

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

For 2 to 4 players
Ages 5 and up

 DREAMWORKS

HOW TO TRAIN YOUR

DRAGON 2

SHEEP LAUNCHER GAME RULES

Object:

To be the first player to move your dragon around the game board.

Contents:

Game board, 4 dragon movers, 4 catapults, 16 discs (4 each of 4 different colors), net frame top, 4 frame legs, 4 nets, label sheet.

Set Up:

Use the package back photo for reference.

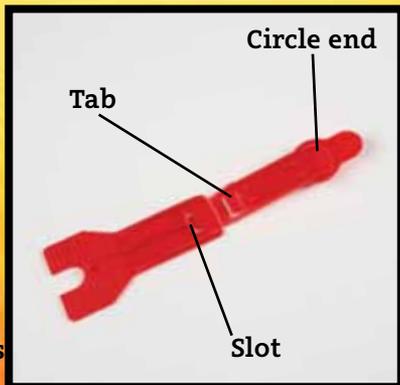
Baskets:

Carefully place two of the same color labels on each corner of the top of the frame. Turn the frame over and insert the four legs into each corner. Turn the whole piece over, stand it up in the center of the game board and place the four nets into the four open sections.

Catapults:

Hold the catapult so the circle with the ridge is face up. About 2 inches behind the circle is a small, rectangular tab. Push the tab in so it points straight down. Turn the catapult over. Lift the circle end and fold it over so the tab goes into the unshaped slot on the catapult base. Press firmly and the tab will snap into the slot.

Each player should take the catapult that matches the corner of the net that's diagonally opposite them.



Place the sheep labels on the flat sides of the discs so that every player has 3 different white sheep and one black sheep on their color discs. In scoring, the black sheep will be worth more as you will read later.

Each player takes a dragon mover and places it at start.

Playing:

(You can take practice rounds before starting the game!)

Place any disc on your catapult, press down and at the same time players say, "We are Vikings!" Release the catapult and go on to the next disc that you want to shoot. Players keep shooting until all of their discs have been played. **As long as a disc lands in any net or on the game board, it stays there.** If a disc lands OFF the game board, you can take it and reshoot it until it lands in a net or on the board.

Scoring and Moving your Dragon on the Game Path:

- For each of your white sheep that lands in your own net area: move your dragon two spaces
- For each of your white sheep that lands in another player's net area: move your dragon one space
- Black sheep: score double wherever it lands. Example: if it lands in your own net, move your dragon four spaces

No points are scored for sheep that land on other areas of the game board. If your dragon lands on a space that instructs you to move back, you must do so.

Ending and Winning the Game:

The first player to reach Finish – it doesn't have to be by exact count – wins! In case of a tie, tying players only play a round and the player with the highest score wins.



We appreciate your comments on this game. Please send your correspondence to:

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