

INSTRUCTIONS

Ages 7+
2 Players

CONTENTS:

- 1 Max Mover
- 22 Max Tiles
- 22 Snowball Tiles
- 1 Three-Piece City Game Board
- 1 City Standee
- 1 Apartment Building Standee
- 4 Stands
- Instructions

OBJECT OF THE GAME

Max is lost in the city! One player plays as Max, trying to guide him back home through the streets and sewers of New York. The other player plays as Snowball and the City, putting obstacles in Max's way. If Max can get home before dinner, he wins! If Snowball blocks Max or prevents him from reaching home, then Snowball wins!

ASSEMBLY

- 1) Carefully punch out all pieces from the die-cut sheets. Discard waste.
- 2) Choose which side to play (English or French), then assemble the City Game Board with that side up by puzzle-fitting the MAX and SNOWBALL spaces to the slotted board. See **Figure 1**.
- 3) Attach the City and Apartment Building Standees to the City Game Board as shown in **Figure 2**. Insert the four Stands through the slots in the game board, then insert the Standees into the Stands.

SET UP

- 1) Place the City Game Board in the center of the table. Shuffle and stack the Max Tiles on the Max space, and the Snowball Tiles on the Snowball space. See **Figure 3**.
- 2) Place the Max mover on the LOST space on the game board as shown in **Figure 3**.
- 3) Decide who will play as Max, and who will play as Snowball.
- 4) The Max player draws four Max Tiles. The Snowball player draws four Snowball Tiles.

NOTE: The Max player can only play Max tiles. The Snowball player can only play Snowball tiles.

HOW TO PLAY



Max Player Objective

To win, you'll need to build a path and move your Max Mover from the **LOST** space to the **HOME** space. Play your Max Tiles to move Max through the city. If you can get Max home before you run out of tiles, you win!



Snowball Player Objective

To win, you'll need to stop Max from getting home. Play your Snowball Tiles to redirect or block Max. If you prevent Max from reaching Home, you win!

- Meets CPSC Safety Requirements.
- Remove all packaging before use.
- Retain this information, addresses and phone numbers for future reference.
- Content may vary from pictures.
- Adult should periodically check this toy to ensure no damage or hazards exist, and if so remove from use.

ILLUMINATION PRESENTS

THE SECRET LIFE OF PETS



HOME BEFORE DINNER™ GAME

FIGURE 1

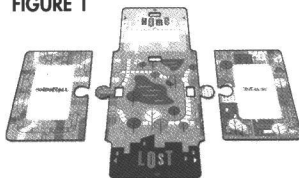


FIGURE 2

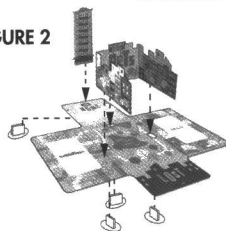
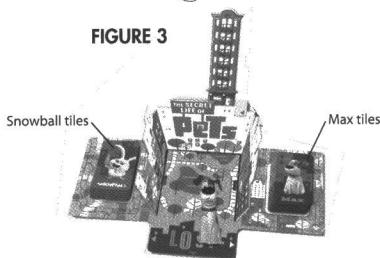


FIGURE 3



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

MADE IN MEXICO
WITH FIGURE
MADE IN CHINA



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LET'S PLAY!

If you're the Max player, you get to go first. Connect one of the tiles from your hand to any of the three arrows on the **LOST** space on the City Game Board. All tiles must be played horizontally. Move the Max mover to the new tile and then draw a new Max tile for your hand.

It's now the Snowball player's turn. Choose a tile from your hand to connect to the Max mover's tile.

Players alternate turns until Max reaches the "Home" space, or until all Max tiles have been played.

ON YOUR TURN

Each player does three things on their turn:

1) PLAY A TILE

Play a tile from your hand and connect it to any "live" Street or Sewer Path (one not blocked by a red "X").

2) MOVE MAX

Move the Max mover to the tile you've just played.

3) DRAW A TILE

After you play a tile, draw a new tile from your Max or Snowball deck so that you have four tiles in your hand.

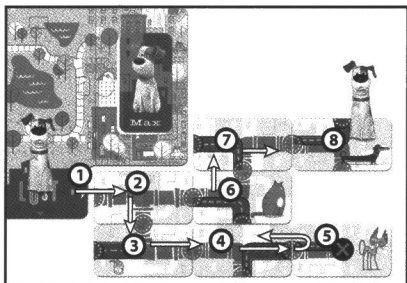
WINNING

- If you're the Max player and you get Max to the "Home" space before running out of tiles, you win!
- If you're the Snowball player and you prevent Max from reaching the "Home" space, you win!

EXAMPLE OF PLAY

The Max mover starts on the LOST space, #1. Max moves each time a tile is played.

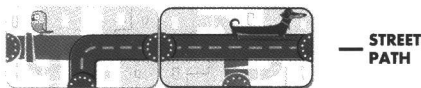
- Max starts by playing tile #2
- Snowball plays tile #3, connected by the SEWER path
- Max plays tile #4
- Snowball plays tile #5, blocking Max's path!
- Max plays tile #6. The Max mover moves through the connecting path to tile #6
- Snowball plays tile #7
- Max plays tile #8



PATH TILES

There are three kinds of paths on the tiles:

- The **BLACK** path is a **STREET PATH**. A Black Street Path can only connect to another Black Street Path or a half Street/half Sewer Path.



- The **RED** path is a **SEWER PATH**. A Red Sewer Path can only connect to another Red Sewer Path or a half Street/half Sewer Path.

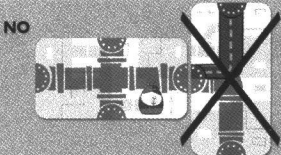


- The **RED/BLACK** path is a **HALF STREET/HALF SEWER PATH**. A Half Street/Half Sewer Path can connect to ANY path.



IMPORTANT:

Tiles can **ONLY** be played horizontally, never vertically



SPECIAL TILES

Each player has two unique Special Tiles:

MAX PLAYER SPECIAL TILES

- **"Play Again" Tile:** When you play a "Play Again" tile, you may immediately take another turn.
- **Tiberius "Stack and Fly" Tile:** Tiberius picks you up and flies you over any obstacle! To play, just place the Tiberius "Stack and Fly" tile on top of any other tile.



You can build a path from any side of this tile as long as it connects to an arrow.

SNOWBALL PLAYER SPECIAL TILES

- **Snowball "Red X" Tile:** Snowball blocks Max's path! Play the Snowball "Red X" tile to end ANY path, Street or Sewer.
- **Animal Control "Stack and Play Again" Tile:** You may place this tile on top of any tile EXCEPT the one that Max is on, it ends that path AND you get to immediately take another turn!

