ROSS, THE BOSS

An exciting chase game with Ross and the cheeky cats

2-4 / 5+ / 15'
Piatnik game no. 725395
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Ross is going wild! The cats are creeping along the fence again and want to get into HIS people's home! Ross wants to prevent this at all costs. Any cat who doesn't hide behind a bin in time needs to watch out. Only the player that cunningly gets their cat to the destination wins!

Contents:

- 1 board on the inside of the box
- 1 battery-powered dog "Ross"
- 4 cat playing pieces + holders
- 1 sheet of cat stickers to stick onto the playing pieces
- · 4 dustbins
- · 2 fence connectors
- · 2 dice
- 1 game manual

You will also need three AAA 1.5 V batteries. Batteries NOT included in the game!

Aim of the game:

The aim is to move your own cat along the fence around the whole garden, to be the first to get into the safe home.

Preparation:

Before the first game you need to stick the cat stickers onto the fronts and backs of the cat playing pieces.



Also, three AAA 1.5V batteries need to be inserted in the dog "Ross". For this, follow the instructions in "Inserting and replacing the batteries" at the end of the game manual.



Now assemble the board as shown in the picture. Fold the box out until the board lies flat on the table. Attach the fence connectors so that the two open side parts are well connected to each other.



Put the 4 bins on any fence posts. Make sure that there is at least one free fence post between two bins.



Take one cat playing piece each and a holder for it. In order to activate it, push the playing piece into the holder until it clicks in, and position it anywhere you want behind the start arrow.



The long part of the holder must face into the inside of the box.

Place Ross in the centre of the board.

Rules:

Choose who will start. Players then take turns clockwise.

When it's your turn, you roll both dice. The result shows you what to do:

If you roll two numbers, you move your cat clockwise as many fence posts as the total of the numbers. Then your move ends.



If you roll a number and Ross, you first move your cat the rolled number of fence posts. Then you activate Ross by pressing the button on his collar. Ross starts to chase the cats like crazy! Then your move ends.



If you roll Ross twice, you activate him by pressing the button on his collar. Ross starts to chase the cats like crazy! Then your move ends. You do not activate Ross a second time!



<u>Moving your cat</u>: To move your cat, you hold it firmly and move it together with the holder as many fence posts, going clockwise, as indicated by the dice result. You jump over other cats and the fence posts that they occupy are not counted. Fence posts with bins count provided that they are not occupied by another cat. If your cat comes to a stop on a fence post with an empty bin, it is protected against Ross.

<u>Activate Ross</u>: If you press the button on his collar, Ross will start to romp wildly around the board and to bash against the fence wherever he can. If he hits a fence post with a cat sat on it, the cat flies off through the air in panic! After about 12 seconds, Ross is out of breath and stops to calm down and get his strength back. Ross stays where he stops until you activate him again.

<u>Scared cats</u>: If Ross meets with your cat and it flies off through the air in panic, you push it back into the holder until it clicks in place, and put it on the most recently passed fence post with a free bin. If Ross scares away more than one cat, the person whose cat took flight first puts it on the most recently passed fence post with a free bin, the second on the bin before etc. If all passed fence posts with bins are occupied by other cats, you move your cat back behind the start arrow and start again from there.

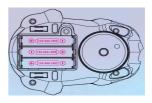
The end of the game:

As soon as a cat manages to get all the way around the garden fence and into the safe home, the game is over. That player is the winner!



Inserting and replacing the batteries

The dog "Ross" requires three 1.5V AAA batteries (not included). Batteries should only be handled by adults and should be kept out of the reach of children. To change the batteries, unscrew the screw of the battery compartment underneath Ross, open the battery compartment and insert each battery the correct way round (see diagram). Replace the cover of the battery compartment and tighten the screw. Please note the safety information below.



BATTERY SAFETY INFORMATION:

In exceptional cases, batteries may leak. Leaking fluid can cause burns or destroy the product. To prevent battery leaks, please note the following instructions:

- Do not charge non-rechargeable batteries.
- Always remove removable rechargeable batteries from the product before charging.
- Removable rechargeable batteries may only be charged under adult supervision.
- Never use alkaline batteries, standard batteries (zinc-carbon) and/or rechargeable nickel-cadmium batteries together.
- Never use old and new batteries together (always replace all batteries at the same time).
- Only ever use batteries of the type recommended or an equivalent type.
- Make sure that the batteries are inserted the right way round (+/-).
- Always remove old or used batteries from the product.
- The terminals must not be short-circuited.
- Do not dispose of the product by burning it. This can cause the batteries in the product to explode or leak.
- Dispose of batteries safely and in accordance with regulations.
- Retain the packaging as it contains important information.

If you still have any questions or suggestions concerning "Ross the Boss", please contact us at: Piatnik, Hütteldorfer Str. 229-231, 1140 Vienna, Austria or info@piatnik.com

Warning! Not suitable for children under 36 months. Risk of choking – contains small parts that could be swallowed. Please keep address for further reference.

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