

SAVE THE CATS

A Curious Cat Spy Club board game





INSTRUCTIONS: SAVE THE CATS

Choose your game character and cut into square character cards.

Players use a coin for a token.

Throw one dice.

Go around the board by roll of dice to rescue your cat.

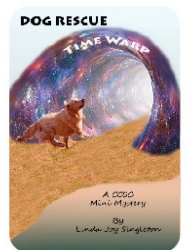
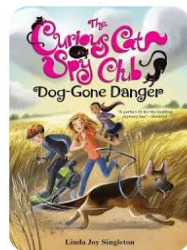
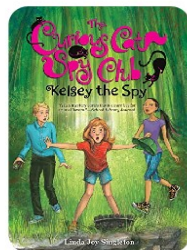
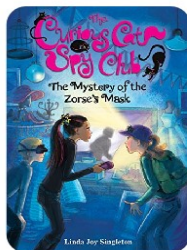
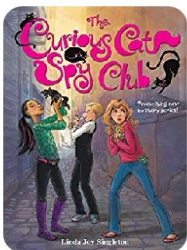
The goal is to do enough ANIMAL ACTS OF KINDNESS to earn a cat.

Go around the outer circle by roll of dice until you collect 25 points. 25 points = 1 cat (choose from cat cutouts)

When a player trades places with another player, he/she gets the points on the new square, if any.

When you have earned your cat then proceed to inner circle to race to the finish!

To win land on (or pass) final inner square.



"A fun mystery series that's a sure bet for animal lovers." -School Library Journal

www.lindajoyingleton.com / email Linda Joy Singleton at ljscheer@yahoo.com to request a free Spy Activity Packet.