

WARNING:

Do not aim at eyes or face. Potential eye injury.
IMPORTANT: Do not use projectiles other than those supplied.
Remove any plastic attachments and packaging before giving to children.
Please retain all product information for future reference.
Colors and contents may vary.
Conforms to the safety requirements of ASTM F963.

Hate Reading Rules?

Check out our instructional video at:
www.goliathgames.us/greedygranny

We appreciate your comments on this game.

Please send your correspondence to:
info@goliathgames.com

Our Customer Service Department can be
reached Monday through Friday
(except during holidays) from 10:00 am CST to
4:00 pm CST at 855-258-8214.



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© 2017 Goliath Games, LLC, 3701 West Plano Parkway,
Suite 100, Plano, TX 75075, USA. Warning: Not suitable for
children under three years old due to small parts. Choking
hazard. Keep this information for future reference. Colors
and contents may vary from those illustrated. Made in
Guangdong, China. Some assembly required.

Under licence from Seven Towns.

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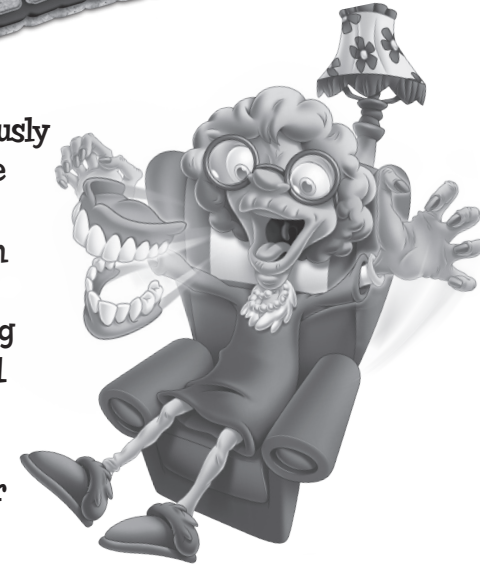
GREEDY GRANNY™

For 2-4 Players
Ages 5 and Up



Greedy Granny™ is a mischievously
fun game that is perfect for the
whole family. Your mission is to
swipe a treat of each type from
Granny's tray as carefully and
as quietly as you can. One wrong
move will wake her up and send
her teeth flying!

Will you risk it for a biscuit? Or
will your move wake Granny?



CONTENTS

- 1 Granny in an Armchair
(2 pieces)
- 1 Set of Granny's Teeth
- 1 Treat Wheel
- 12 Treats



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

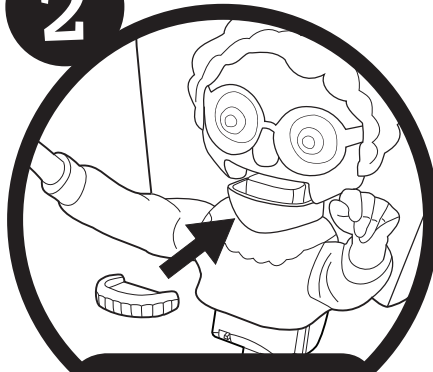
SET UP

1



Place the top half of Granny into the bottom half by snapping together.

2



Insert Granny's teeth into her mouth.

3



Pull back on Granny's chair until you hear a "click" and Granny is snoozing.



4



Load all of the treats in the tray...and you're ready to play!

HOW TO PLAY

The youngest player goes first by spinning the treat wheel. If the spinner lands on green, the player attempts to sneak a treat away from Granny. Pay attention to the number on the spinner section – this tells the player how many times you must press the button to the side of Granny's chair.

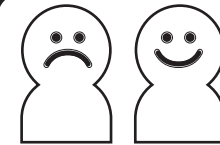
If the spinner lands on purple, the player must put a treat back (if they have one) and press the button the number of times indicated on the spinner. If the player lands on a  symbol, the player misses a turn. If the player lands on a  symbol, the player may take one treat from any one player who has a treat.

AIM OF THE GAME

Collect one of each treat. If Granny wakes up, the player who woke her must place all of their treats back on her tray. Once the player's treats have been returned, reset Granny and the game continues.



Miss a turn!



Take a treat from any player who has a treat.



Press the button three times.



WINNING THE GAME

Be the first player to collect one of each type of treat and keep Granny snoozing to win.