

# SnugglyBumms

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The cute and cuddly SnugglyBumms are here to play an exciting color matching game with you and your friends. To play, spin the spinner and move your pawn ahead on the path to the next space that pictures the color character you spin. Sad-faced child tokens cover some game spaces. Pick them up to reveal smiling faces as you play. Also, look for shortcuts to speed you on your way. The first player to reach Momma and Papa SnugglyBumms at the end of the path wins the game!

### OBJECT

Be the first player to reach Momma and Papa SnugglyBumms at FINISH.

### CONTENTS

- 1 gameboard
- 4 pawns
- 4 plastic pawn bases
- 8 sad-faced child tokens
- 1 spinner

### HOW TO SET UP THE GAME

**1. THE GAMEBOARD:** open the gameboard and place it on a flat surface so it is within easy reach of all players. The path is made up of different colored SnugglyBumms (either blue Spritely, orange Cutely, yellow Truly, or purple Sweetly), and happy-faced children. Each picture is a space on the path.  
**2. THE TOKENS:** punch out the 8 sad-faced child tokens from the box platform. Place the tokens on the path, matching each token with its happy-faced space on the board.

**3. THE PAWNS:** punch out the 4 pawns from the cardboard sheet and insert them into plastic pawn bases. Each player chooses a pawn to move and places it on the space marked START.

**4. THE SPINNER:** place the spinner next to the gameboard, within easy reach of all players.

### HOW TO PLAY THE GAME

**1. WHO PLAYS FIRST?:** players spin the spinner. The first player who spins either Momma and Papa or the sad-faced child goes first, followed to the left by the other players.

**2. WHAT TO DO ON YOUR TURN:** on your turn, spin the spinner and move your pawn ahead on the path wherever the spinner arrow directs you:

A. If you spin Spritely (blue), Cutely (orange), Truly (yellow), or Sweetly (purple), then move ahead to the next space on the path picturing that character.

B. If you spin Momma and Papa, then move ahead one space on the path.

C. If you spin the sad-faced child, move ahead to the NEXT sad-faced child token space on the path, pick up the token and set it aside to reveal the happy face. Now remain on this space to play with the happy child. Your turn is over.

**3. RULES OF PAWN MOVEMENT:**

A. Your pawn must always move ahead on the path from the START space toward the FINISH space. Your pawn cannot move backward.

B. Two pawns cannot occupy the same space at the same time. If your pawn lands on an opponent's pawn, move your pawn ahead to the next unoccupied space.

C. Your pawn cannot pass a SAD-FACED CHILD TOKEN on the path. If you are moving on the path and your pawn moves onto such a token, immediately STOP and pick up the token then set it aside to reveal the happy face. On your next turn, you can spin the spinner and continue on the path.

**4. THE SHORTCUTS:** there are 3 shortcut paths of brightly-colored pebbles on the board. The beginning and end of each path has a space with a yellow border. If you spin the spinner and land on the yellow-bordered space at the beginning of a shortcut, immediately slide your pawn along the shortcut path to the yellow-bordered space at the end of it.

**5. THE END OF THE PATH:** when you get near the end of the path, you might spin a character that is not pictured on a space ahead of you on the path. If this happens, remain where you are and wait until your next turn to spin again. Of course, if you spin Momma and Papa you can move ahead one space on the path. When you reach the last space at the end of the path, you must spin Momma and Papa to land on the FINISH space. If you do not spin Momma and Papa, remain where you are and wait until your next turn to try again.

### HOW TO WIN THE GAME

The first player who reaches Momma and Papa SnugglyBumms at FINISH wins the game!