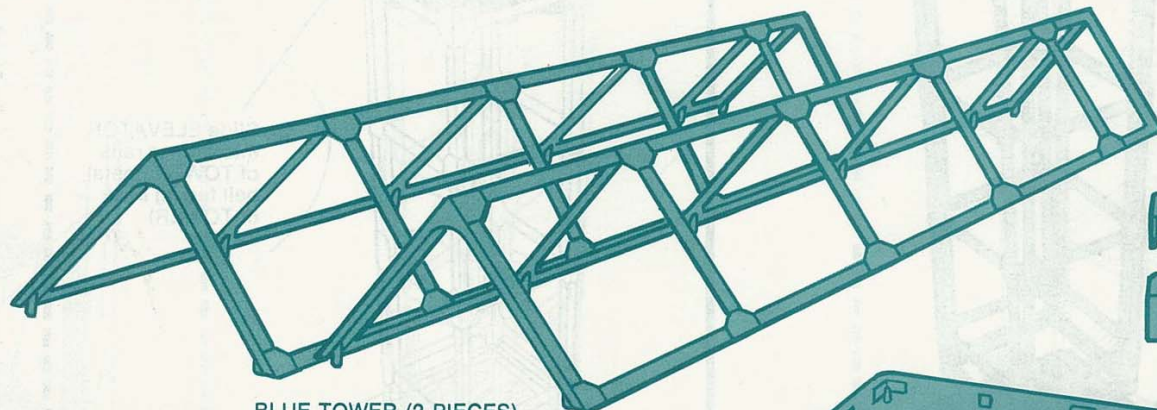
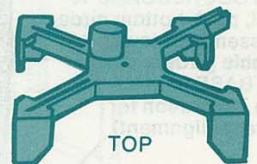


SLEEP WALKER®

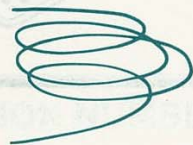
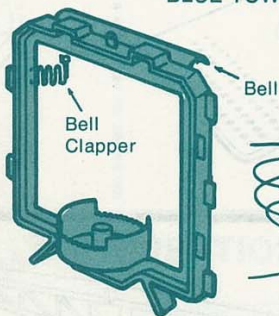
GAME PARTS and ASSEMBLY INSTRUCTIONS



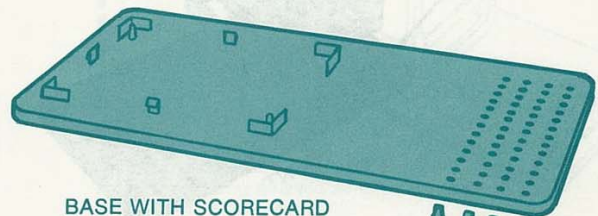
BLUE TOWER (2 PIECES)



TOP



TRAPEZE



BASE WITH SCORECARD

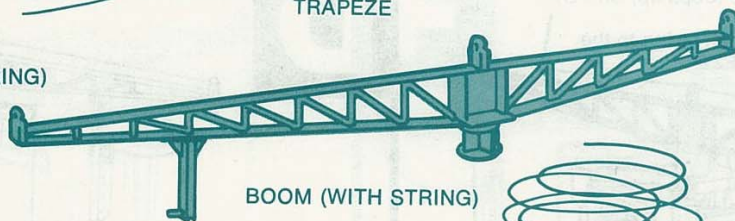


SCORING PEGS

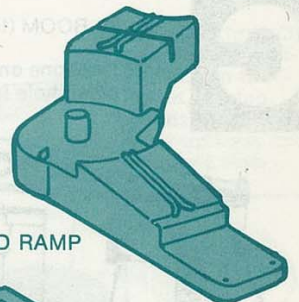
ELEVATOR (WITH STRING)



ELEVATOR TURNTABLE (WITH GEARS)



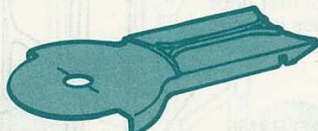
BOOM (WITH STRING)



LEAD RAMP



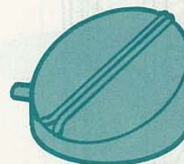
PLATEAU 2 TURNTABLE



PLATEAU 2 BASE



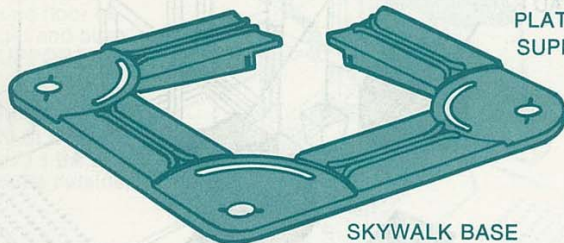
PLATEAU 2 SUPPORT



LEAD RAMP TURNTABLE



DOOR



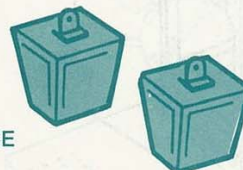
SKYWALK BASE



SKYWALK TURNTABLES



SKYWALK BRACE



WEIGHTS (2)



PLATEAU 1 BASE



PLATEAU 1 TURNTABLE



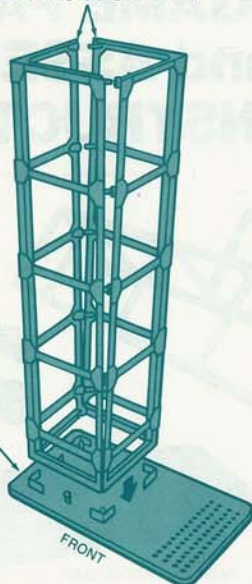
PLATEAU 1 SUPPORT



SLEEPWALKING SAM™
FIGURE

A

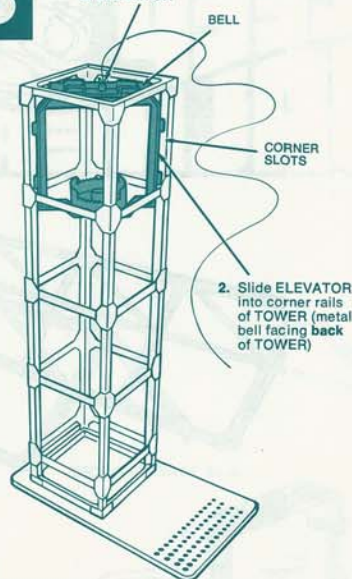
1. Snap together the two halves of BLUE TOWER, lining up pegs with holes



2. With SCOREBOARD to right, push bottom girder of assembled tower (double girders down) into BASE until it snaps (see illustration for correct alignment)

B

1. Tie one end of yellow string to hole in top of ELEVATOR

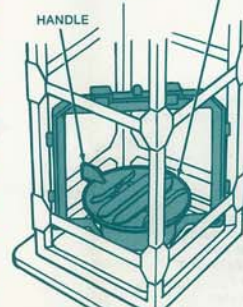


2. Slide ELEVATOR into corner rails of TOWER (metal bell facing back of TOWER)

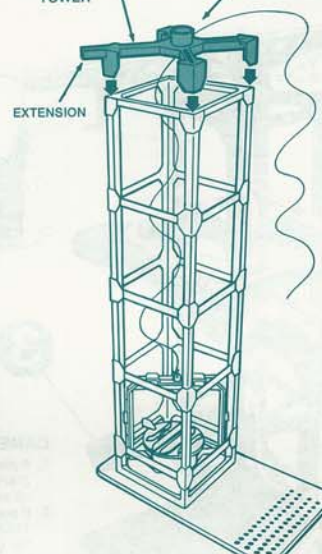
3. Check that gears of ELEVATOR TURNTABLE move freely and are positioned as shown (If they don't move freely, spin gently with thumb)



4. Position ELEVATOR TURNTABLE, handle pointing to back of Tower, in white mounting at base of ELEVATOR

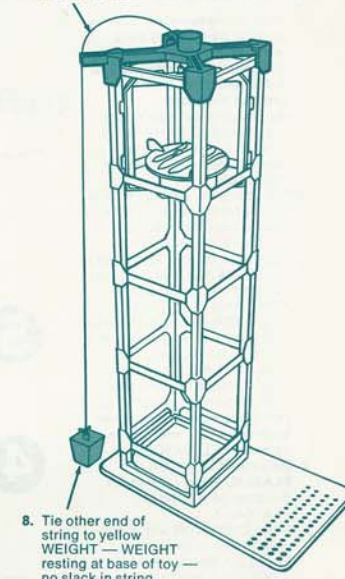


5. Press TOP on TOWER, extension on left front of TOWER



6. Bring yellow string up through small hole in TOP and down through hole in extension

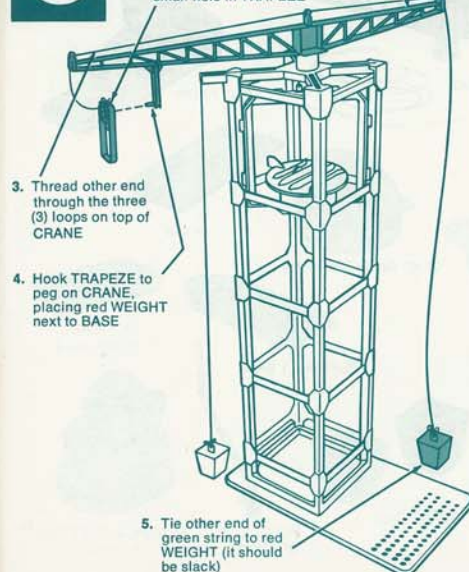
7. Pull yellow string to bring ELEVATOR up to highest point.



8. Tie other end of string to yellow WEIGHT — WEIGHT resting at base of toy — no slack in string.

C

1. Fit BOOM (the three loops up) on TOP
2. Knot one end of green string to the small hole in TRAPEZE



3. Thread other end through the three (3) loops on top of CRANE

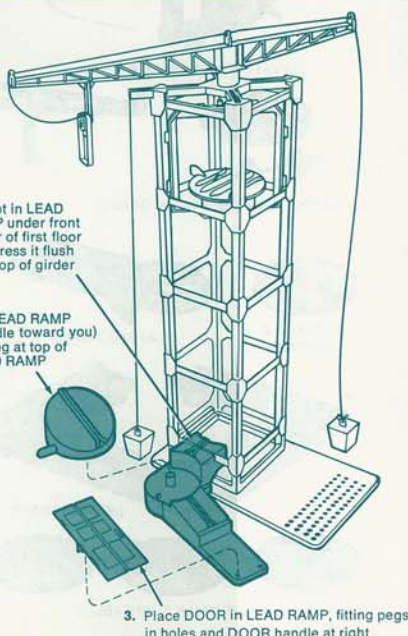
4. Hook TRAPEZE to peg on CRANE, placing red WEIGHT next to BASE

5. Tie other end of green string to red WEIGHT (it should be slack)

D

1. Fit slot in LEAD RAMP under front girder of first floor and press it flush with top of girder

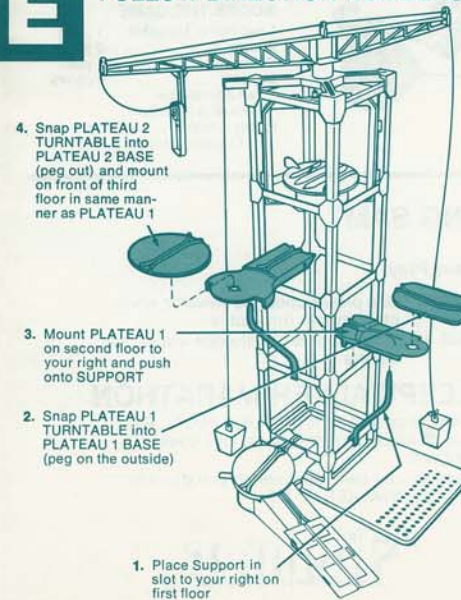
2. Put LEAD RAMP (handle toward you) on peg at top of LEAD RAMP



3. Place DOOR in LEAD RAMP, fitting pegs in holes and DOOR handle at right

E

FOLLOW DIRECTION NUMBERS 1-4

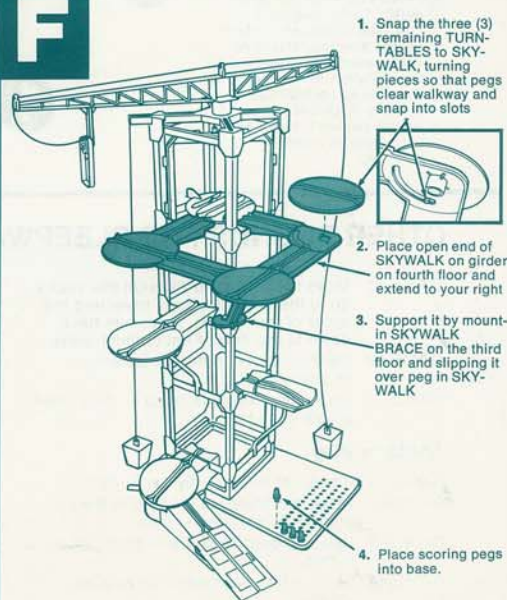


4. Snap PLATEAU 2 TURNTABLE into PLATEAU 2 BASE (peg out) and mount on front of third floor in same manner as PLATEAU 1

3. Mount PLATEAU 1 on second floor to your right and push onto SUPPORT

2. Snap PLATEAU 1 TURNTABLE into PLATEAU 1 BASE (peg on the outside)

1. Place Support in slot to your right on first floor

F

1. Snap the three (3) remaining TURNABLES to SKYWALK, turning pieces so that pegs clear walkway and snap into slots

2. Place open end of SKYWALK on girders on fourth floor and extend to your right

3. Support it by mount-in SKYWALK BRACE on the third floor and slipping it over peg in SKYWALK

4. Place scoring pegs into base.

Hooray! You have assembled your SLEEPWALKER GAME. Now you're ready for the real fun.

THE SLEEPWALKER® GAME

1. Wind up *Sleepwalkin' Sam* by pushing him directly backwards (no sideways motion) 5 or more times until you hear a different click. Start him through the game.

2. As *Sleepwalkin' Sam* moves onto the LEAD RAMP TURN-TABLE, turn it so that he moves onto the ELEVATOR TURN-TABLE.

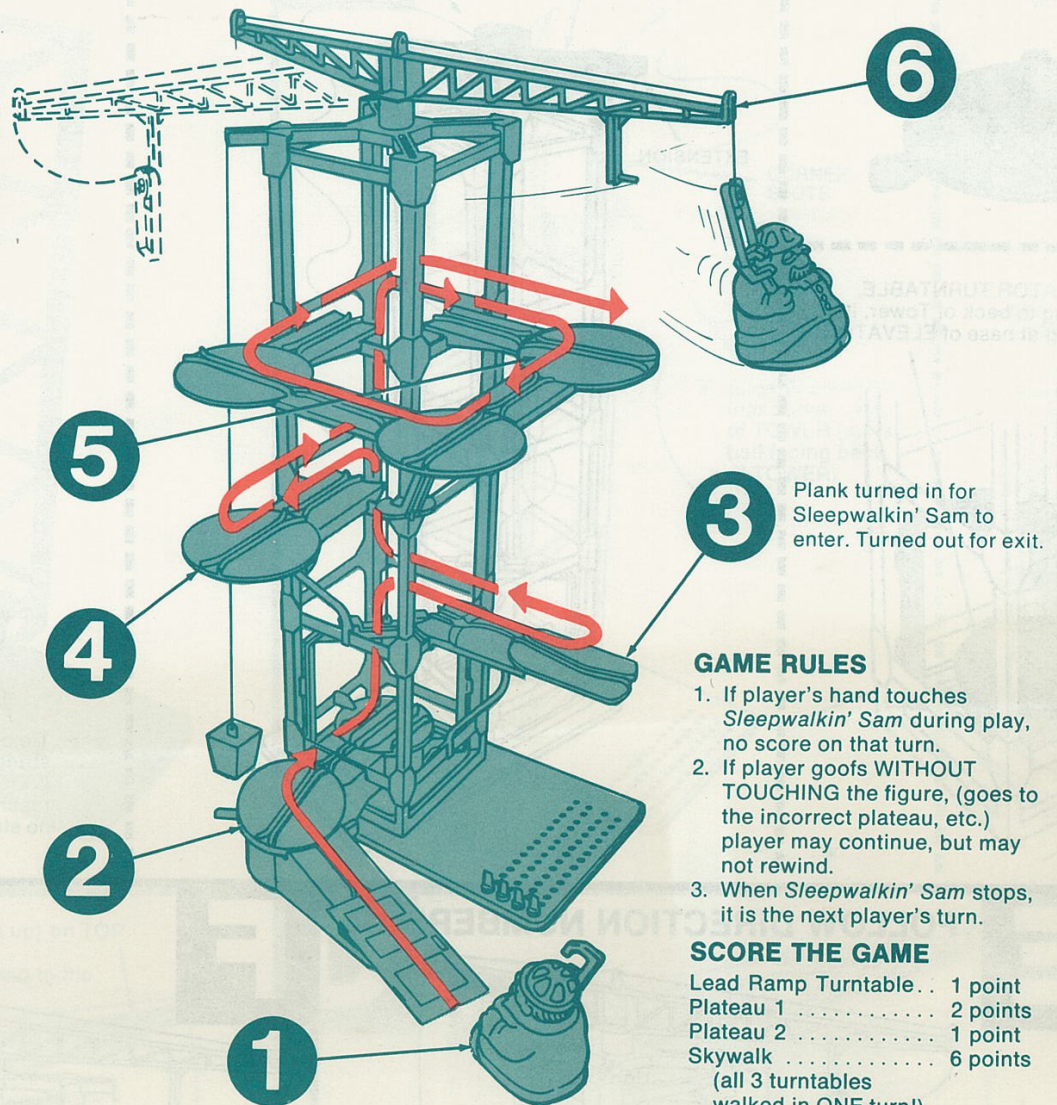
NOTE: It is good strategy to line up the turntables and boom the way you will need them each time it is your turn.

3. After *Sleepwalkin' Sam* enters the ELEVATOR, pull the yellow WEIGHT and lift the ELEVATOR to PLATEAU 1. The ELEVATOR turns automatically and *Sleepwalkin' Sam* will exit. When he moves completely onto the PLATEAU 1 TURN-TABLE, rotate the turntable with the handle beneath it so that *Sleepwalkin' Sam* moves back down the ramp and re-enters the ELEVATOR.

4. Raise the ELEVATOR to PLATEAU 2 and reverse his direction as you did on PLATEAU 1.

5. Raise ELEVATOR with *Sleepwalkin' Sam* to the final PLATEAU. Position each SKYWALK TURN-TABLE so he makes a complete round of all three.

6. Rotate ELEVATOR for *Sleepwalkin' Sam* to re-enter. (You may need to hold the WEIGHT to keep him from falling). As *Sleepwalkin' Sam* moves onto the SKYWALK for the second time, line up the TRAPEZE (with the BOOM) so that his wrench catches it. Watch him swing down to a HAPPY LANDING.



GAME RULES

1. If player's hand touches *Sleepwalkin' Sam* during play, no score on that turn.
2. If player goofs WITHOUT TOUCHING the figure, (goes to the incorrect plateau, etc.) player may continue, but may not rewind.
3. When *Sleepwalkin' Sam* stops, it is the next player's turn.

SCORE THE GAME

Lead Ramp Turntable...	1 point
Plateau 1	2 points
Plateau 2	1 point
Skywalk	6 points
(all 3 turntables walked in ONE turn!)	
Happy Landing	3 points
13 points wins the game!	

OTHER ROUNDS FOR SLEEPWALKING SAM™

GAME #1 Move the character through the tricks up to the Skywalk; then, reversing the order of the rounds, move him back down to the door. First to finish wins.

GAME #2 Do the tricks in different orders — or any order!

GAME #3 Go around Skywalk twice — only three points each time

Solitaire Play

GAME #1 Player follows exactly each trick

GAME #2 Move the *Sleepwalker Sam* to the top and back down to the door

GAME #3 Use ALL pegs to score — four games in one

GAME #4 Choose two pegs and play against yourself

Team Play

GAME #1 One player operates elevator while other moves turntables

GAME #2 One player is blindfolded while other directs

SLEEPWALKER MARATHON

Each time up and off is only ONE POINT. First player to reach 13 points wins. This could take days!

Dream up your own nightmarish variations of THE SLEEPWALKER GAME.

Kenner