

# Woodland Race

## Contents:

1 three-piece jiggled playing board, 4 animal playing pieces, 4 character stands, 56 round tokens

## Setting up

- Insert the animal playing pieces into the character stands.
- Assemble the playing board and place it in the centre of the table.
- Shuffle the round tokens and spread them out, face down, on the table.
- Select at random eight of the round tokens and place them, face down, onto the circular spaces on the playing board (see 'To play' for how and when these are used).
- Each player chooses an animal character and places it on the matching coloured arrow on the playing board.
- **Note:** if playing with less than four players, all four of the animal characters should still be used.

## Object

To be the first animal to make it home!

## To play

- The youngest player starts by turning over a coloured token from the table. Move the animal which matches the token **forward one space** on the playing board.
- Play passes to the next player.
- The tokens pre-set on the game board come into play each time the animal in last place reaches the row with a face down token on it. That token is then turned over and the matching animal is moved **back one space**.
- Play continues until an animal has made it to their home (indicated by the brown spaces).

## The winner

The winner is the player whose animal reaches their home first.



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# **GB** Carrot Count

## **Contents:**

24 cards, 1 four-part spinner (see Fig.1)

## **Setting up**

- Spread the cards with the carrots facing upwards on the table.
- Attach the carrot to the spinner board using the spinner pivot (see Fig. 1).
- Place the spinner where everyone can reach it.

## **Object**

To be the player with the most rabbits.

## **To play**

- The youngest player begins by spinning the spinner and choosing a card showing the same number of carrots.
- Turn over the card and place it in front of you. The card will show 0, 1, 2 or 3 rabbits on it. Play passes to the next player.
- If you cannot find a card with the matching number of carrots, play passes to the next player.
- Play continues until all the cards have been collected.
- At the end of the game, players count up the rabbits they have collected in front of them.
- The game ends when there are no cards left to pick up.

## **The winner**

The winner is the player with the most rabbits.

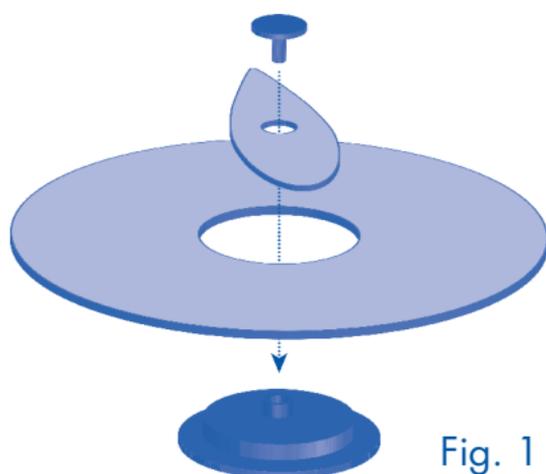


Fig. 1