

# Come to My House

**OBJECT:** To collect all the snacks on your list and get back to the playground first.

**SET UP:**

1. Pop out the "Snack Lists" and cards from their sheets.
2. Snap the plastic arrow into the center of the spinner (see illustration).



**TO START:**

1. Each player receives a "Snack List."
2. The player to spin the highest number goes first and chooses his playing piece. All other players will follow in turn clockwise.
3. All playing pieces are placed in the playground at the center of the gameboard.
4. The cards are shuffled and four cards are placed face down on each house.

**TO PLAY:**

1. All players begin at the playground. In turn, each player spins the spinner and moves the number of spaces shown by the dots on the spinner.
2. Each player moves towards the house of his choice.
3. A player may move in any direction but can only move in one direction for each spin.
4. If a player lands on the same space or house as another player, he may have a free turn.
5. It is not necessary to land on a house or the playground by exact count.
6. When a player lands on a house he may ask for one of the snacks on his list by saying:  
"Do you have any . . . . ?"
7. **AFTER ASKING**, he turns over the cards on that house and shows them to all the other players. If the snack he has asked for is there, he may take that card to add to his collection of snacks. He then replaces the remaining cards face down on the top of the house.
8. After visiting a house, a player **MUST** visit another house on the board before returning to that house. He is free to go in either direction as he leaves a house.
9. There is no limit to the number of times you may visit a house as long as you visit another house between visits.
10. Players may only collect one of each snack.
11. Players may choose to take a route through the playground. In this case, the playground counts as one space.
12. After collecting all four snacks on his list, the player heads for the playground. The player having milk, an apple, a piece of cake and a pear, who gets to the playground first, wins the game.
13. It is not necessary to land on the playground by exact count.

