



*A deliciously cute counting game*

Includes: Fuzzy, an adorable plush chipmunk which doubles as a carrying case for the game.

**30** Colored Wooden Acorns.

**2** Jumbo Wooden Dice, and Game Rules

**3+**

**2-4**



# Meet Fuzzy!

Fuzzy is hungry and needs you to feed him. He loves to have his stretchy cheeks filled with acorns.



## OBJECT:

Be first to feed all your acorns to Fuzzy and win!



## SETUP:

Divide the acorns evenly among the players making sure no player has too many of the same color.



## COUNTING:

This is the first opportunity to count with the players. Encourage the kids to count out their acorns to make sure all players have the same amount. If some players have too many acorns, set them aside.





## FEEDING FUZZY:

Take a single acorn and show the kids how to Feed Fuzzy. Gently push one acorn at a time into Fuzzy's mouth. Younger players may find it easier to place Fuzzy down in front of them and use two hands to feed him. Fuzzy's cheeks allow him to eat A LOT of acorns! Unzip Fuzzy to get the acorns out.



## PLAY:

The youngest player goes first with turns passing to the left. If that's you, roll both dice.

The Number Die tells you how many acorns you can Feed Fuzzy.



The Color Die tells you the color of the acorns you can Feed Fuzzy. Roll a wild and make it any color you want.

For example: here, you rolled a "2" and "Green", meaning you get to feed FUZZY two of your green acorns if you have them.

## Oh No! You Can't Feed Fuzzy If...

- You have no acorns that match the color you rolled.
- You have less acorns than the number you rolled.

## WINNER:

Be the first to Feed Fuzzy your last acorn and win!

Fuzzy is full and very happy!



## PLAY VARIATIONS:

- For a more cooperative game, place all the acorns in the center of the play area. Kids take turns rolling the dice and feeding Fuzzy. The kids have to work together to Feed Fuzzy all the acorns to win together.
- Make it easier for the kids to win by eliminating the number die once a player has less than 4 acorns. Feed Fuzzy a single acorn whenever you roll a color that matches one of your acorns or if you roll a WILD!

All the game components fit inside Fuzzy!

Unzip him and place the rules in first.

Now fill him up with all the acorns and two dice to take the Feed Fuzzy fun anywhere you go!