

Rules



Ages
3
and
up

Players
2 to 4

CONTENTS: 1 Alphabet Mat, 1 Tornado Board, 36 Coins, 26 Secret Letter Cards, 4 Toy Boxes, and 1 Rules Manual.

object

Collect as many letter coins as you can. If you have the coin with the Secret Letter on it at the end of the game, you win!

Set Up

Before you start playing, take off your shoes!

1 Alphabet Mat

Spread out the Alphabet Mat on the floor.
(Choose a play area with carpet if possible.)

2 Toy Boxes

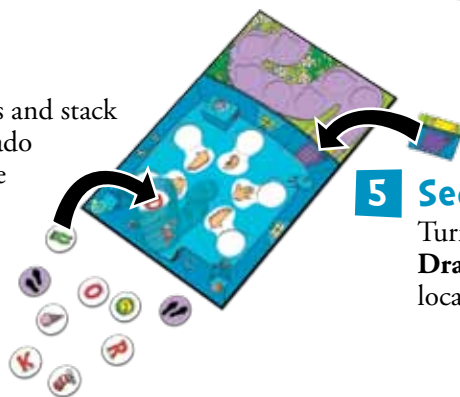
Each player gets a Toy Box.

3 Tornado Board

Place the Tornado Board near the Alphabet Mat.

4 Coins

Mix up **all** the coins and stack them into the Tornado Tube. Make sure the footprint coins are mixed up along with the letter coins in the stack!




5 Secret Letter Card

Turn all the Secret Letter cards face down and mix them up. **Draw one** and put it face-down in the Secret Letter card location on the Tornado Board **without looking at it**.

The youngest player takes the first turn!

How to Play

- 1 When it's YOUR turn, stand on the Alphabet Mat and get ready. You are the **Stretcher!** All other players are the **Callers**.
- 2 The Callers rotate the Tornado Tube in a circle. This drops coins into five holes in the Tornado Board. The coins show **letters, pictures, or footprints**.
- 3 The Callers call out the **body parts** the Stretcher should use to touch the **letters or pictures** on the mat (for now, ignore the footprints).
- 4 The Stretcher will score by touching **as many of them as possible at the same time!**
- 5 For all of the letters or pictures the Stretcher can touch at the same time, the Stretcher takes **those** coins and puts them in her Toy Box. Any coins not earned go back into the top of the Tornado Tube.
- 6 Finally, any footprints  that came out of the Tornado Tube go into the purple holes in the walkway.



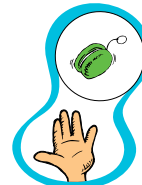
"Put a hand on the umbrella!"



"Put a foot on G!"



Don't call out footprints.



"Put a hand on the go-go!"



"Put a foot on B!"

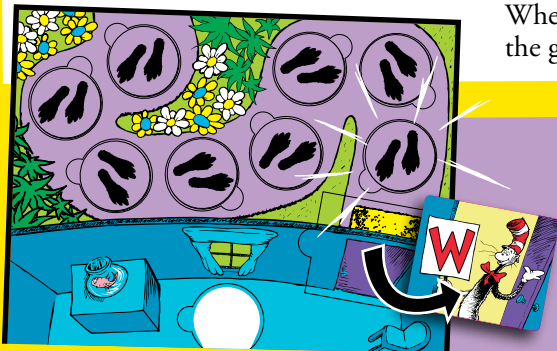


Attention Stretcher:

Scoring doesn't happen until the end of your turn, so try different body positions until you find the one that earns you the most coins!

Now it's the next player's turn!

When the walkway is filled with footprints, the game is over! See Winning the Game.



Winning the Game

When all the holes in the walkway are filled with footprints, turn over the Secret Letter card! All players look at the coins in their Toy Boxes. The player who has the coin with the Secret Letter on it is the winner! If no one has the Secret Letter coin, then Thing 1 and Thing 2 are the winners!



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