

5012



Days of the week

Monday's bear is fair of face

Tuesday's bear is full of grace

Wednesday's bear is full of woe

Thursday's bear has far to go

Friday's bear is loving and giving

Saturday's bear works hard for a living

And Sunday's bear acts just as he should,

he's helpful, happy and always good!

For 2 to 4 players

Components

- 4 x 7 piece puzzles
- 1 x games board
- 1 x die
- 4 x plastic playing pieces
- 50 x playing cards

How To Start

Each player chooses a plastic playing piece and puts it on the Teddy Bear with the same colour bow tie.

The 4 puzzles are broken into their 7 pieces and they are laid down face up so the players can clearly see the days of the week.

The pack of cards should be shuffled and placed face down on one of the marked (dotted lines) areas. The «other» area is where the cards are discarded face down after use.

How to Play

The object of the game is to complete the puzzle (7 days of the week) and be the first player to reach the Teddy Bears picnic in the centre of the board.

The youngest player may start, or, if the children are of similar ages, the player who throws the highest number with the die.

Players move the appropriate number of days (in the direction of the purple arrow) as shown on the die. (For example, if a player throws a 3, then they move to Wednesday). When the player has moved onto a day, he/she picks up a card and

moves as instructed. (For example if a player had landed on Wednesday and the card says «Tomorrow», the player moves to Thursday). This is the end of the move for the player and, if he/she needs for example the «Thursday» piece of the puzzle, they take that piece and place it in front of them.

Players may only take a piece of puzzle relating to the day they land on after making their 2 moves (one move by throwing the die and the next move as instructed by the card). If a player lands on a day they already have, then they do not pick up a piece of puzzle.

Play continues in this way until players have collected all 7 pieces of their puzzle and have joined them together. Each player then races around to their Teddy Bear (the one whose tie matches their playing piece) and then moves in the direction of the yellow/red/blue green arrow (as relevant) to the picnic.

Players do not have to throw the correct number to finish, (ie. if 2 moves are required and the player throws a 3 then they can still finish). Cards may need to be re-used from the discarded pile if no child has gained all their pieces of puzzle by the time the 50 cards have been looked at. Simply reverse the procedure and pick up and discard as before.

The winner is the first player to complete a puzzle, and to be at the picnic area.

Adults Please Note

Smaller children will need help interpreting the «tomorrow», «next week» etc concepts.

From an original idea by Berron Games