

EI-3408
Ages 4+

2 to 4
players

Benefits

Shelby's Snack Shack™ helps children build skills including: recognizing the numerals 1 to 5, counting, beginning addition and subtraction, pre-handwriting skills, social skills (such as taking turns and following directions), and simple strategic-thinking skills.

If you love
Shelby's Snack Shack,™ you'll go nuts for
The Sneaky, Snacky Squirrel Game!™



Find more info on this adorable preschool game at
educationalinsights.com/sneaky



A counting bone-anza!

Contents

- Game board (in box)
- 1 Shelby Squeezer
- 40 Bones
- 4 Bowls
- 1 Double game spinner
- Instruction guide

Tell us what you think!
Your opinion counts. Visit us online at
www.educationalinsights.com
to review this product.

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	WARNING:	
	CHOKING HAZARD—Small parts. Not for children under three (3) years.	

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PE30 2JG, UK. Please retain this package. Made in China.
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A pug sure can get hungry playing at the beach!

Object of the Game

Collect the most bones in your bowl by the end of the game and you win.

Setting Up

1. Scatter the bones on the beach in the bottom of the box.
2. Give each player a dog bowl.
3. Pass the Shelby Squeezer and the spinner to the youngest player.

Let's Play

Take turns spinning the red spinner on the left.

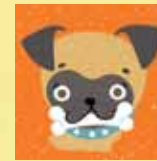
If you land on:



BONE—Spin the blue spinner. Use the Shelby Squeezer to place that number of bones in your bowl.



SEAGULL—A sneaky seagull stole some bones! Spin the blue spinner to see how many. Put that number of bones (or as many as you have up to that number) back on the beach. If you have no bones, spin again.



HUNGRY PUG—Growing pugs get hungry! Spin the blue spinner. Use the Shelby Squeezer to steal that number of bones from another player or from several players altogether. If no one has any bones yet, spin again.



BUSY PUG—You're busy chewing on a tasty flip flop! Pass the Shelby Squeezer to the next player and lose a turn.

Winning the Game

When all the bones have been collected, players count their bones. The player with the most bones wins.

