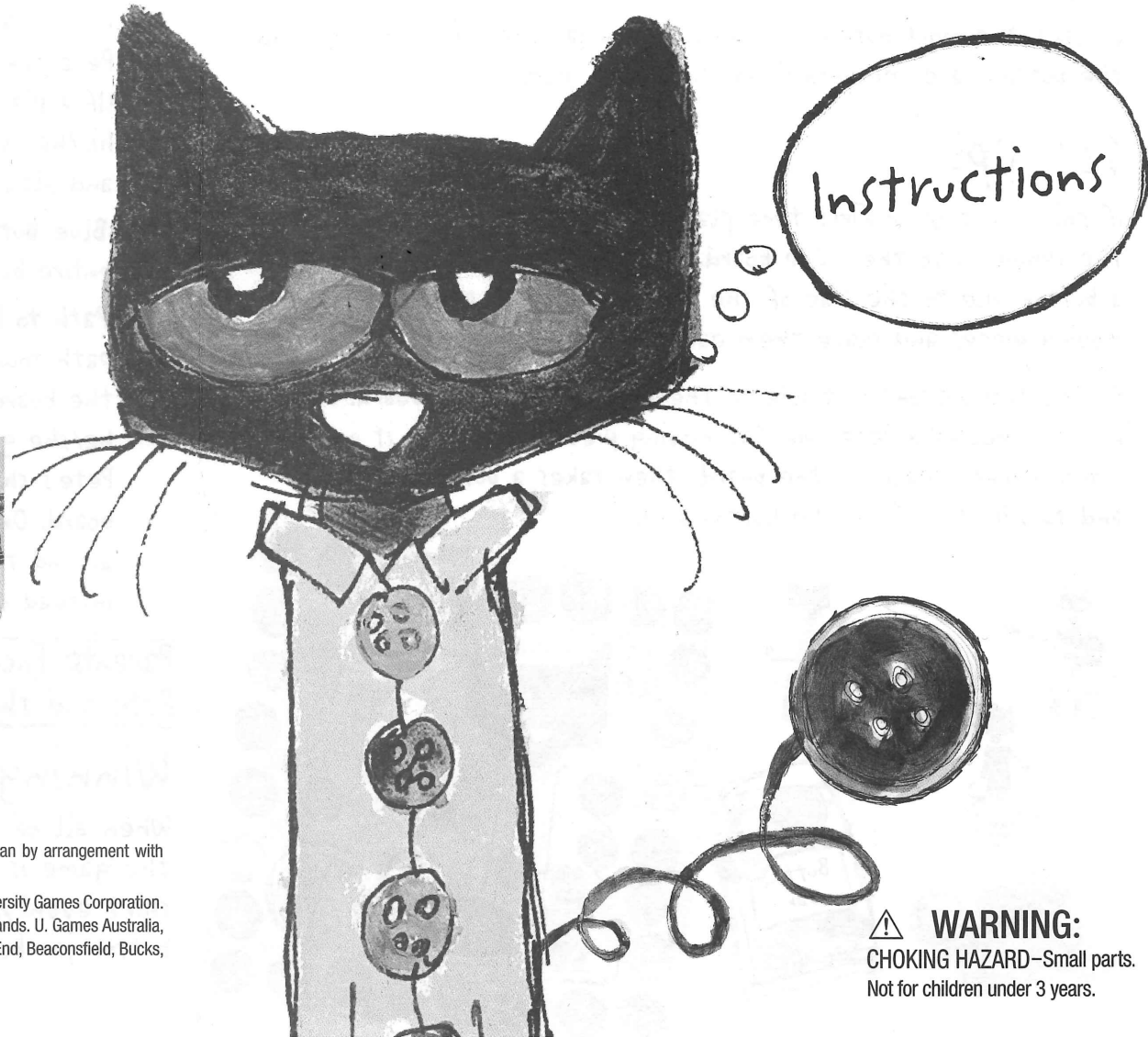
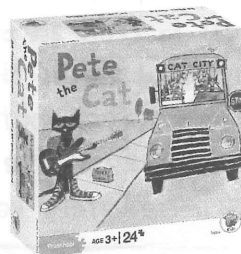
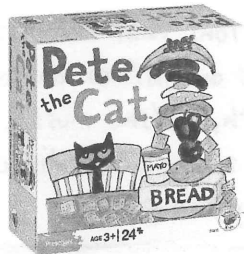
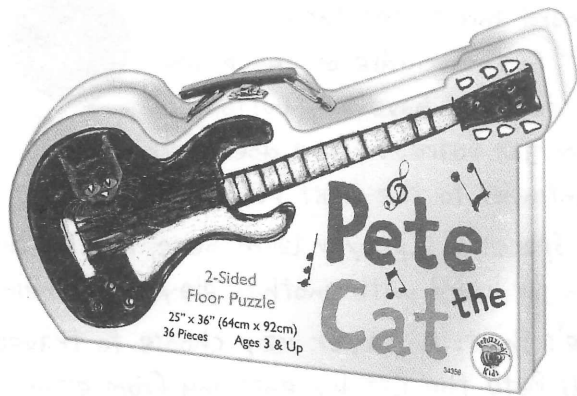


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**WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under 3 years.

## Contents:

- 40 Buttons
- 4 Button Jar Boards
- Game Board with Spinner
- 4 Moving Pieces
- 4 Stands
- Instructions

## Objective:

Collect the most buttons on your button jar board by the time all the buttons are removed from the button pile.



## Set-Up:

If this is not your first time playing, skip this paragraph. Insert the spinner into the game board. Punch out the buttons and make a button pile to the side of the board. Punch out the Pete the Cat moving pieces and place them each in a stand.

Put all the buttons in a pile to the side of the game board. Each player chooses a Pete the Cat moving piece and places it on any green corner space on the board, then takes a button jar board and two buttons from the button pile.



## How to Play:

1. The youngest player goes first by spinning the spinner and moving clockwise around the board.
2. **Green Button Space:** If a player lands on one of these, he/she PICKS UP the number of buttons indicated on the space from the button pile and puts the buttons on his/her button jar board.  Pick-up 2 buttons!
3. **Red Button Space:** If a player lands here, he/she REMOVES that number of buttons from his/her button jar board and places them on Pete the Cat in the middle of the board. (If a player does not have any buttons on his/her button jar board, he/she does nothing and play continues to the next player.)  Place 2 buttons on Pete's shirt!
4. **Blue Button Space:** If a player lands here, he/she trades their entire button jar board with another player of their choice!
5. **Path to Pete's Shirt:** A player may choose to travel along the path towards Pete the Cat by entering from either side of the board. If a player lands on Pete with an exact count, he/she gets to TAKE all of the buttons that are sitting on Pete's shirt, and places the buttons on his/her button jar board. Once a player exits the path, he/she must continue around the outside of the board in a clockwise direction instead of immediately re-entering the path.

Parents: Encourage your child to use the path leading to Pete and the buttons once he/she has mastered the game.

## Winning the Game:

When all of the buttons have been taken from the button pile, the game is over. The players share the buttons on Pete's shirt evenly. Each player then counts the buttons on his/her button jar board. The player with the most buttons wins!