

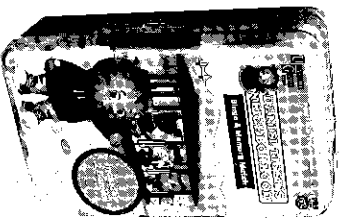
WINNING THE GAME

When a player's Backpack Card is full with all five (5) Gift Tokens, on his/her next turn, he/she spins the Spinner and moves toward the Clock Factory. The first player to land on or pass the Finish space with a full Backpack Card is the winner.

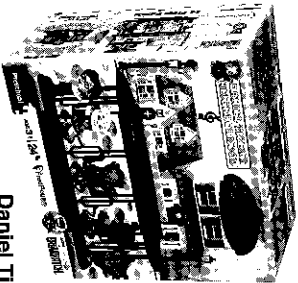
Note to Parents/Caregivers:

Ensure that children use their manners and say "thank you" for their gifts. If a child does not use proper manners, you can decide if he/she receives the gift or not. You can also ask the child questions to stimulate learning (e.g. "What do you usually find in a bakery?" "What's a key ingredient in bread?"). This game does not require reading.

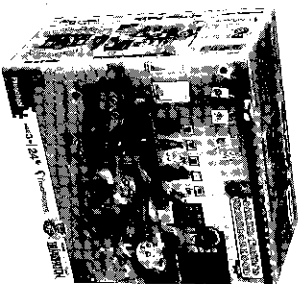
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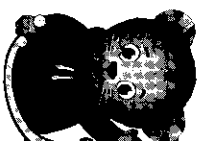


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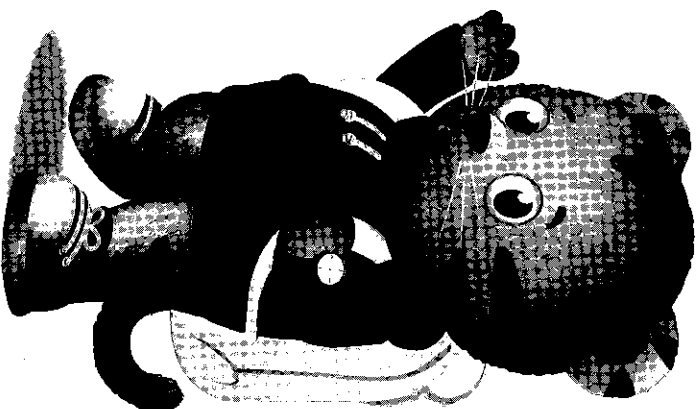


Ages 3 and Up
2 to 4 Players



DANIEL TIGER'S NEIGHBORHOOD

Welcome to Main Street Game



INSTRUCTIONS



WARNING:

CHOKING HAZARD - Small parts.

Not for children under 3 years.

CONTENTS

- Game Board with 5 Pop-Up Pieces
- 4 Character Moving Pieces and Stands
- 4 Backpack Cards
- 20 Gift Tokens
- 20 Thank You Cards
- Spinner

WELCOME TO MAIN STREET!

It's time to meet at Daniel Tiger's house and walk to the Clock Factory.

Along the way, you will meet new friends in town and be the special visitor at each Location. You'll visit Baker Aker's Bakery, the Neighborhood Schoolhouse, Dr. Anna's Doctor's Office, Mr. McFeely's Post Office and Music Man Stan's Music Store. At each Location, you will receive a gift. Once you've met everyone and received your gifts, you'll head to the Clock Factory to say "hello" to Prince Wednesday.

SETUP

If this is your first time playing, follow steps 1 - 4; otherwise, skip to step 5.

1. Punch out all of the Character Moving Pieces and put each Character Moving Piece in a Stand.
2. Punch out all 20 Gift Tokens. There are four (4) Gift Tokens per Location on the Game Board and there are five (5) Locations. Place the four (4) Gift Tokens for each Location on the respective Location square on the Game Board. The Gift Token background color matches the colors of the Location nameplates on the Game Board. *For example, place all four (4) white colored tokens for the Bakery on Baker Aker's Location square on the Game Board.*
3. Assemble the Spinner by snapping the base and arrow into place through the hole of the Spinner card.
4. Punch out all five (5) Pop-Up Pieces that represent the shopfronts of each Location. Assemble the Pop-Up Pieces by putting the base in the slot cutout of the Pop-Up Piece.
5. Place each shopfront Pop-Up piece at the top of its respective Location on the Game Board. The top symbol of each shopfront Pop-Up Piece matches the symbol on the nameplate of each Location on the Game Board. *For example, the Treble Clef on the Music Store shopfront Pop-Up Piece matches the Treble Clef on the Music Store's nameplate on the Game Board.*
6. Shuffle the Thank You Cards and place them on the card space on the Thank You Tree.
7. Each player selects a Daniel Tiger Backpack Card and places it in front of them, then selects one of the Character Moving Pieces and puts it on the Start circle on the Game Board.

GAMEPLAY

Objective: Be the first player to collect one (1) Gift Token from each Location shown on his/her Backpack Card and cross the Finish line to win.

How to Play: Each Backpack Card has a unique Gift for each of the five (5) Location spaces on the Game Board. He/she collects a Gift Token from that Location space on the Game Board. The player then places that Gift Token on its respective Location space on his/her Backpack Card. Play continues until all Gift Tokens are placed on all Location spaces on the Backpack Card. Once a player's Backpack Card is filled, the player spins to move toward the Clock Factory.

Moving: The youngest player goes first and play passes to the left. On each player's turn, he/she spins the Spinner and moves his/her Character that many spaces in the direction of his/her choice. The player can only move in one direction on each turn. *For example, players cannot spin a 3 and move 2 spaces in one direction and 1 space back in the other direction.*

Location Spaces: When a player lands on or passes a Location space, he/she collects the Gift Token designated on his/her Backpack Card for that Location space. *For example, if a player lands on or passes the Bakery Location and the player's Backpack Card has the cupcakes image for the Bakery, the player then takes the cupcakes Gift Token from the Location space on the Game Board and places it on the cupcakes space on his/her Backpack Card.* A player only receives one Gift Token per Location. The second time that a player lands on the same Location, he/she does not take a Gift Token and play continues.

Gift Spaces: If a player lands on a space that has a Gift image on it, that player gives another player of his/her choice (Player 2) a Gift Token from one of the five (5) Locations that Player 2 has not yet visited. Player 2 must say "thank you" to Player 1 once he/she receives the gift. Player 2 does not move to that Location, but simply collects the Gift Token and places it on its respective space on his/her Backpack Card.

Thank You Tree Spaces: When a player lands on a Thank You Tree space, he/she picks up a Thank You Card from the Thank You Tree. There are three (3) different types of Thank You Cards:

"Go To" Card: Player immediately moves his/her Character to the Location shown on the card and collects a Gift Token. If a player has already collected a Gift Token from that Location, he/she does not take another Gift Token. The player still moves to the Location.

+1 Card: Player moves ahead 1 space.

+2 Card: Player moves ahead 2 spaces.