







Instructions


Contents:

-  14 Colorful Cupcakes
-  20 Birthday Present Cards
-  Game Board
-  4 Character Pawns (Gus, Squirrel, Alligator, Turtle)
-  Grumpy Toad & Cupcake Tray (game box platform)
-  Spinner

Objective:

Working cooperatively, move all 14 cupcakes from Grumpy Toad's Cupcake Tray to Pete the Cat's Birthday Party Table by performing the activities on the Present Cards and Game Board spaces.

Setup:

- At the beginning of the game, each player chooses a Character Pawn and places it on one of the four corners (Home) of the Game Board. It is ok if two players share a space.
- Place all the Cupcakes onto Grumpy Toad's Cupcake Tray right here. 
- Put all Present Cards on the board, face down, next to Pete the Cat.

How to play, as easy as 1-2-3:

1. The youngest player goes first by spinning the Spinner and moving clockwise around the Board.
2. Players move around the Board performing one of the following activities, based on the space landed on:



Present Spots— The player PICKS UP one Present Card and performs the activity (playing like charades, but making sounds is OK). If someone guesses successfully, then the player who performed the activity takes two Cupcakes from Grumpy Toad's Cupcake Tray and places them on two of the open spots (shaded circles) on Pete the Cat's Birthday Party Table on the Game Board.

Activity Spots— (animal, food, letters, music) – If a player successfully completes one of the four activities, the player takes a Cupcake from Grumpy Toad's Cupcake Tray and places it on one of the open spots on Pete the Cat's Birthday Party Table. For example, a player lands on a spot with an apple on it. This represents the food category. The Player must name a food.



Name an animal and say its sound (i.e. – cow...moo!).



Name a yummy food.



Think of a letter and name something that starts with that letter (i.e. – T...table).



Musical note – sing a verse from a song (i.e. - *Twinkle, Twinkle Little Star*) or make up a new song!

Once something has been named by a player, other players cannot name the same thing. They must remember what others said and say something new.



Grumpy Toad Spot— Grumpy Toad decides he is still hungry and, if there is a Cupcake on Pete the Cat's Birthday Party Table, takes one (any) Cupcake off the Table and back to his Cupcake Tray.



Home Spot— Relax, you're home. No activity is performed.

3. After a player performs one of the above activities, his or her turn is over, and play passes to the left.

Winning the Game:

When all the Cupcakes have been taken from Grumpy Toad's Cupcake Tray, the game ends and ALL players celebrate the team victory by singing *Happy Birthday* to Pete the Cat!

