

# PERFECTION<sup>®</sup>

1 or More Players  
Ages 5 and Up

Contents: 25 Geometric Shapes, Label Sheet, Game Unit with Timer and Pop-Up Tray



## WARNING:

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

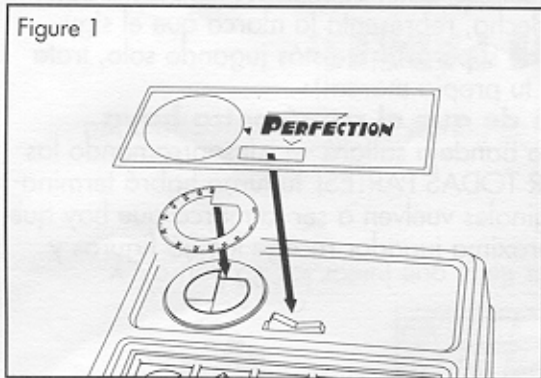


**Object:** Be the quickest to fit all 25 shapes into the matching holes in the tray.

## GET READY!

1. First wipe the top of the game unit with a clean, dry cloth and then carefully apply the labels. HINT: To apply rectangular label more easily, hold it by the corners and line up the start/stop opening before positioning the rest of the label. See Figure 1.

Figure 1

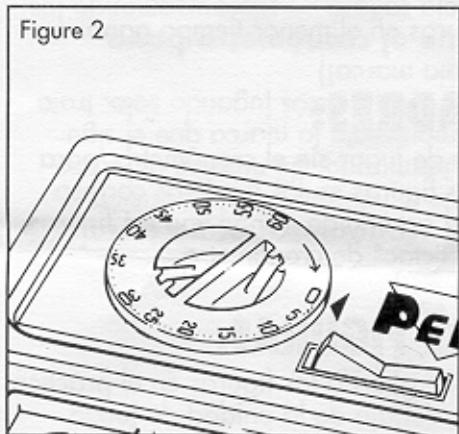


2. Then carefully twist each shape off the plastic runners and discard runners.

## GET SET!

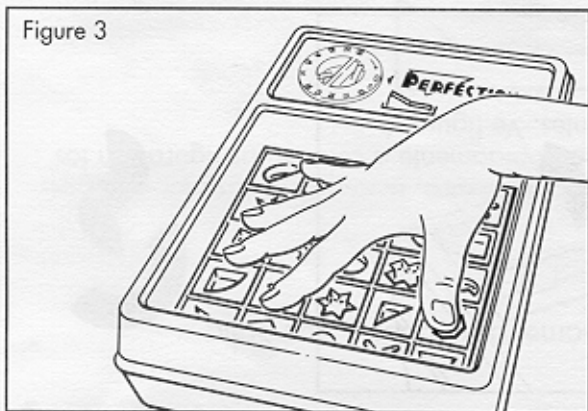
1. Choose one player to go first. Players then alternate turns.
2. Place the shapes next to the game unit and mix them up. Then arrange the shapes so that their handles are facing up.
3. Set the switch to "STOP."
4. Turn the timer dial CLOCKWISE until it stops at "0." See Figure 2.

Figure 2



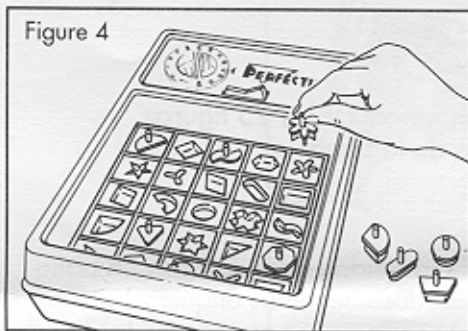
5. Press down the pop-up tray. See Figure 3.

Figure 3



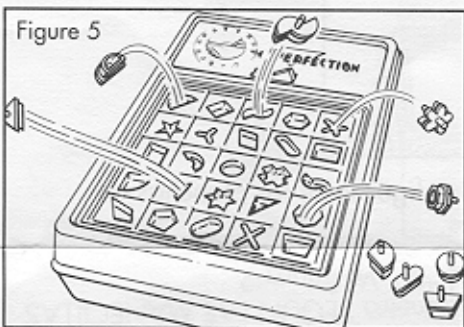
# GO!

To start the timer, move the switch to "START" and quickly start fitting the shapes into their matching holes. See Figure 4.



**If you finish before the timer runs out**, quickly move the switch to "STOP." Your turn is then over. The number that the arrow is pointing to on the dial is the next player's time to beat! (If you're playing solo, try again to beat your own time!)

**If you do NOT finish before the timer runs out**, the tray will pop out — scattering the shapes on the tray ALL OVER! Your turn is then over and the original 60 seconds remains the time to beat. See Figure 5.



The next player then gathers all 25 shapes and takes his/her turn.

# THE WINNER!

The player who matches all 25 shapes in the shortest time wins.

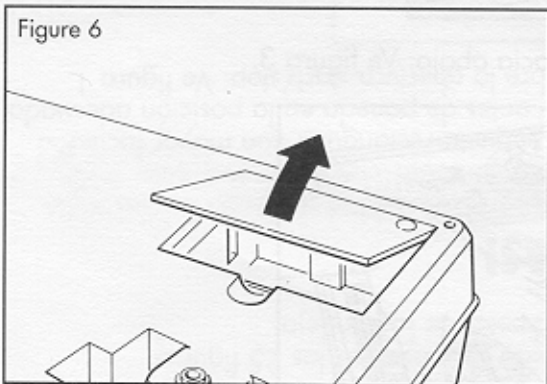
## A NOTE TO PARENTS:

With Younger Children, try playing the game without the timer so that children get used to fitting the shapes into the matching holes. After they've learned where the shapes go, then add the challenge of the ticking timer.

## TO STORE THE SHAPES:

When you're finished playing, store the shapes in the handy compartment located in the bottom of the game unit. Using the finger recess, push in to lift door up. To close, just snap door shut. See Figure 6.

Figure 6



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We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862.

Tel: 888-836-7025 (toll free). Customers in Canada may call 450-670-9820.

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