



WARNING:

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

For 2 to 4 players, ages 4 and up

The Horse And The Squirrel Game

RULES

Object:

Be the first player to get to the **FINISH** circle.

Contents:

Game board, 4 horse/squirrel movers, spinner card, spinner.



Set Up:

Each player takes a mover. Each player decides for themselves whether they want to start the game as a horse or as a squirrel and places the mover in that position at **START**.

Assemble the Spinner:

Separate the spinner from the collar; remove and discard the plastic nib. Press the collar into the spinner card from the bottom side. Snap the spinner into the top of the collar.

Playing:

The player whose birthday is next starts the game, then play moves to the left. On your turn spin the spinner.

If the spinner points to the flip arrows flip your mover over to change into the other animal. If the spinner is not pointing to the arrows keep your mover as it is.



Whether you flipped your mover or not, look to see the color that the arrow is pointing to.

If you are currently a squirrel: Move to the next space of the color that you've spun.

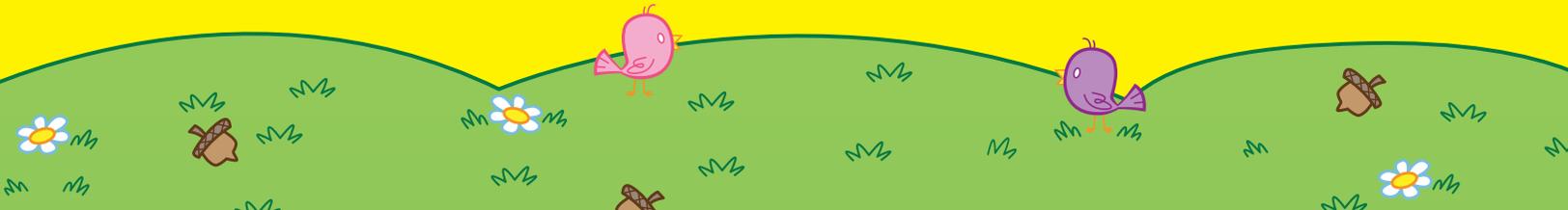
If you are currently a horse: Since the horse gallops, move to the *second* matching space of the color that you've spun.

Barriers:

There are two river barriers that can only be crossed by the horse and two tree barriers that can only be crossed by the squirrel. If you are not the animal you need to be when you reach a barrier, stop on the space before it and wait until you can flip your mover—by spinning the arrows—on another turn.

Bridges:

There are two bridges on the path. When you land on a bridge by exact count, pass over the bridge to the other side and wait there until your next turn.



Landing on a space occupied by another mover:
If your move takes you to a space that is already occupied by another mover, go to the next available space (of any color) and that ends your turn.

Ending and winning the game:
The first player to reach the FINISH circle wins.

We appreciate your comments on this game.
Please send your correspondence to:

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Our customer service department can be reached Monday
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