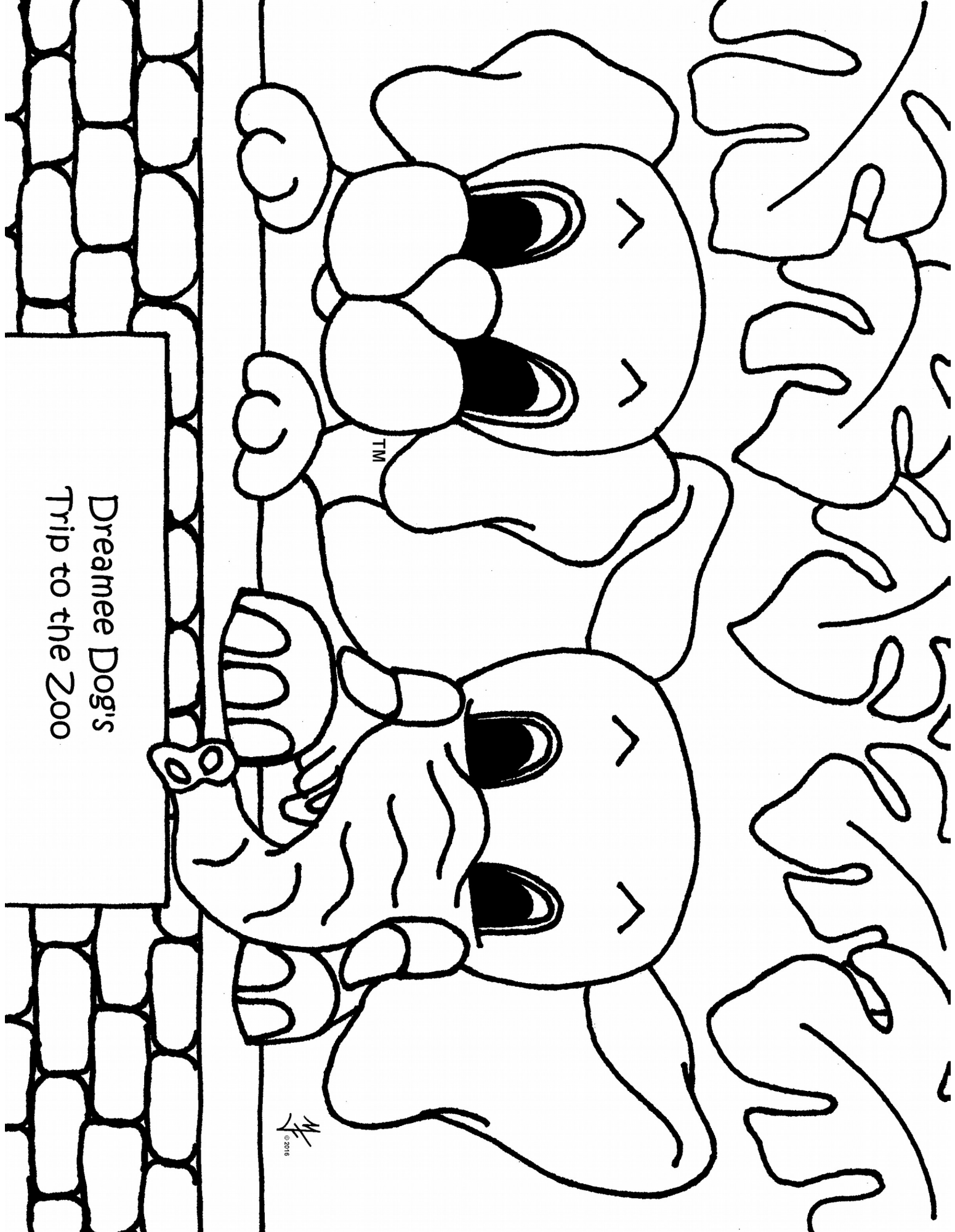
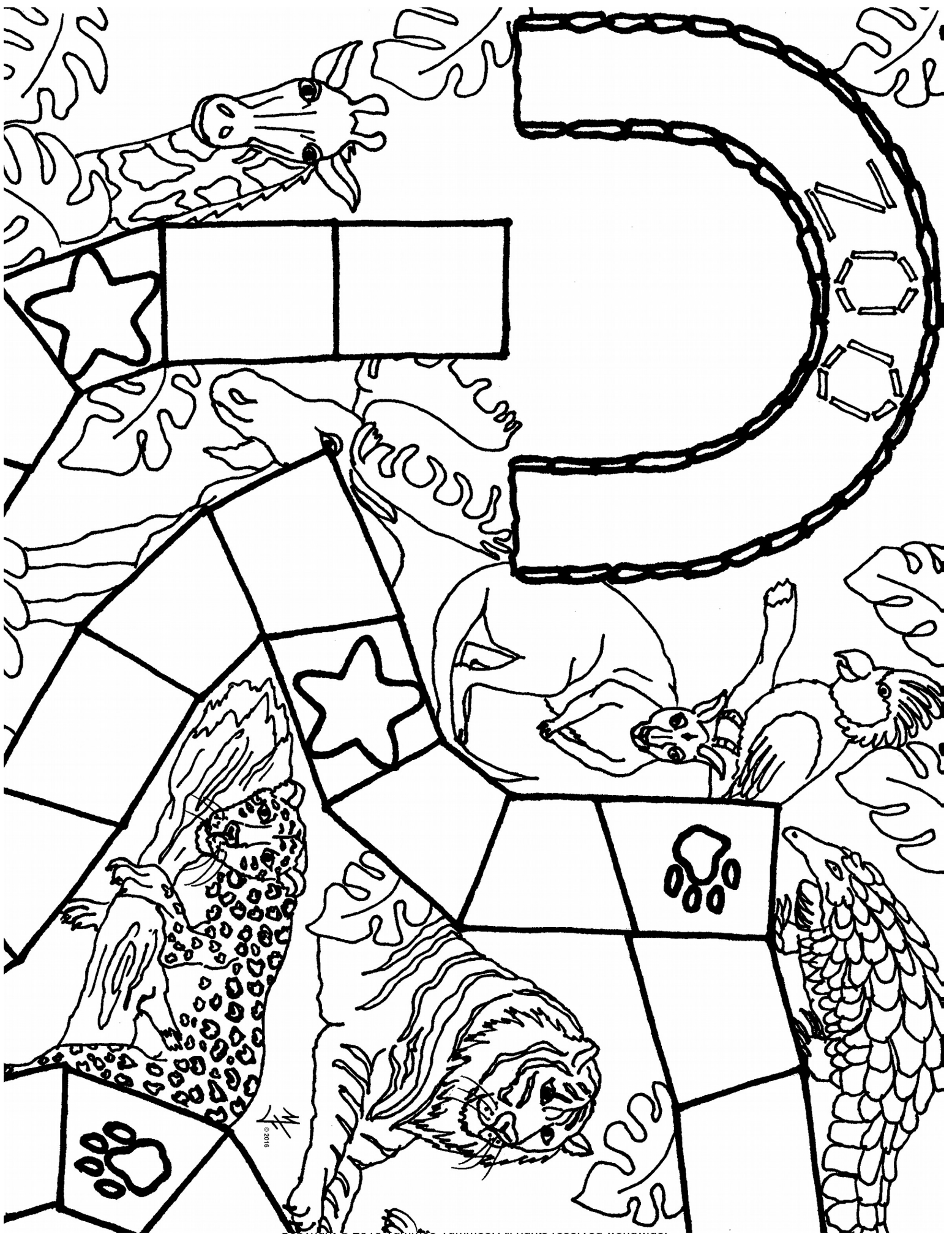


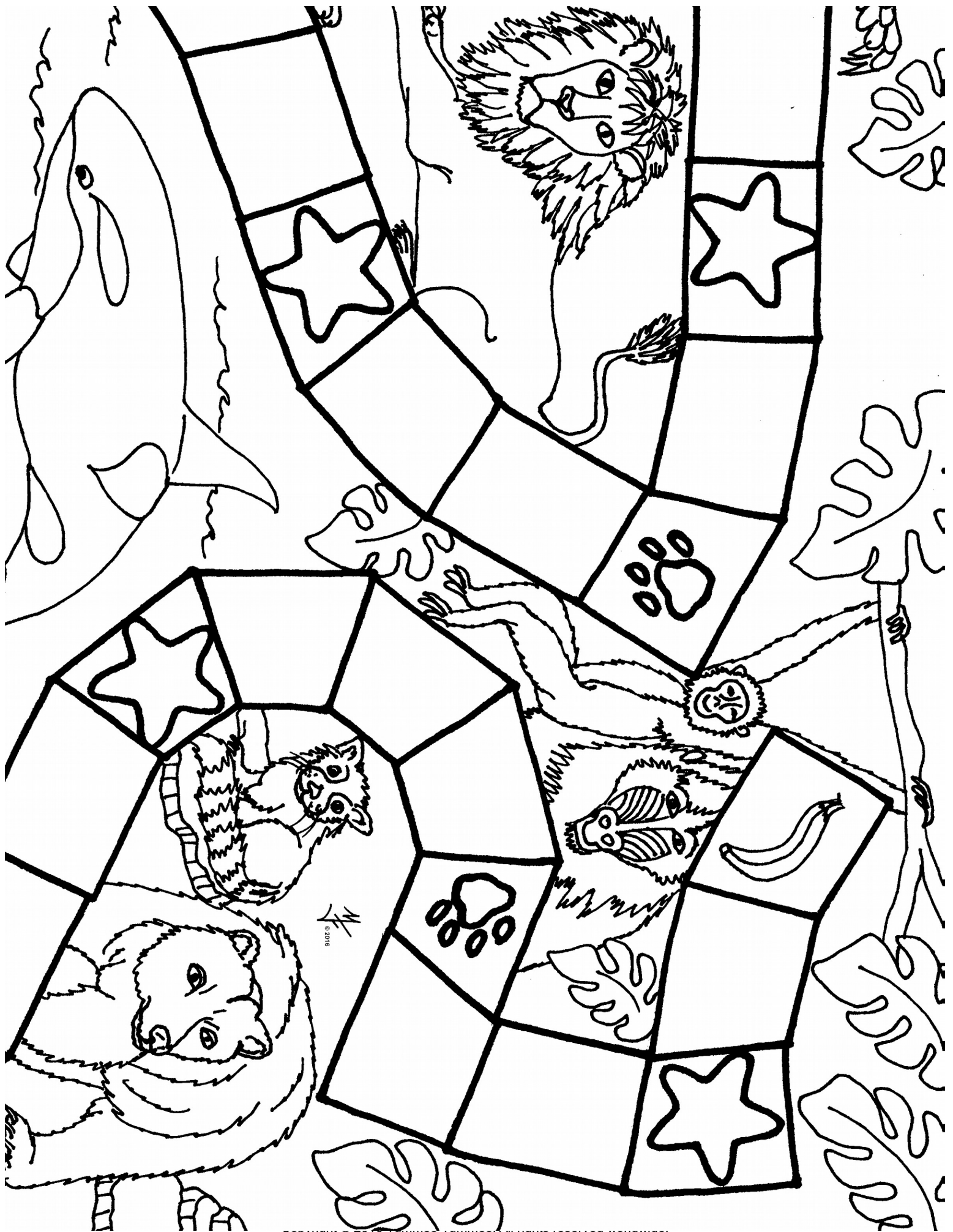
Dreamee Dog's
Trip to the Zoo
June 2016





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Trip to the Zoo

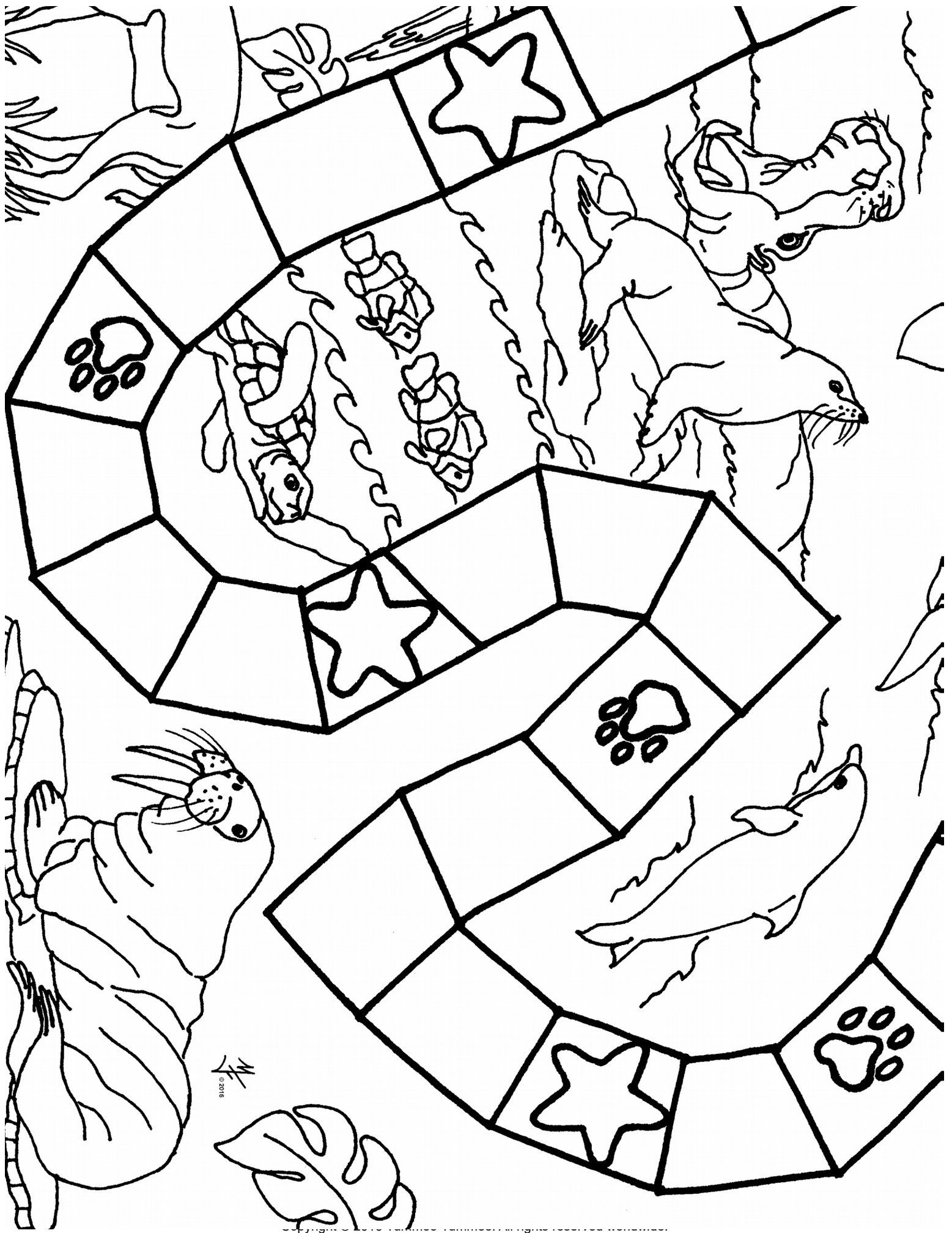




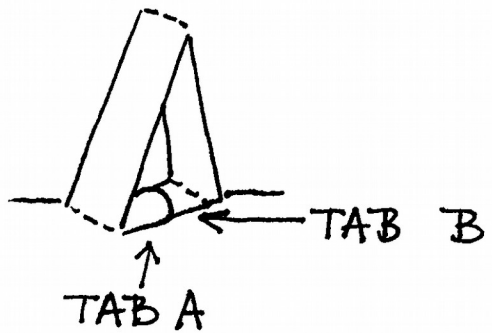
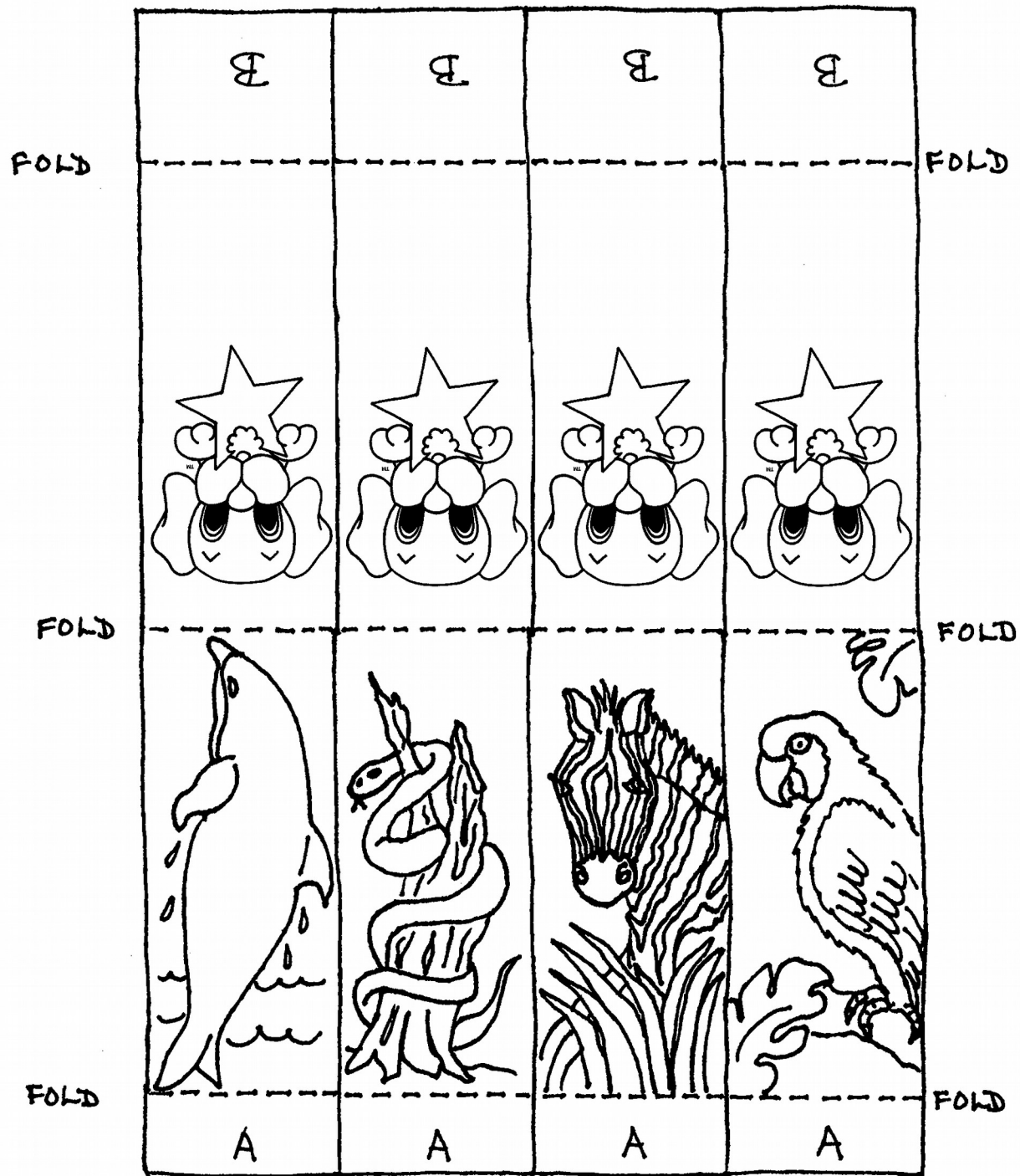
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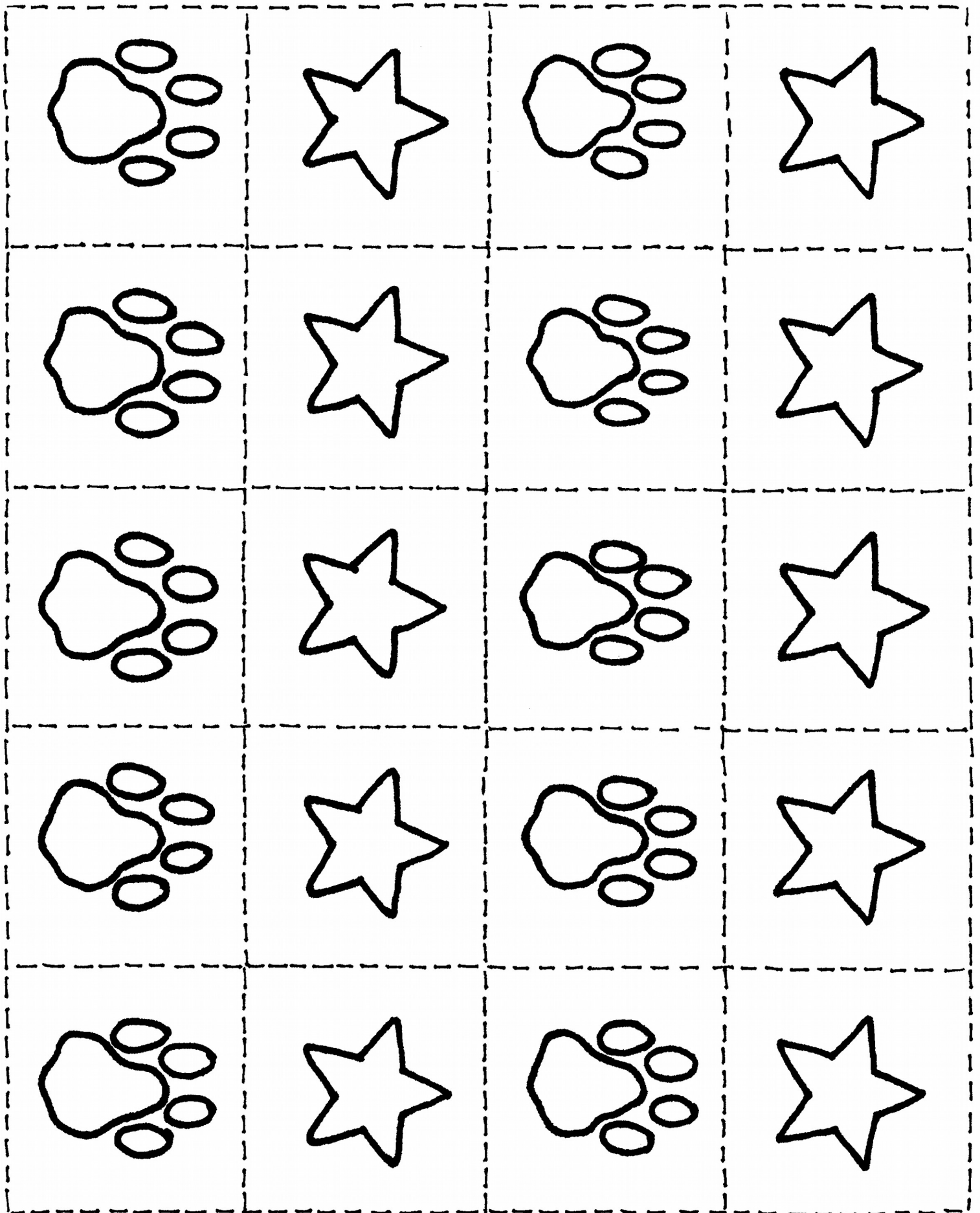
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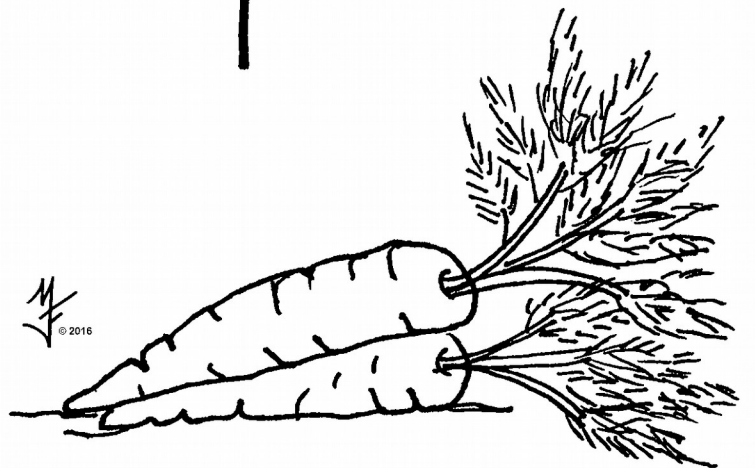
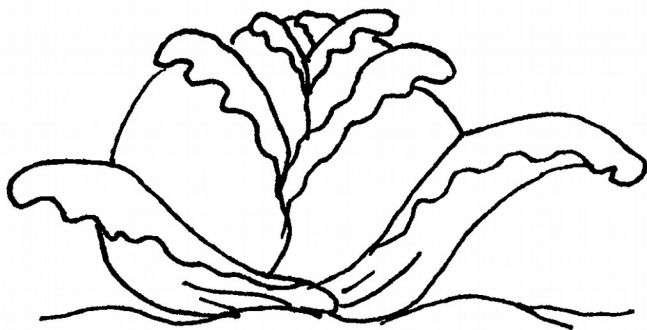
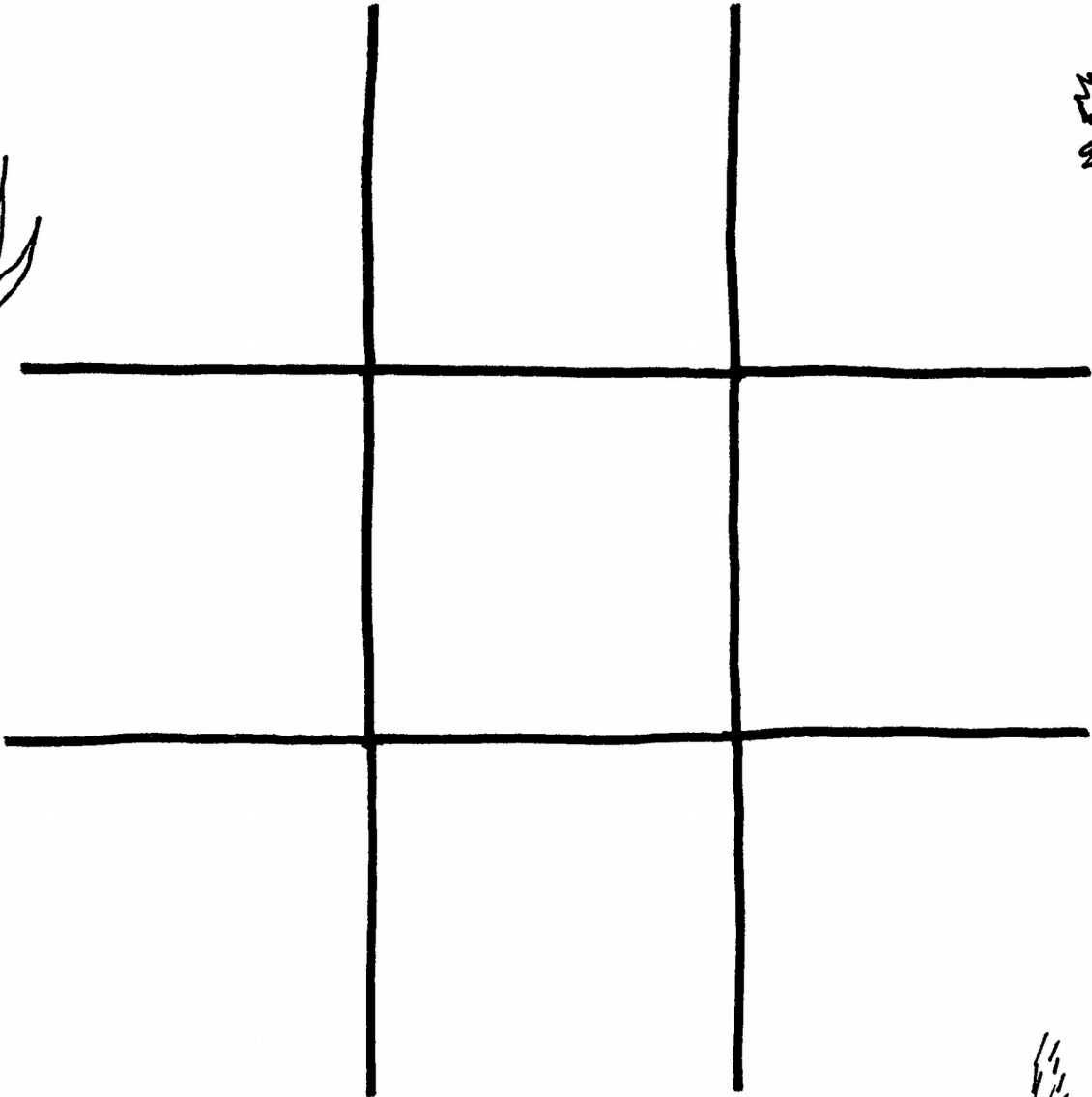
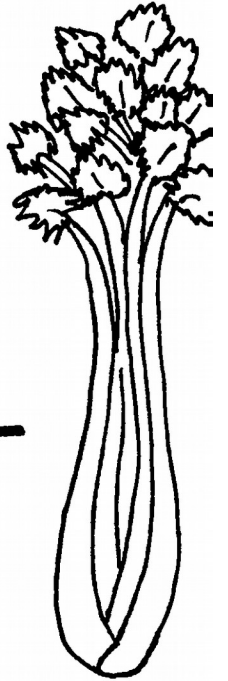
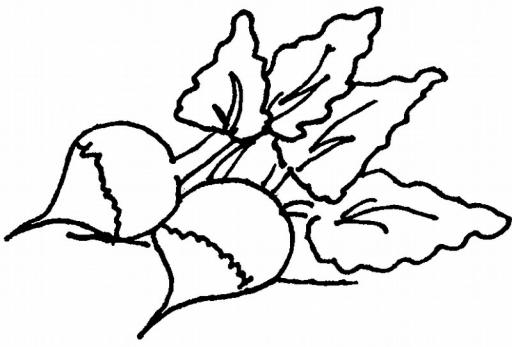
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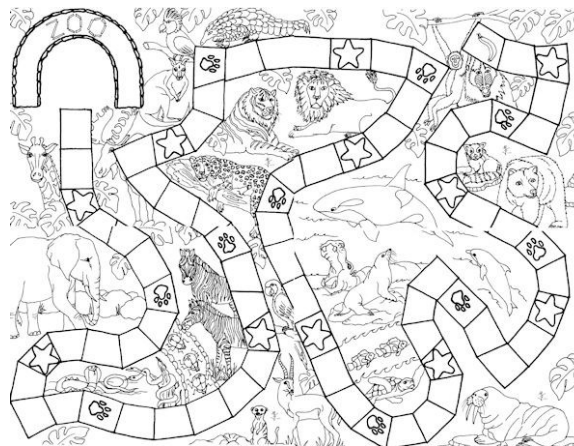


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Dreamee Dog's Trip to the Zoo

Prepare game board, playing pieces, and cards

1. Print 1 copy of each page. Print an additional copy of the numbered playing card page.
2. Color the animals on each of the 4 game board pieces. Color the stars and paw prints on the path through the Zoo. Color each of the 4 Dreamee Dog playing pieces and the animals on the back. Next, color the page of stars and paw print cards to match those on the board.
3. Cut the page of stars and paw prints and the 2 pages of numbered cards on the dotted lines.
4. Cut the 4 Dreamee Dog playing pieces along the solid lines. Fold each playing piece on the dotted lines. Place Tab A over Tab B and tape or glue to secure.
5. Glue or tape the 4 game board pieces onto a larger piece of poster board prior to play.



*** Print game board, playing pieces, and cards on Index paper for a more durable game board and pieces.

Game Rules

Dreamee Dog's Trip to the Zoo is a two to four player game for ages three and up. It teaches beginning numbers (1,2,3), matching (stars & paw prints), and opens up the opportunity to learn about different animals. Players draw from the stack of cards and move their Dreamee Dog pieces according to the number or image on the card.

Place the board on a flat surface. Each player picks one of the 4 Dreamee Dog playing pieces. Shuffle the stack of cards and place face down next to the game board. The youngest player starts the game. Game play can rotate either left or right, but remains the same throughout the game.

Players draw one card at the beginning of their turn. The card will have a number, a star, or a paw print. If a number is drawn the player must move ahead that number of spaces on the board. If a star is drawn the player must move to the nearest matching image on the game board. If a player lands on a star at the end of his turn, he is skipped over, or forfeits his next turn. The next player draws a card and play continues. If a player draws a paw print, he moves to the nearest matching image on the game board. He draws an additional card, moves the number of spaces on the card, and his move is complete. The next player draws a card and play continues.

The Beetle Path and School of Fish are short cuts on the way to the Monkey House. To use one of the short cuts, a player must land exactly on the square that starts the shortcut. Move your playing piece through the short cut to the square at the other end of the short cut. The next player draws a card and the game continues.

The first player to land on the banana wins Dreamee Dog's Trip to the Zoo. Monkeys love bananas, but lots of animals love fruits and vegetables. Encourage food fun by serving fruits and vegetables as healthy snacks to the players.

Gluten-Free Zone



More Dreamee Dog Fun at:

yummeeyumme.com

