

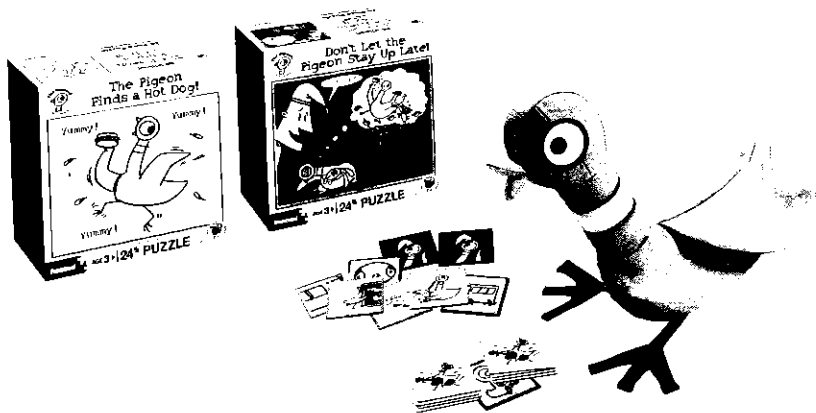
The Stores: When a player lands on one of the four different colored store spaces (The Bunny Store, The Hot Dog Store, The Driver's License Store and The Key Store), s/he should stop, enter the store and collect a token from that store. **Players must collect one of each token before they can go to the BUS DEPOT.**

NOTE: An exact spin is not necessary to stop and collect a token from a store space (i.e. if a player is 2 spaces away from The Hot Dog Store and spins a 4, s/he should stop on The Hot Dog Store space and collect a token, and his/her turn is over).

How to Win

The first player to collect a Bunny, a Hot Dog, a Driver's License and a Key and then get to the BUS DEPOT is the winner. An exact spin is not necessary to get to the BUS DEPOT. A player may land on or pass over the BUS DEPOT at any time during the game, but must have all 4 different tokens to win.

Check out this other awesome stuff starring the Pigeon!



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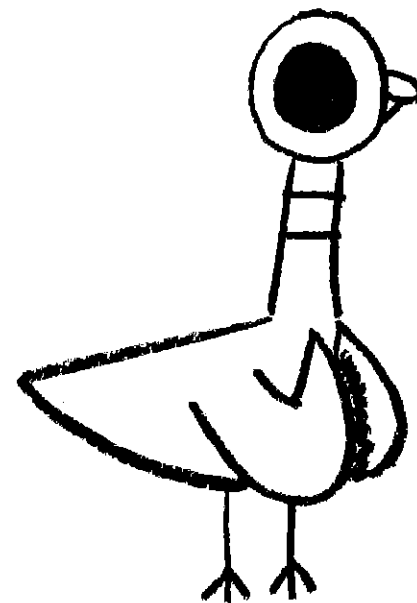
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Ages 3 and Up
2 to 4 Players

Don't Let the Pigeon Drive the Bus Game!

Instructions



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



Rules of Play

Contents

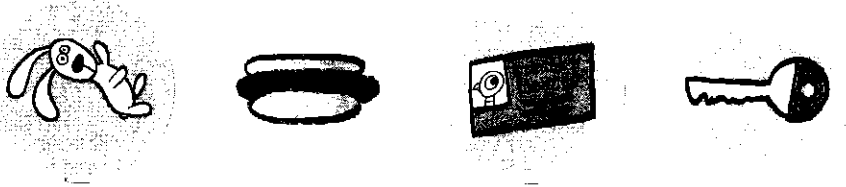
- 4 Bus Playing Pieces
- 1 Pigeon Playing Piece
- Spinner
- 16 Tokens
- Game Board
- Instructions

Object of the Game

The Pigeon wants to drive YOUR bus and it's up to you to stop him! Drive around the city, collecting a Bunny, a Hot Dog, a Driver's License and a Key on your way, and be the first player to get your bus back to the BUS DEPOT. But remember, DON'T LET THE PIGEON DRIVE THE BUS!

Setup

1. Punch out the tokens and put them in their designated store fronts on the game board (i.e. the Hot Dog tokens should be placed on The Hot Dog Store).



2. Insert the circular spinner base into the back of the spinner card and snap the arrow into place from the front.

3. Put the Pigeon card into the game stand and place the playing piece on the BUS DEPOT.

4. Each player chooses a bus moving piece and places it on the START space that corresponds with its color.

How to Play

1. The youngest player (Player 1) goes first by spinning the spinner. If the arrow lands on the "Bus" side of the spinner, Player 1 moves his/her bus the number of spaces shown on the spinner. If the arrow lands on "The Pigeon" side of the spinner, Player 1 moves the Pigeon the number of spaces shown on the spinner.

NOTE: The buses and Pigeon may be moved in either direction, however, a piece may only be moved in one direction per turn.

NOTE: If a player reaches a special space on the board, s/he should follow the instructions detailed in the "Moving Around the Game Board" section below.

2. Play continues to the left, with the next player spinning the spinner and either moving his/her bus or the Pigeon.

NOTE: If the Pigeon lands on a space that is occupied by another player's bus, that player has allowed the Pigeon to drive his/her bus. That bus must now go back to START.

3. Players continue to take turns spinning the spinner and moving until someone makes it to the BUS DEPOT with all their stuff.

Moving Around the Game Board

Bus Switch: Players who land on a Bus Switch space may switch places with any other bus on the game board.

Bus Ticket: Players who land on a Bus Ticket space have the option of moving directly to the space that shows a bus ticket **of the same color**.

Lose a Turn: Players who land on this space lose their next turn.

