

Richard Scarry's Busytown Rules

Eye found it! GAME

CONTENTS: 1 Game Board in three sections, 4 Movers, 4 Mover Bases, 1 Spinner, 1 Ferry Tile, 10 Magnifying Glass Tokens, 6 Food Tiles, 30 Goldbug Cards, 1 Sand Timer and 1 Game Rules Manual

Drive across Busytown toward the ferry that will take you to Picnic Island. On your way, you will help Goldbug find hidden objects all around town. The more you find, the faster you move! Will you make it to Picnic Island before Pig Will and Pig Won't eat all the food?



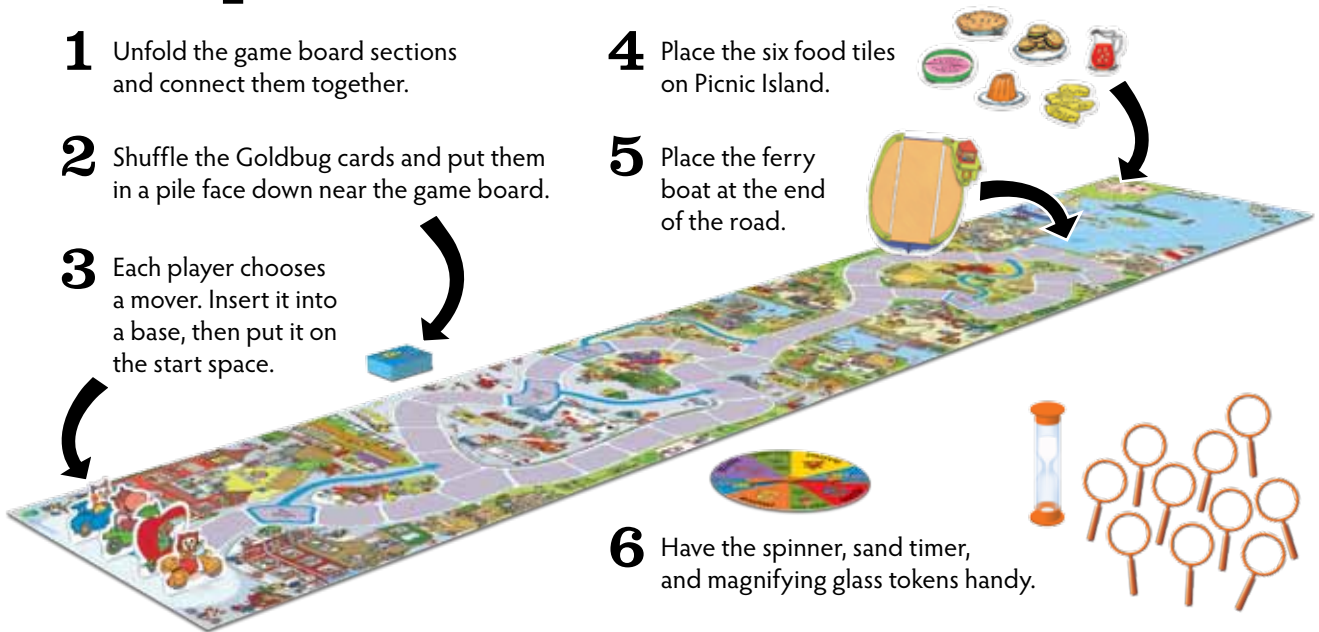
Object As a team, all players try to get to Picnic Island before the pigs eat all the food.

Set Up

- 1 Unfold the game board sections and connect them together.
- 2 Shuffle the Goldbug cards and put them in a pile face down near the game board.
- 3 Each player chooses a mover. Insert it into a base, then put it on the start space.

- 4 Place the six food tiles on Picnic Island.
- 5 Place the ferry boat at the end of the road.

- 6 Have the spinner, sand timer, and magnifying glass tokens handy.



The youngest player goes first!

On Your Turn

Spin the spinner!



If you spin MOVE:

Advance your mover the number of spaces indicated.

- If you land on a shortcut, follow the arrow.
- If you get to a fork in the road, you get to choose which way to go.



If you spin PIGS EAT:

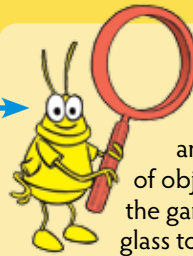
Take away one food from Picnic Island, then **spin again**.



If you spin GOLDBUG:

Solve a Goldbug Mystery! Follow these directions.

Now it's the next player's turn.



Goldbug Mystery!

If you spin **GOLDBUG**, turn over a Goldbug card and start the timer. **All players** help look for the type of object shown on the card. (You'll find them hidden all over the game board!) Each time you find one, place a magnifying glass token on it so you remember where it is. When the time runs out, stop looking and count up all the magnifying glass tokens you placed on the game board. That number is everybody's **bonus move**!



EXAMPLE: If the Goldbug card says "hammers", then **all players** work together to find as many hammers as you can before time runs out. If you find **four** hammers, then **all players** advance their movers **four** spaces.



Clear the magnifying glass tokens off the game board. Now it's the next player's turn.

The Ferry

All players' movers must be on the ferry before it can leave for Picnic Island. (You don't need an exact number to land on the ferry.) When your mover gets to the ferry, don't take your turn until all the other players catch up to you.



When the last player gets to the ferry, everybody resumes taking turns. From now on, if you spin **MOVE**, advance the ferry with all the movers onboard.

Winning the Game

If the ferry arrives at Picnic Island before the Pigs have eaten all the food, you all win! If the Pigs eat all the food before you get to Picnic Island, then the Pigs win. Try again!



Note to Parents

This is a team game, so all of the players will win or lose the game together. To win, you need a combination of **LUCK**, **SKILL** and **TEAMWORK**. You may not win the first few times you play, but keep trying, because you will get better. To find more objects in a Goldbug Mystery, make sure all players spread out, so that you can search more of Busytown. The more you play and the more you know Busytown, the better you will get at this game. Have fun!

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