

# To Grandma's House We Go!™

For 2 to 4 players/AGE 3+

## Object

Make your way over the river and through the woods.

If you are the first player to reach Grandma's House, you win!

## Contents

Gameboard • 4 Plastic Cars • Part Sheets with Grandma's House Assembly and 6 Grandkid Characters • Plastic Roof • 66 Cards

## Assembly

- Carefully remove all of the cardboard pieces from the part sheets. Discard the cardboard waste.
- Remove the pieces from the plastic bag. Discard the bag.
- Fold the Grandma's House assembly along the score lines. Then insert the 2 tabs into the 2 slots on the side and close the flap on the bottom. Set the plastic roof over the opening in the top. See Figure 1.

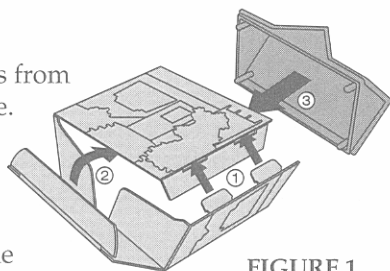


FIGURE 1

## Setup

Figure 2 shows the game set up and ready for 4 players. Refer to it as you set up your own game.

- Set the gameboard in the center of the play area.
- Place Grandma's House on the space marked "Grandma's House."
- Shuffle the cards and place them facedown in a pile within reach of all players. This will be your draw pile. Leave space next to the draw pile for a discard pile.

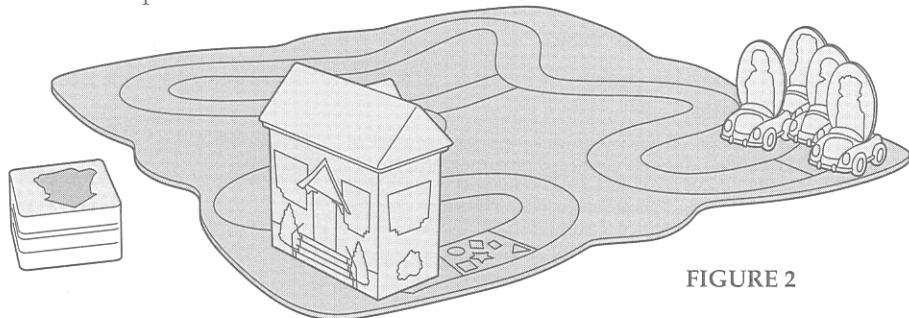


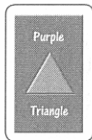
FIGURE 2

## Hey Grandparents!

Surprise your kids or grandkids with a special reward at the end of the game. Before you begin playing (and without anyone seeing), hide a treat inside Grandma's House. Then sit back and watch their faces as they discover what's inside. Stickers fit well, maybe a coin or two, or a special note to them from you. You can even put in an invitation for them to join you in activities such as making cookies, going for a hike or going out for lunch. You decide what the surprise will be.

Keep taking turns until someone reaches the multicolor space just in front of Grandma's House.

## The Cards



### COLOR/SHAPE CARDS

- If you draw a Color/Shape card, move your car forward to the first space matching the color and shape on the card. This ends your turn.



### WORD CARDS

- If you draw a card with words on it, read it out loud. These cards may instruct you to do something like smile at another player or give another player a big hug. Or, they may ask a question like who is your best friend or what is your middle name. They will also instruct you either to move your car or to draw another card. Follow the card's instructions. (If a young player draws the card and can't read yet, read it out loud for him/her. You may have to help him/her answer the question too.)

## Movement

- Always move forward along the path towards Grandma's House. She'd be sad if you turned around to go home.
- More than one car may be on a space at the same time. The more the merrier. If two or more cars land on the same space, just line them up side-by-side.

- Each player picks a grandkid character and inserts it into a plastic car of his/her choice. See Figure 3. Each car is a different color, so remember which color car is yours.
- Place your character and car on the START space in front of your house. Place any extra grandkid characters and cars out of play.

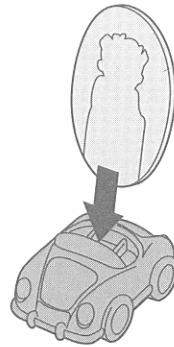


FIGURE 3

## Gameplay

The youngest player goes first. Play then passes to the left.

**On your turn**, draw one card from the draw pile. Do as the card instructs (see **The Cards**, below). Then place the card in the discard pile.

- **A Shortcut: Are we there yet?**

There's one shortcut along the path. If your car stops, by exact count, on the green/diamond space next to the bridge, you may (if you'd like) move your car over the bridge to the green/diamond space on the other side. See Figure 4. On your next turn you'll move forward from there.

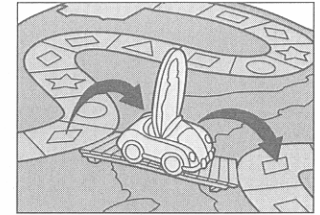


FIGURE 4

## The Multicolor Space at Grandma's House

The multicolor space in front of Grandma's House counts as 1 space on the gamepath and represents all colors and shapes. So...

- You do not have to land on the multi-color space by exact count.
- If you draw a Word card and are directed to move ahead spaces, move onto the multicolor space as you would any other gamepath space.
- If you draw a Color/Shape card and there are no more of the matching color/shape spaces between you and Grandma's House, move onto the multicolor space. See Figure 5.

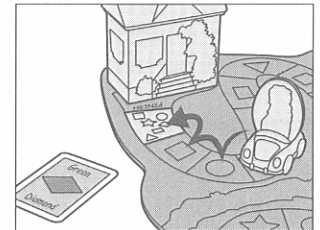


FIGURE 5

## Win the Game

If you are the first player to reach the multicolor space in front of Grandma's House, you win! Yippie!

## FOR YOUNGER PLAYERS – NO READING REQUIRED

For younger children playing without an adult, play with the Color/Shape cards only.

## Storage

To store your game, you must take apart Grandma's House. Remove the roof and open the flap at the bottom. (You do not need to pull the tabs out of the slots in the side.) Then flatten the house.

Now put all of the pieces of the game back in the box and close the lid for easy storage.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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