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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO LITTLEST PET SHOP HIDEWAY HAVEN. You'll find the answers to all your questions on the HASBRO LITTLEST PET SHOP HIDEWAY HAVEN in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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Contents

Gameboard • 4 Littlest Pet Shop Pet Pawns (Dragonfly, Dog, Tiger Cat, Ferret) • 6 Home cards
• 28 Littlest Pet Shop pet tiles • Spinner (Spinner Card, Arrow, Base)
**Littlest Pet figure's feet contains magnets*

Object

All the pets are hanging out in their favorite hiding spots and it's time for them to go home. But first you have to find them. The Dragon Fly, Tiger Cat, Dog, and Ferret are here to help you search the different locations to find all four of your pets (one Cuddliest Pet, one Fanciest Pet, one Friendliest Pet and one Sportiest Pet). Then you'll need to catch the Dragon Fly to help you get home. Be the first to gather your pets and catch the Dragon Fly and you win!

The First Time You Play

1. Remove the game parts from their bags and cardboard sheets. Please recycle the waste.
2. Remove the four Littlest Pet Shop pawns from the plastic blister. Discard any elastic ties but be sure to keep the blister for storage.
3. Assemble the spinner following the illustration in Figure 1.

Figure 2 shows the game set up and ready to play. Refer to it as you set up your own game.

Get Ready!

1. Shuffle the 28 Littlest Pet Shop Pet tiles, then (without peeking at the flip side) place them face down on the spaces in their matching gameboard areas. (The back of the tile matches the color on edge of gameboard.)
2. Shuffle the 6 Home cards, then deal out one to each player. Place the extras out of the game. Players keep their Home cards face up in front of them.

During the game, you'll be looking for the 4 Littlest Pet Shop Pet tiles that match the 4 Pets on your Home card. Because all of the Home cards are different, you and your opponents will all be searching for different pets.

Play!

The player who owns the most Littlest Pet Shop pets goes first. Play then passes to the left.

On Your Turn

Spin the spinner, then follow these rules.

- If you spun the dog, the cat or the ferret, you may move that pawn. See MOVING THE PAWNS.
- If you spun "Peek", you may secretly peek under any tile. If it matches a Littlest Pet Shop pet on your Home card, try to remember where it is! Then spin again.



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Manual abstract:

The Dragon Fly, Tiger Cat, Dog, and Ferret are here to help you search the different locations to find all four of your pets (one Cuddliest Pet, one Fanciest Pet, one Friendliest Pet and one Sportiest Pet). @@@@ Be the first to gather your pets and catch the Dragon Fly and you win! the First Time You Play 1. Remove the game parts from their bags and cardboard sheets. Remove the four Littlest Pet Shop pawns from the plastic blister. Discard any elastic ties but be sure to keep the blister for storage. 3. Assemble the spinner following the illustration in Figure 1. Figure 2 shows the game set up and ready to play. Refer to it as you set up your own game. Shuffle the 28 Littlest Pet Shop Pet tiles, then (without peeking at the flip side) place them facedown on the spaces in their matching gameboard areas.

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During the game, you will be looking for the 4 Littlest Pet Shop Pet tiles that match the 4 Pets on your Home card. Because all of the Home cards are different, you and your opponents will all be searching for different pets. play! The player who owns the most Littlest Pet Shop pets goes first. Play then passes to the left. On Your Turn Spin the spinner, then follow these rules.

@@ see MOVING THE PAWNS. @@@@ then spin again. @ If you spun the Dragonfly, you may move the Dragonfly to any space on the board! Turn over the tile on the space. If it is your tile, you may collect it. Moving The Pawns @ You may move a pet pawn up to the number of spaces you spun. @@@@ your turn is over. @ If it is a tile you do need, place it next to your Home card, beside the matching pet. @ tile, return all pet pawns to their starting corners. place the @ Oh no! @ tile out of the game. your turn is over.

Collecting instead of moving: If you begin a pet pawn move on a tile that you need, you may collect the tile instead of moving the pet pawn. Your turn is then over. Figure 3 shows an example of collecting a tile. In the Ranch area, you move the Ferret pawn onto the tile you need. @@@@ Spin the spinner and see if the pet you spun will get you there. (If a pet is already on the same space you must still spin the spinner to see if the pet on the tile matches the pet on the spin.) Once the pawn is on the space with the Dragonfly, spin the spinner again, to try to catch him. @@ your turn is over. Better luck next time! @ If you spin any Littlest Pet Shop Pet pawn that is on the same space as the Dragonfly, you catch him, and YOU WIN the game! @@.



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