

# PEANUTS<sup>®</sup>

## IT'S THE GREAT PUMPKIN, CHARLIE BROWN™ GAME

Ages 5+  
2-4 Players

### CONTENTS

- Gameboard
- 4 Character Play Pieces
- 4 Character Costume Play Pieces
- 4 Plastic Bases
- Spinner
- 35 Trick or Treat Cards
  - 20 Candy! Cards
  - 7 Quarters! Cards
  - 7 Rocks! Cards
  - 1 Invitation Card
- Instructions

### OBJECT

To be the first to collect 5 pieces of candy, switch to a costume, and get back to the Pumpkin Patch to meet Linus and wait for The Great Pumpkin!

### SETUP

1. Each player selects one uncostumed Character Play Piece.
2. Each player places their Character Play Piece with Linus in the Pumpkin Patch.
3. Place the Character Costume Play Pieces to the side. You will need them later.
4. Shuffle the Trick or Treat cards and place them in the "Trick or Treat" area on the board.

### PLAYING THE GAME

1. The youngest player goes first by spinning the spinner.
2. Turn order is clockwise from the youngest player.
3. Players spin the spinner and move the number of spaces depicted on the spinner. In the beginning, the object is to leave the Pumpkin Patch and go to the outer orange path. Each player must stay on that path until they collect 5 Candy! cards and the Character Costume that matches their play piece.
4. When a player lands on a space that says "Trick or Treat," they draw a card from the Trick or Treat deck.
  - If the player draws a Candy! Card, then they keep it.
  - If the player draws a Quarters! Card, they can either spin again, OR they can use it to buy a piece of candy from another player.
  - If the player draws a Rocks! Card, then they have to put a Candy! Card back into the bottom of the deck along with the Rocks! Card. If the player who draws the Rocks! Card does not have any Candy!, then he/she places only the Rocks! Card back into the bottom of the deck and play continues with the next player.
  - If the player draws the Invitation Card, then they do NOT have to collect 5 Candy! Cards. He/she only has to get their costume.
5. Players must land on their corresponding costumed space on the board to get their costume. Once they do, they switch to their Character Costume Play Piece and place the uncostumed piece to the side, (EXAMPLE: Charlie Brown must land on the space with the ghost with too many holes cut-out. The player with the Snoopy play piece must land on the space with the Flying Ace. Lucy must land on the space with the witch. Sally must land on the space with the ghost with two eye holes cut out.)

### WINNING THE GAME

When a player collects their costume and 5 Candy! Cards (or draws the Invitation Card), they make their way back to the green path to race back to Linus in the Pumpkin Patch. Once back on the green Pumpkin Patch path, players continue to spin until one player spins the EXACT number that gets them to Linus on the last step (EXAMPLE: If a player is 4 spaces away from Linus, he/she must spin a 4 in order to win the game. If the player spins less than 4, then he/she moves the appropriate number of spaces. If the player spins a 5, then he/she does not move.)

Once you're back with Linus, YOU WIN!! Now it's time to look out for The Great Pumpkin.