

# Curious George and Friends Spin & Go Board Game



## Instructions

Includes:  
48 tiles  
4 markers  
1 spinner  
1 game board

For 2 to 4 players

**Object of the Game:** The object of the game is to collect the most tiles!

### Basic Game

Game Time: 15 minutes  
Ages: 4+

**Set Up:** Scramble the tiles face up. Put one tile face up on each space on the board except the black center space. Each player picks a marker and puts it on the black space in the center of the board. A tile goes in the black space after all the markers have moved off it. Stack the remaining tiles face down into a draw pile. The youngest player goes first and play continues clockwise around the table.

**How to Play:** On your turn, spin the spinner. Move your marker to a tile with the same color background in the number of moves it tells you and collect that tile! For example: if the spinner lands on red 2, move your marker 2 spaces to a red tile. You can move up, down, sideways, diagonal and even back and forth to reach a tile of the specified color, but movement is always from one tile to any adjacent tile. You cannot move onto or through a space that is occupied by another marker or that does not have a tile on it. Once you reach the tile pick up the tile and leave your marker. It is now the next person's turn. On your next turn, after you have moved, fill the open space you have left with a tile from the draw pile. If you cannot reach a tile of the color on the spinner in the number of moves you are allowed, you lose your turn. Stay on your space until your turn comes around again. If the spinner lands on HAPPY CURIOUS GEORGE, pick up any Curious George tile from anywhere on the board and spin and go again. If the spinner lands on SAD CURIOUS GEORGE, you lose a turn and it is the next person's turn. If the spinner lands on PARTY CURIOUS GEORGE, everyone gets to take one tile from anywhere on the board. Player does not go again and it is the next person's turn. Add tiles back to the empty spaces before the next turn. The game is over when there are no more tiles in the draw pile. The player with the most tiles wins. If there is a tie, the player with the most Curious George tiles wins.

### Challenge Game

Game Time: 20-30 minutes  
Ages: 6+

Follow the rules for the basic game except, before starting, each player chooses a tile background color (or colors) he or she will collect. In a 2-player game each player chooses 2 colors. In a 3-player or 4-player game each player chooses 1 color. Collect tiles as you would in the basic game, but do not stop playing when the draw pile is gone. Continue playing until there are just 10 tiles left on the board. Once there are only 10 tiles on the board, each player takes one LAST turn. This is the end of the game. Each player counts the tiles of his or her chosen color(s). The player who has collected the most tiles of his or her color(s) wins!

