

a **fun** with Chimp and **learn** with Zee game



For 2 to 4 players
Ages 3 and up



Our games are **easy** for parents to set up and **fun** for kids to play.

- Start playing in just a few minutes.
- Good fun, even when it's not your turn.
- Only takes 10 minutes to play.
- Everyone has a chance to win.

chimp 



Our games make kids laugh and help them **learn through play.**

- Shapes
- Colors
- Matching
- Co-ordination
- Playing with others

zee 

silly socks

Collect pairs of socks, but don't pick up the pants!

Rules



Visit our website at: www.pressmantoy.com

a **fun** with Chimp and **learn** with Zee game

Object:

To be the first player to collect three matching pairs of silly socks.

Contents

Washing machine with plastic frame, 4 laundry baskets, 32 socks (16 pairs), 4 underpants

Set Up:

4 players - use all the silly socks and underpants.

3 players - remove three matching pairs of silly socks.

2 players - remove six matching pairs of silly socks and one underpants.

Put the washing machine in the middle of the play area. Each player chooses a laundry basket. Shuffle the silly socks and underpants and deal each player three silly socks face down. Put the rest of the silly socks and underpants face down into the washing machine.

Playing:

All players turn over the three silly socks in front of them to see if they can make a matching pair. A matching pair is placed in the player's laundry basket. Any player with a matching pair takes two more items from the washing machine.

Note: If a player is lucky enough to make another matching pair then these, too, are placed in the laundry basket and the player takes another two items from the washing machine. Play then starts with the youngest player and moves clockwise.

The starting player takes an item from the washing machine.

- Match

If the item is a silly sock that matches a sock the player already has, the player puts the matching pair of silly socks into their basket and takes two more items from the washing machine. (See note above if the player gets another matching pair.) Players always keep three non-matching silly socks in front of them.

- No match

If the player can't make a matching pair they must return any one of their silly socks to the washing machine, keeping three non-matching silly socks in front of them.

- Underpants

If the player gets underpants from the washing machine, they place the underpants on top of the washing machine where it is out of the game, and that player misses their next turn.

Winning:

The first player to collect three matching pairs of silly socks is the winner.

We appreciate your comments on DSilly Socks. Please send your correspondence to:

Pressman Toy Corporation
Dept: Silly Socks
121 New England Ave.
Piscataway, NJ 08854-4126

Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.



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