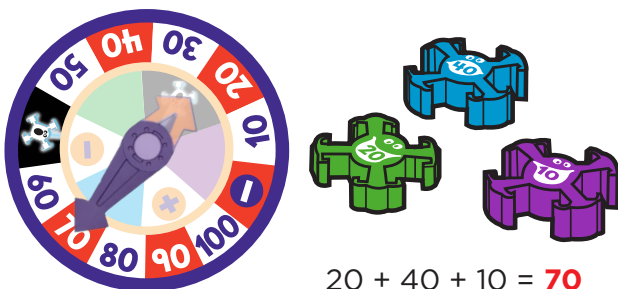


Choose a game level

Level #1: Find an alien that matches the color on the spinner **inner ring**.



Level #2: Find an alien that either matches the number or aliens that make the number on the spinner **outer ring**.



$$20 + 40 + 10 = 70$$



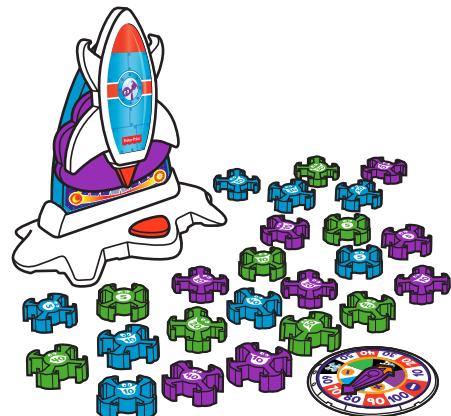
Get ready to play... 3, 2, 1 ...



3. Snap the rocket ship to the base.



2. Push the rocket ship's nose down until it clicks into place.



1. Position the rocket ship facing both players. Place all of the aliens face up to create an alien field in front of the ship.

How to play

1. The youngest player goes first and spins the spinner. Play alternates between the players.
2. In level #1, check the alien field for an alien that matches the color on the spinner. Hook it to your side of the ship.
3. In level #2, check the alien field for an alien or aliens that match or make the number on the spinner. Hook the alien(s) to your side of the ship.

If you spin:



Add any alien to your side of the ship.



Remove an alien from your side of the ship and return it to the alien field. Your turn is over.



Remove an alien from your opponent's side of the ship and add it to your side!

Rules and play tips

- Hook the aliens together any which way during game play!
- Be careful adding aliens. If you knock any off, return them to the alien field. Your turn is over. If you knock off your opponent's aliens, your opponent can put them back onto the ship.
- If you cannot match an alien color in level #1, or you can't match or make the number on the spinner in level #2, your turn is over.
- When adding an alien, don't let the aliens already on the ship touch the ground. Hook your alien somewhere else on your side of the ship.



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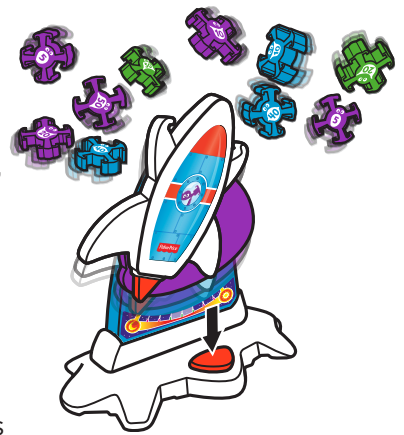
ASIA: Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel.: (852) 3185-6500.

MALAYSIA: Diimport & Diedarkan Oleh: Mattel Southeast Asia Pte. Ltd., No 19-1, Tower 3 Avenue 7, Bangsar South City, No 8, Jalan Kerinchi, 59200 Kuala Lumpur, Malaysia. Tel: 03-33419052.

SOUTH AFRICA: Mattel South Africa (PTY) LTD, Office 102 I3, 30 Melrose Boulevard, Johannesburg 2196.

Winning

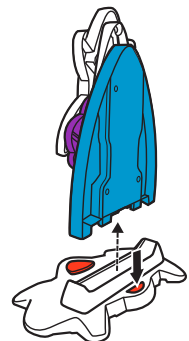
- When the ship's tail points to your opponents tip mark (the sun or the moon), your opponent gets one more turn to move it away.
- If your opponent is able to move it away, play continues.
- If the tail doesn't move, you **WIN!** Press the **BLAST-OFF** button!



- The game also ends when the alien field is empty OR both players cannot complete two consecutive turns. Whichever side the ship's nose is tipping towards more, **WINS!** Press the **BLAST-OFF** button!

Clean up

- Remove the rocket ship from the base to store in the box with the other game pieces. Press the button on the back of the base and lift the ship.



BONUS game play

- Follow regular game play and rules. Instead of trying to tip the ship, both players work together to steady the ship. Add or remove aliens to keep the ship from tipping.
- Both players **WIN** when **all** of the aliens are on the ship and the tail is in the center.

