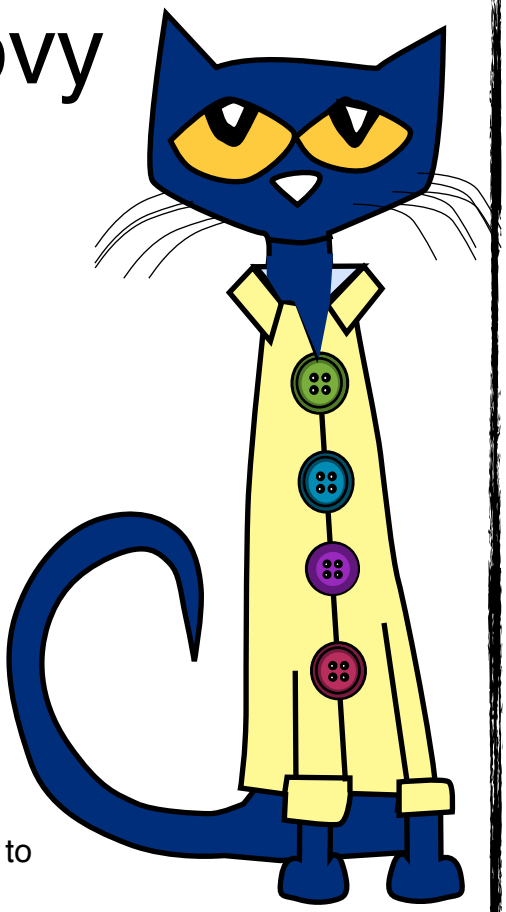
Pete the Cat's Groovy Buttons



The Goal: to be the first player to gather 4 buttons

You will need:

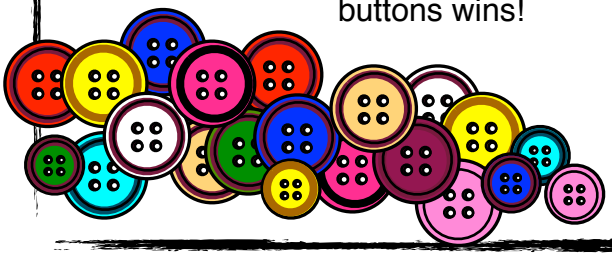
- 2 dice
- 2 - 4 game pieces (one for each player)
- A pile of buttons
- 1 game board

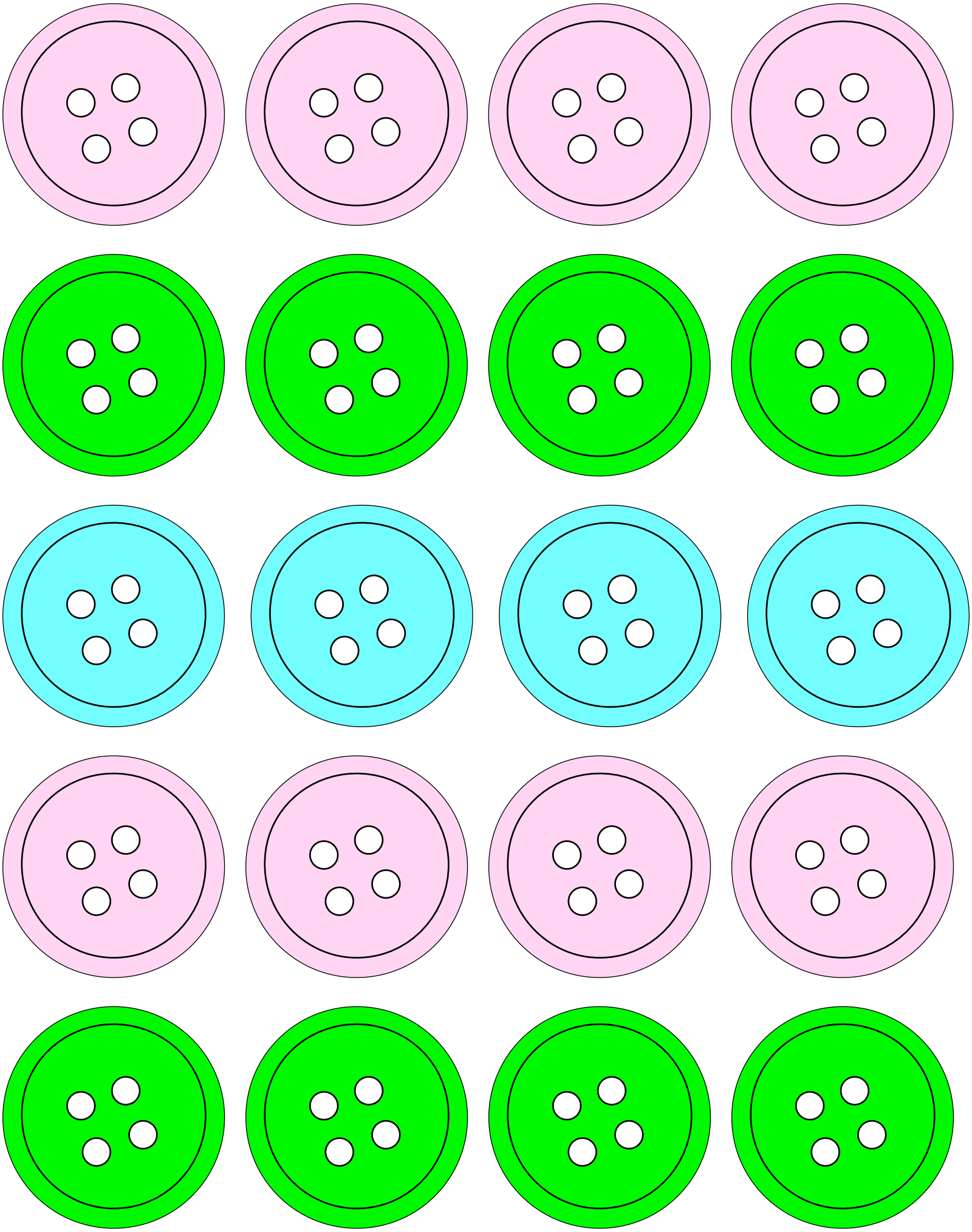
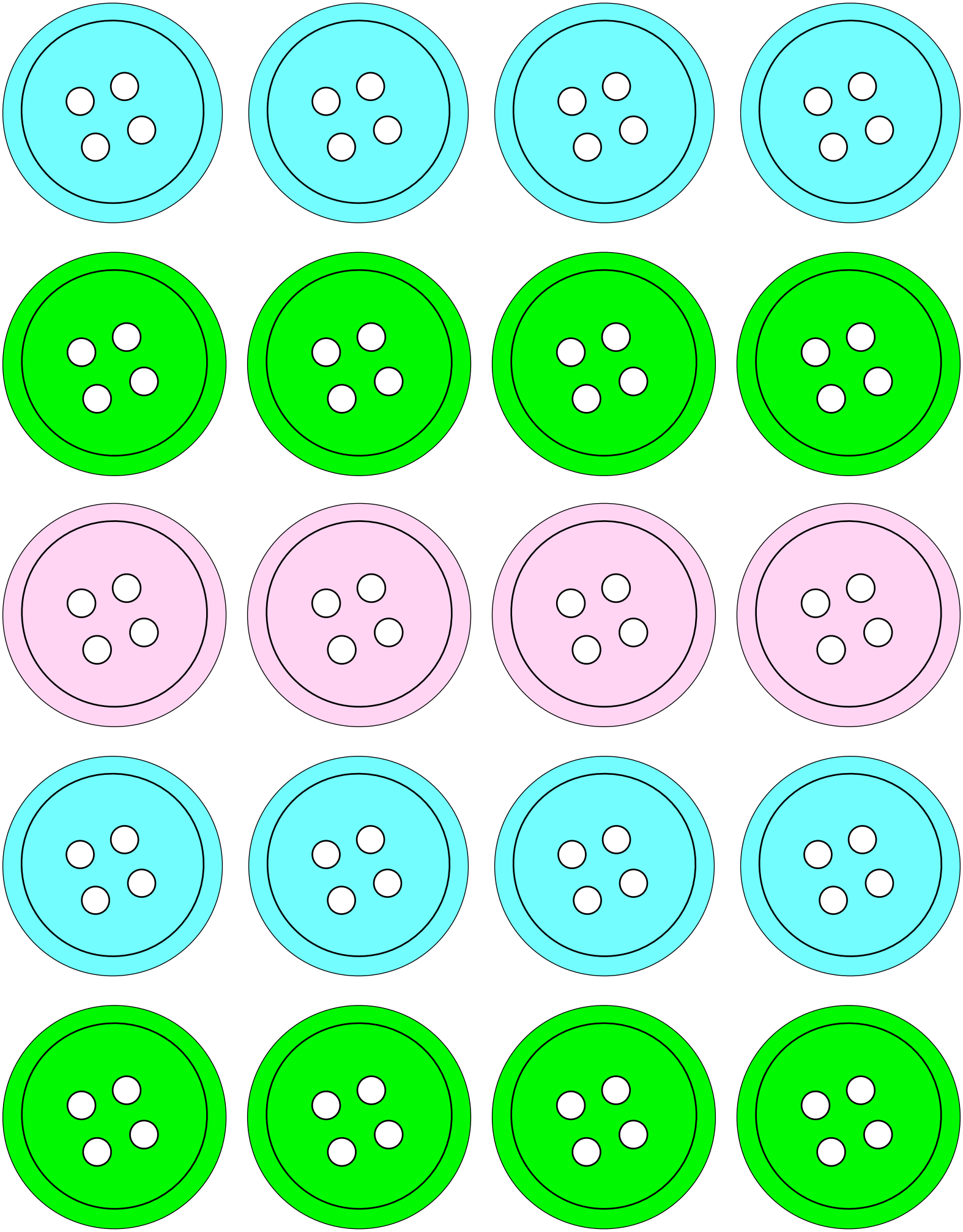
This is a game for 2 - 4 players.

How to play:

- Decide who goes first by rolling the dice - low score goes first.
- The player rolls the dice and ***subtracts*** the two numbers to find how many spaces to move.
- When a player lands on a space with a picture of a button, they may choose any button in the pile.
- When a player lands on a space with the double arrow they may switch button piles with another player, even if they have zero buttons.
- When a player lands on the *less than* < sign they must give one of their buttons to the player with the fewest buttons unless they have no buttons to share.

- The double button spaces are only earned when you have landed on the slide space to get there.
- The first player to find all four of Pete's buttons wins the game.
- Another way to play: Start with 4 buttons each. Instead of collecting buttons, put buttons back in the pile when you hit a button space. The first player to lose all 4 buttons wins!



Inspired by *Pete the Cat and His Four Groovy Buttons* by Eric Litwin and James Dean

Early Math Project