

Littlest Pet Shop GAME

2 to 4 players/ AGE 4+

CONTENTS

- Gameboard • 5 Littlest Pet Shop Pawns (Turtle, Bunny, Kitty, Puppy, Piggy)
- Spinner (Spinner Card, Arrow, Base) • 16 Tokens



CAUTION: The Littlest Pet pawns contain magnets so should be kept away from debit/credit cards, television screens, computer monitors and watches as they may damage them.

OBJECT

These little pets are looking for adventure. On the list of must-sees are the Playground, Diner, Playhouse, and Salon. But they don't have all day. So, the first pet to visit all four locations and return to Start wins.

ASSEMBLY

1. Remove the Littlest Pet Shop Pawns from the plastic blister. Discard any elastic ties but be sure to keep the blister for storage.
2. Carefully detach the 16 tokens and spinner card from the cardboard parts sheet. Discard the cardboard waste.
3. Assemble the spinner following the illustration in Figure 1.

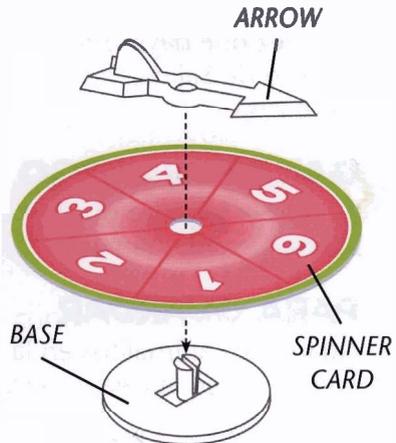


FIGURE 1

SETUP

Figure 2 shows the game set up and ready for four players. Refer to it as you set up your own game.

1. Choose a pet and place it near the Start/Finish space in the center of the gameboard. Each player does the same. Place any extra pets back in the box out of play. **Important: there are five pets to choose from but at most only four will be in the game; therefore, there will always be at least one pet out of play.**
2. Separate the tokens according to paw color. Then place them in piles by the gameboard near their matching color location. The colors of the paws match the borders of their locations.
3. Place the spinner near the gameboard within reach.



PLAYTIME!

The youngest player goes first. Play then passes to the left.

On your turn, do the following steps:

1. Spin and Move
2. Check the Space That You Land On

Step 1. Spin and Move:

Spin the spinner and move your pet in the direction indicated by the arrows. See Figure 3.

- You must move the full number of spaces spun.
- Pets can share the same spaces.

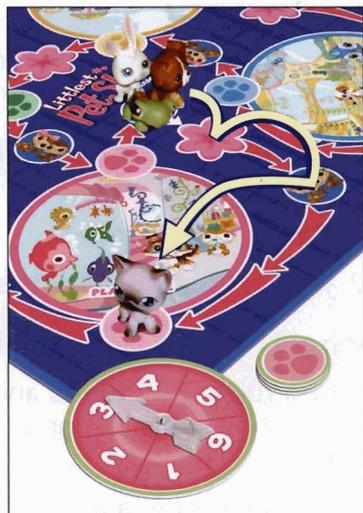
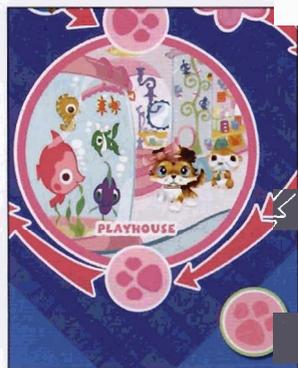


FIGURE 3

Step 2. Check the Space That You Land On:



- If you land on a Paw space, you get a token. The paws match the color of the locations next to them. The green paws match the Salon, the yellow paws match the Playground, the pink paws match the Playhouse and the blue paws match the Diner. Take a token from the pile near the gameboard that matches the color of the paw you're on and place it in front of you. If you already have a token that matches the paw you're on, your turn is over. Do not collect a second token.



- If you land on a Monkey space, it's time for some monkey business! Take one token from any other player and place it in front of you. You cannot collect more than one token for any one location, so if no one has a token that you need, your turn is over.



- If you land on a flower space, your turn is over.



- If you land on the Start/Finish space and have not collected all four location tokens, your turn is over. Continue from here on your next turn. If you have collected all four location tokens see *Time to Go Home*, below.

TIME TO GO HOME

Once you've collected all four location tokens, it's time to head back to the Start/Finish space. You do not have to reach the Start/Finish space by exact count if you are going home.

WINNING THE GAME

The first player to visit all four locations and get back to the Start/Finish space wins!

STORAGE

Return the pets to the blister. Then place all contents back in the tin and close the lid for easy storage.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862 or call 1-888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC, Canada J4G 1G2.

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Not suitable for children under 3 years because of small parts – choking hazard.