

Ages 3 and Up
2 to 4 Players

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BRIARPATCH.

Sharing Rule: When a player lands on a cobblestone space for a character token the player already has on the trolley card, the player still acts out the card and earns another token. The player then shares that token by giving it to another player who needs that token to fill his or her trolley. If all players have the token on their trolleys, the first player still acts out the card but no token is taken.

When a player's trolley card is full with all five character tokens, he or she spins the spinner and moves his or her character figure towards the yellow cobblestone "Finish" space connected to the clock tower. The player does not draw a card when landing on the "Finish" cobblestone space with a full trolley card, and does not have to spin the exact number to stop on the "Finish" space. If the player lands on other spaces while trying to get to the clock tower "Finish", he or she can still draw a card, act it out and share the token that he or she gets with another player. After a player lands his or her figure on the clock tower space with a full trolley, he or she stops taking turns and waits for the other players to finish.

Ending The Game

When all players have filled their trolley cards with five different tokens and have landed their figures on the clock tower "Finish" space, the game is over and Daniel Tiger and his friends celebrate with a party.



DANIEL TIGER'S NEIGHBORHOOD™

Grr-ific Game

Instructions



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

Contents

30 Imagination Moment Cards
20 How Do You Feel? Cards
20 Character Tokens
5 Character Playing Pieces

4 Trolley Cards
Spinner
Game Board

Objective

Get your trolley to the clock tower party. When all trolley cards are full, each player heads to the clock tower “Finish” space to celebrate.

Setup

If this is your first time playing, do steps 1 and 2. Skip to step 3 if you have played before.

1. Punch out all of the trolley cards, character playing pieces and character tokens.
2. Assemble the spinner by snapping the arrow and base through the hole of the spinner card.
3. Separate the cards into 2 decks: Imagination Moment and How Do You Feel? Shuffle each deck separately and place each deck face-down on the game board in its designated spot.
4. Separate the character tokens and place one character token for each player on the house that corresponds to that character. (For example, for three players, place three Prince Wednesday tokens on Prince Wednesday’s house at the blue cobblestone space in the bottom corner of the board, place three Miss Elaina tokens on Miss Elaina’s house, etc. Continue until all houses have the correct amount of tokens. Place any remaining tokens back in the box.)

Note: The background color behind the characters on the tokens corresponds to the cobblestone colors on the game board.

5. Each player takes one trolley card and places it within easy reach. Each player then selects one of the character figures, places it in a stand and puts it on the board at the cobblestone space next to the selected character’s house. (For example, if a player selects O the Owl, he/she puts the O figure on the green cobblestone space in front of O’s tree house.)

How to Play

Moving: The youngest player goes first, and play passes to the left. On each player’s turn, he or she spins the spinner and moves his or her character figure that many cobblestone spaces in any direction. The player can only move in one direction on each turn. (Players cannot spin a 4 and move 3 spaces in one direction and 1 space back in the other direction.)

Imagination Moment Cards: If a player lands on a cobblestone space that is **not** connected to a character’s house, that player takes an Imagination Moment card from the top of the deck, looks at the scene on the card without showing the other players and acts out the scene without making noises. The other players try to guess the scene that the first player is acting out. After each player has made a guess, the original player shows the card to reveal the scene. The player discards the card in a pile next to the board, and then takes a character token whose color matches the cobblestone space that his or her figure is on. Next, the player puts the token on his or her trolley card. Players earn tokens for showing their imagination and energy. There isn’t any penalty if the action isn’t correctly guessed.

How Do You Feel? Cards: If a player lands on a space that **is** connected to a character’s house, that player takes a How Do You Feel? card from the top of the deck, looks at the scene on the card without showing the other players, and acts out the emotion he or she would feel if they were in the scene (for example: happy, sad, scared, mad, etc.). The other players take turns guessing the feeling that the player is acting out. After each player has made a guess, the player with the card shows the card and describes what is happening in the scene, and explains how he or she was feeling. The player discards the card in a pile next to the board, and then takes a character token whose color matches the cobblestone space and puts that token on his or her trolley card. Players earn tokens for expressing their feelings. It does not matter if the other players guessed the feeling accurately.

Note: Players may have different perspectives on what is happening in a scene and therefore, could have different feelings about the same card. No feeling is wrong.