Winning the Game:

When players have successfully completed building and boarding the School Bus Puzzle, the game is over and Pete the Cat is ready to drive everyone to school! All players sing, "the wheels on the bus go round and round, all through the town!" A job well done!

See our entire line of Pete the Cat® games and puzzles at:





Pete the Cat
The Missing Cupcakes
Game
Ages 3 and Up



Pete the Cat Groovy Buttons Game Ages 3 and Up

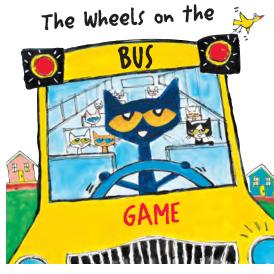
Pete the Cat Big Lunch Card Game

Pete the Cat is a Registered Trademark of Pete the Cat, LLC, US Reg. #3820216, #4903976, #5104976 © 1999, 2000 James Dean by arrangement with MerryMakers, Inc. © 2019 University Games Corporation, San Francisco, CA 94110. Briarpatch is a registered trademark of University Games Corporation. All rights reserved. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 31 Newington Green, Islington, London N16 9PU, UK, Retain this information for future reference. MADE IN CHINA. B012178 08/19



BRIARPATCH.

Pete*Cat



Instructions

Contents:

Game Board • 9-Piece School Bus Puzzle • 30 Playing Cards Spinner Arrow and Board • 4 Moving Pieces and Stands

Object of the Game:

Working cooperatively, players sing and act parts of the Wheels on the Bus song to collect all 9 School Bus Puzzle Pieces. Once players have completed the School Bus Puzzle, it's time for Pete the Cat to drive everyone to school!

Set Up:

- The first time playing the game, players must snap the Arrow onto the Spinner Board. Players then punch out Moving Pieces and insert them into the included Stands.
- At the beginning of the game, each player chooses a Moving Piece and places it on one of the four Home corners of the Game Board. It is OK if two players share a corner to start.
- Place all School Bus Puzzle Pieces, the Spinner and Playing Cards (face down) next to the Game Board.
- Before playing, if players do not know the Wheels on the Bus song, we recommend an adult quickly searches online to learn it. It's catchy, fun and repeats in the same way every time!

How to Play:

- The youngest player spins the Spinner and moves around the Game Board according to the number indicated on the Spinner. Players can move either direction on the Game Board. To reinforce counting skills, players should count spaces aloud as they move.
- A player picks a Card from the Playing Card pile each time he/she lands on a Music Note space. Playing Cards direct the player to do one of the following:

Music Note Space



If a player draws a Song Card, he/she sings the portion of the Wheels on the Bus song indicated on the Card. Each Song Card includes both an image and words. A Player may either ask an adult to read the words the first time, or he/she can sing the song however he/she thinks the Card should be sung—it's OK to be creative! All players may sing along! After the player sings out the section of the song, he/she gets to choose a School Bus Puzzle Piece and places it on the matching part of the Bus directly on the Game Board.

Stop Sign

Note: The completed School Bus Puzzle will match the Bus on the Game Board, so players can use the image as a quide.



If a player draws a Stop Sign Card, he/she must remove any Piece of the Puzzle Bus and place it back with the other unused Pieces. If a Piece of the Puzzle Bus has not yet been collected, then no action is necessary. 3. All other spots on the Game Board are activity spots. If a player lands on an activity spot, he/she performs a fun activity. These activities are events that happen during a child's school day: Home (wave to your family, friends and neighborhood), Nap (pretend to sleep), Lunch (pretend to eat), Bus Stop (stomp feet), Pete the Cat (jump), Guitar (pretend to play a guitar) or Book (pretend to read a book).















- 4. After a player sings a song or performs an activity, his/her turn is over, and play passes to the left.
- 5. The following are the movements for each section of the Wheels on the Bus song. Players may want to try these motions while singing – it only adds to the fun! If players want to make up their own motions, that is Of tool
 - **Wheels:** Players twirl their hands around each other to simulate wheels turning.
 - Poors Players use a hand motion to pretend the door is being opened and closed.
 - Wipers: Players move hands back and forth like a windshield wiper.
 - Horn: Players pretend they are pushing on a horn.
 - **Signal:** Players open and close fingers, spreading fingers wide when opened like a flashing light.
 - Birdie: Players flap their arms.
 - **Kittless** Players point two fingers from each hand over their heads to simulate cat ears.
 - Motors Players pretend they are holding onto the steering wheel and move their hands back and forth.
 - **Jog:** Players place their hands ("paws") in front of them as if they are standing like a dog.
 - Windows: Players move their hands up and down as if they are opening and closing a window.
 - **Drivers** Players point their thumbs over their shoulders to the back of the bus
 - Friends: Players move their hands to wave at people boarding the bus.
- 6. Once players complete the School Bus Puzzle, all players immediately move their Moving Pieces around the Game Board directly to the Bus Stop space to get on the bus.