SAVE THE CATS

A Curious Cat Spy Club board game

| Start Here | You returned a lost dog. Earn 1pt | You adopted a pet. Earn 1 pt. | Lose a turn | You read to your pet. Eard 2 pt. | picke | | Gain 5 points |
|--|---|---|----------------------|---|--|---------------------------------------|---|
| You rescued a kitten. Earn 2 pts. You cared for a | Lose a turn | You donated to charit | \$ colle y. can | ou ected pet od. | Trade places with any player. | | You stepped on a cat's tail. go to Start Animal fundraiser |
| bunny. Earn 1 pt. Trade places with any player. | You ca sat for neighbo You go your do | a or ot | | | | Go back 2 spaces You cleaned | |
| You groomed a pet. Earn 1 pt. | spayed Roll agai | d. Throv | | | up dog poop. | | You got your dog neutered. Earn 1 pt. |
| You put up Lost Pet Signs. Earn 1 pt. | spaces circle here WIN! | | | | | | Move ahead 2 spaces |
| Gain 5 points | Mucked out a horse stall. 1pt | You fostered an animal. Earn 1 pt. | Go ahead 2 spaces | You played with yo pet 2 p | ur p | gyour et! | You returned a lost cat. Earn 5 pts. |

www.lindajoysingleton.com /email Linda Joy Singleton at <u>ljscheer@yahoo.com</u> to request a free Spy Activity Packet









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.

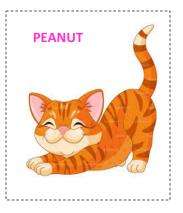
Go around the outer circle by roll of dice until you collect 25 points. 25 points = 1 cat (choose from cat cutouts)

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

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