

2-YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free from defects in material or workmanship for 2 years (unless otherwise specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at our option. This warranty does not cover damage resulting from accident, misuse or abuse. **VALID ONLY IN U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Send only the product to the address above. Send all correspondence to:

Consumer Affairs
Mattel, Inc.
333 Continental Blvd.
El Segundo, CA 90245-5012
U.S.A.

Or you may phone us toll-free at 1-800-524-TOYS, Monday through Thursday: 8:00 a.m.-5:00 p.m. PST (11:00 a.m.-8:00 p.m. EST), Friday: 8:00 a.m.-12:30 p.m. PST (11:00 a.m.-3:30 p.m. EST)

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Fisher-Price Games

Roll Over Rover™

The color-matching game with the tumbling pup!

2 Levels of Play
Ages 3 to 7 • 2 to 4 Players

Object of the Game

Be the first to get your puppy mover to the doghouse.

Contents

Rover die, 4 puppy movers, label sheet,
8 interlocking path pieces, 2 end pieces.

Please remove all components from package and compare them to the components list. If any items are missing, please call 1-800-524-TOYS

Game One for Beginners:

Color Matching

- Set up the path with the GREEN border side facing up.
- Each player chooses a puppy mover and places it on the Rover piece.
- Youngest player goes first. Play continues to the left (clockwise).
- Roll Rover on the floor. When Rover stops, see which color is facing up.
- Move your puppy mover to the first space on the path that matches this color. For example, if Rover lands with his blue beanie facing up, move your puppy mover to the first blue space on the path. If there's another mover on the first blue path, move to the next blue space. Players cannot share spaces.
- The last space on the path is a 'rainbow' space — roll ANY color and you can land on this space!

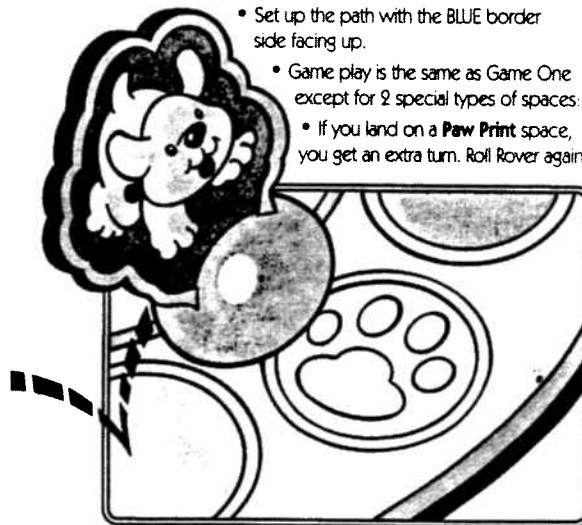
You Win!

First player to reach the doghouse at the end of the game wins!
Turn the dog piece over — you get to feed Rover!

Game Two for Advanced Players:

Paw Prints & Skunks

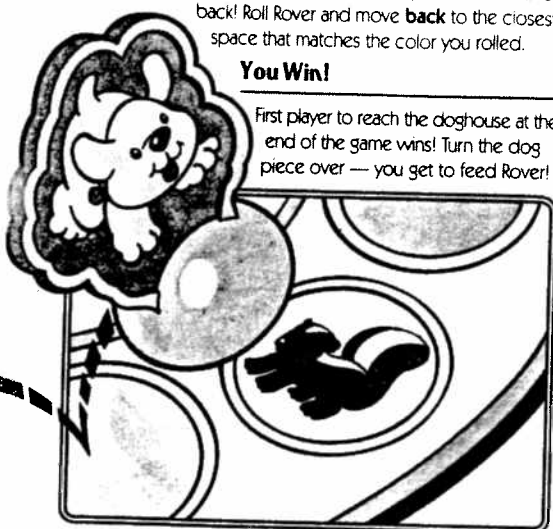
- Set up the path with the BLUE border side facing up.
- Game play is the same as Game One except for 2 special types of spaces:
 - If you land on a **Paw Print** space, you get an extra turn. Roll Rover again!



- If you land on a **Skunk** space, you have to move back! Roll Rover and move **back** to the closest space that matches the color you rolled.

You Win!

First player to reach the doghouse at the end of the game wins! Turn the dog piece over — you get to feed Rover!



For entertaining, educational games,
look for the Fisher-Price™ name!

I'm A Little Teapot™
Octopus Dominoes™
Get Better Bear™
Scrambled Eggs™
Tic-Tac-Tony™
Go Fish
Oreo™ Matchin' Middles™

Each sold separately and subject to availability.

Puppy Decoration

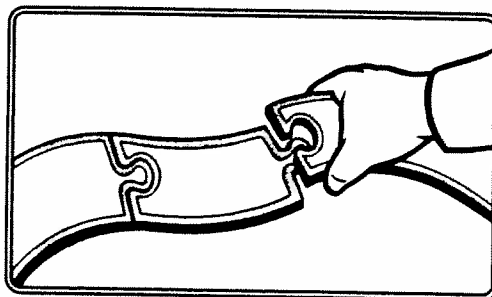
Attach 2 puppy labels to each plastic puppy mover, one on each side. Label "A" goes on the mover side marked "A"; Label "B" goes on the mover side marked "B".



Helpful Hint: For best adhesion, avoid applying the labels more than once.

Let's Set-Up

- **Decide which game** you want to play (beginner or advanced) and place the correct path side up. The beginner path is GREEN, the advanced path is BLUE.
- **Create a path** by interlocking path pieces. (The path pieces are interchangeable, so you can make the path any length by using some or all of the pieces.) Begin with the Rover piece, add path pieces, and end with the doghouse piece face up. You can make the game shorter by using fewer path pieces.



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