

Game Variations

- Three-player game: Same set up, but all three players are allowed to move Baby Animal Tokens in and out of the farm section that has no player.
- Two-player game: Same set up, but players select two farm sections to move Baby Animal Tokens into and out of.

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**The World of Eric Carle™
Alphabet Floor Puzzle**



**The Very Hungry Caterpillar™
Counting Floor Puzzle**



**Let's Feed The Very Hungry
Caterpillar™ Game**



**The Very Hungry Caterpillar™
Spin & Seek ABC Game**

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AROUND THE FARM GAME INSTRUCTIONS



01259

BRIARPATCH.

Ages 3 and Up
2 to 4 Players

Contents

- Game Board
- 1 Barn Pop-Up Piece
- 2 Fence Pop-Up Pieces
- 48 Baby Animal Tokens
- Spinner
- 4 Stands

Set Up

- If this is the first time playing, punch out the Barn and Fence Pop-Up Pieces and the Baby Animal Tokens.
- Place one clear stand into the bottom notch on each Fence Pop-Up Piece and place the pieces on the brown markings on the Game Board, one between the pigpen and duck pond and one between the horse hayfield and sheep pasture.
Note: The artwork at the base of each Fence Pop-Up Piece matches a section of the farm. For example, the blue water side of the fence should be facing the pond.
- Place one clear stand into each of the two bottom notches on the Barn Pop-Up and place the Barn in the center of the Game Board on the red line.
- Place four Baby Animal Tokens from each animal into each section of the farm that is *not where the parent animal is located*. For example, the pigpen should have four baby sheep, four baby horses and four baby ducks in the circles surrounding the adult pig. To start the game, there should be no Baby Animal Tokens surrounding the matching adult animal.
- Players select one of the animal sections and sit near that animal's part of the farm. For example, the player who chooses the pig family would sit near the pigpen on the Game Board.

Object of the Game

Players work together to reunite all of the baby animals with the adult animals Around the Farm by moving them through the barn or through the hole in the fences.

How to Play

1. The youngest player goes first by spinning the Spinner and moving Baby Animal Tokens the number that is spun.
2. Players move the incorrect Baby Animal Tokens out of their section of the farm towards the baby animals' matching adult animal, or they move their Baby Animal Tokens into their section of the farm to reunite them with their adult animal.
3. Sounds count! As players move Baby Animal Tokens, they must make the sound of the animal after they count. For example, if a two is

spun, players could move a baby sheep for **one** move and then a baby pig for the count of **two** and say, "One, baa. Two, oink."

4. After players have finished moving Baby Animals Tokens the amount of their spin, gameplay moves to the left and the next player spins the spinner.
5. The game is complete when players reunite all of the baby animals with the correct adult animal.

Moving Around the Board

- There are eight spaces on the game board: the pigpen, the duck pond, the horse hayfield, the sheep pasture, the two spaces in between the broken fences and the two spaces on either side of the barn.
- Moving a Baby Animal Token is as easy as 1, 2, 3:
 1. Move a Token from a section of the farm into the barn or from the barn into a section. The barn can hold any number of Baby Animal Tokens at one time.
 2. Move a Token through the barn door if the baby animal's home is on the other side of the barn. *Note: Players cannot reach through the barn to bring a baby animal to the other side of the barn. Players on the other side of the barn must use their spin to pass Baby Animal Tokens through the barn door.*
 3. Move a Token from a section of the farm onto the space between the broken fences or from the space between the fences into a section. The broken fence spaces can only hold one Baby Animal Token at a time.

Note: Players may not move Baby Animal Tokens into another player's section of the farm.

- Players can move more than one Baby Animal Token per turn. For example, if a three is spun, players may move a Baby Animal Token from their section **one** space into the open area between the broken fences. Players can then move another Baby Animal Token from their section into the barn for a count of **two** and then through the barn door for a final count of **three**. Players may not move Baby Animal Tokens into another player's section.
- To move a Baby Animal Token into a section of the farm, there must be an empty baby animal space available in the area surrounding the adult animal.
- When players have all of the Baby Animal Token spaces filled with the correct baby animals in their section, they can continue to spin and move Baby Animal Tokens through the barn door to get them on the correct side of the farm.

Winning the Game

Players collectively win the game when all of the baby animals are reunited with their adult animals Around the Farm.