



Where's The Elf on the Shelf?

A Matching Game

Instruction Manual



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

custserv@pressman-toy.com

Our Customer Service Department can be reached Monday through Friday
(except during holidays) from 10:00 am CST to 4:00 pm CST at 800-800-0298.



© 2016 Pressman Toy Corporation
3701 West Plano Parkway, Suite
100, Plano, TX 75075 Warning. Not
suitable for children under three
years, due to small parts. Choking
hazard. Colors and contents may vary
from those illustrated.
Made in Guangdong, China.
Figures or colors may vary.
Visit our website at:
www.pressmantoy.com



® and © 2016
CCA and B,
LLC. All Rights
Reserved.

452210 v4 06 16

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

Object Of The Game Contents

To be the player (or team) with the most matches at the end of the game.

- 1 House Game Board
- 1 Decorative Awning
- 20 Puzzles on 10 Double-Sided Cards
- 1 Board Topper Insert Card
- 24 Windows
- 1 Blank Notepad
- 1 Pencil

Set Up



Illustration 1

To play for the first time, snap all 24 windows on to the game board, one at a time, by lining up the window hinges and gently pressing. (Illustration 1)

Next, snap the decorative awning onto the game board. The flat side of the awning should face upward toward the roof of the house and the side with ridges should face down toward the smaller windows at the bottom of the game board. (Illustration 2)

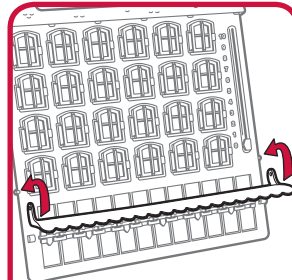


Illustration 2

Unfold the Elf on the Shelf board topper and slide it into the top of the game board. Part of the insert card will stick out of the top of the game board. (Illustration 3)

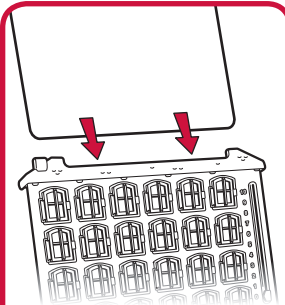


Illustration 3

To start your first game, make sure all of the windows on the game board are closed. Slide a puzzle into the top of the game board in front of the Elf on the Shelf insert card. When a puzzle has been properly inserted, pictures will be visible in the small windows at the bottom of the game board. (Illustration 4)

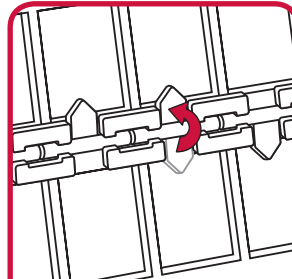


Illustration 4

Make sure all of the small white point arrows in the bottom section of the game board are in the “up” position. These arrows will be used to keep score during the round. (Illustration 5)

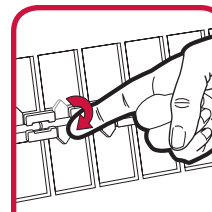


Illustration 5

The player continues his/her turn by opening two more windows, until they fail to make another match.

If the pictures do not match, the player closes both windows and his/her turn ends. Play then passes to the next player.

When playing in teams, two team members should be selected to open windows on each turn. Each of those team members may open only one window (a total of two windows are opened on each team's turn). Team members may discuss amongst themselves which windows they think should be opened on that turn.

Once all the pictures have been matched, each player (or team) adds up their points and the one with the most points wins that round.

To play the next round, players should:

- 1 Remove the previous puzzle
- 2 Slide the round tracker up to the next number
- 3 Close all of the windows on the house game board
- 4 Flip all of the point arrows to the “up” position
- 5 Slide a new puzzle into the top of the game board

Players move the round tracker up one position for each new round until they reach the number of rounds they agreed upon at the beginning of the game. (Illustration 6)

Players should write down their scores after each round and add up all points at the end of the final round.

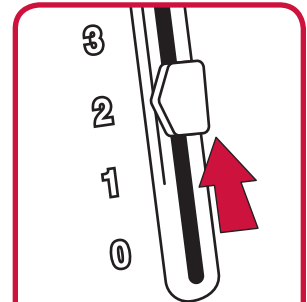


Illustration 6

Keeping Score

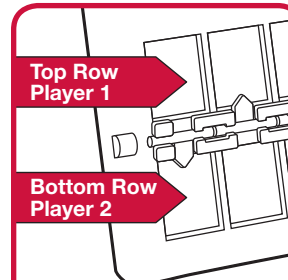


Illustration 7

The scorekeeper is located at the bottom of the game board. All pictures found in the puzzle are also shown in the scorekeeper windows.

The scorekeeper is divided into two rows—the top row should be used to keep score for player 1 and the bottom row should be used to keep score for player 2. (Illustration 7)

When a player locates a matching pair of pictures in the puzzle, they should find that picture in the scorekeeper and flip the arrow up or down to indicate that they found that picture. If player 1 finds the picture the arrow should be flipped up and if player 2 finds the picture the arrow should be flipped down. (Illustration 8)

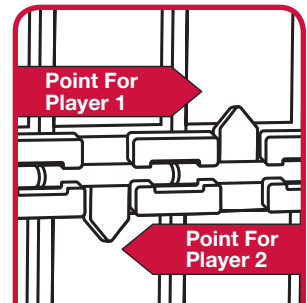


Illustration 8

Playing The Game

Players first determine how many rounds they will play in the game (up to 10 rounds).

The youngest player goes first by opening two windows. Once the windows are open, the player should look closely at the pictures behind the windows and try to memorize the location of the pictures.

If the pictures match, the windows stay open and the player flips the score arrow at the bottom of the game board to indicate they have found that match – hurry! (Illustration 5)

Winning The Game

The player with the most total points (for all rounds added together) at the end of the final round is the winner!