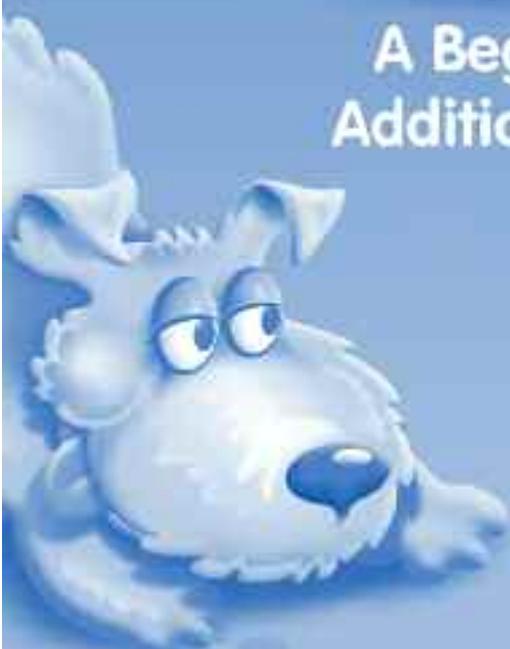




Count & Seek Pet House

A Beginning
Addition Game



 **WARNING:**
CHOKING HAZARD - Small parts.
Not for children under 3 years.

2–4 players
Ages 4–6+
2 levels of play

Contents

Game board, 4 pets, 2 number dice, 1 operation die, 20 pet matching cards, 4 pet house cards

Object

Be the first player to fill your pet house card by finding everything your pet needs in each room inside the house.

Setup

- Choose a level of play:
 - Pet Parade—Level 1:** Beginner (ages 4–5): Use only the green number die to practice simple counting skills.
 - Pet Pro—Level 2:** Advanced (ages 5–6+): Use all three dice to practice building and solving number sentences.
- Sort the pet matching cards according to the colors on the reverse side and place them in the matching color rooms, picture-side up.
- Spread the cards out.
- Choose a pet and place it on start.
- Choose the pet house card that matches your pet and place it in front of you.

Pet Parade—Level 1

- Roll the green die to see who goes first (if you roll a key, roll again).
- On your turn, roll the green die and move your pet ahead the number of spaces indicated.
- If you roll a key, go to any room in the house.
- If your pet lands on a space with:
 -  **An arrow with a number inside**—move your pet ahead the number of spaces indicated.
 -  **A key**—move your pet to any room in the house.
 -  **A wallpaper pattern space**—move your pet to the matching room.
 -  **An up or down arrow to the staircase**—move your marker up or down the stairs.



Arrows to the doorway—your pet may stay there or enter the room. You do not need an exact roll to enter a room.

- Once in a room, take the card from that room that matches one of the items on your pet house card and place it face down on the pet house card. Your turn is now over.
- On your next turn, roll the die and follow the arrow out of the room.
- To win the game, be the first player to fill your pet house card.

Level 1 Challenge

- Use the green number and white operation dice. The operation symbol determines which direction to move. If a minus sign is rolled, move backward according to the number indicated on the green die. If a plus sign is rolled, move forward.
- All other rules remain the same.

Pet Pro—Level 2

- Roll the green die to see who goes first.
- On your turn, roll all three dice and create a number sentence. Always place the die with the highest number first. Read the number sentence aloud. Solve it and move ahead by the sum or difference. For example: $\boxed{3} \boxed{-} \boxed{1} = \text{move forward two spaces.}$
- If you roll a key, move to any key space on the board. If you roll a plus sign, move forward according to the number rolled. If you roll a minus sign, move backward.
- If your pet lands on a space with:



An arrow with a number inside—move ahead the number of spaces indicated.



A key—move your pet to any room in the house.



A wallpaper pattern space—move your pet to the matching room.



An up or down arrow to the staircase—move your marker up or down the stairs.



Arrows to the doorway—your pet may stay there or enter the room. You do not need an exact roll to enter a room.

- Once in a room, take the card from that room that matches one of the items on your pet house card and place it face down on the pet house card. Your turn is now over.
- On your next turn, roll the die and follow the arrow out of the room.
- To win the game, be the first player to fill your pet house card.

Level 2 Challenge

- For a longer, more challenging game, begin by placing all the pet matching cards face down in each room according to color.
- Once in a room, choose a card and turn it over for all players to see.
- If the card matches an item on your pet house card, take the card and place it face down over its matching picture. Your turn is now over.
- If the card does not match, turn it back over and remain in the room until your next turn. Stay in the room until you find the card that you need.
- All other rules remain the same.



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