

INSTRUCTIONS:

Contents:

- Game Board
- 16 Busytown Items (4 each of FARM, AIRPORT, MARKET and BEACH)
- 1 Pop-up Busytown Entrance
- 1 Jumbo Foam Die
- 4 Backpacks
- 4 Vehicle Pawns and Bases
- 1 Busytown Prize Card

Object of the Game:

The player who can fill their Backpack with one Item from each area of the Game Board (FARM, AIRPORT MARKET, AND BEACH) and race to enter Busytown first wins the Busytown Prize and the game!

Set Up:

If it is your first time playing the Busy Day Game, punch out each Vehicle Pawn, the Backpacks, the Busytown Entrance, the Busytown Prize Card and the Items from the cut-out sheets. Place each Vehicle Pawn in a Base and select one for each player. All Vehicle Pawns start at the Trading Post.

Lay the box bottom next to the Game Board, place the Pop-up Busytown Entrance in one side of the bottom of the box between the platform and the edge of the box (so that the panel stands straight up), and place that panel close to the Game Board.

Place the 16 Items face down. The Items go in their respective home bases. For example, an item labeled FARM goes to the space with the blue farmhouse. Each player chooses a Backpack to hold their Items and places it in front of them. On the back of the Backpack is a space for the four Items each player must collect throughout game, one from each area of the Game Board.

How to Play:

The youngest player will go first by rolling the Jumbo Foam Die. The Jumbo Foam Die will show a number, and the player can move their Vehicle Pawn in any direction that many spaces on the Game Board, moving in only one direction during a turn.

Players will land on special spaces and collect Items but can only have a maximum of four Items on their Backpack at a time.

Special Spaces:

EARN AN ITEM SPACE

If a player lands on an EARN AN ITEM SPACE, while all the other

players close their eyes, the player can select an Item from any area of the Game Board.

This player then describes the Item to the other players without saying the name of the object or action on the Item. Whoever correctly guesses the object or action receives the Item. If there is a space open on their



Ages 4 and Up
2 to 4 Players



Richard Scarry's BUSY DAY GAME



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Backpack, they place the Item on the Backpack. If the player already has the space filled on their backpack, they set the extra Item next to their Backpack. The first player gets to select an Item from anywhere on the Game Board to place on their Backpack. If no player guesses correctly, the Item goes back onto the Game Board face down. There are no limits to the number of guesses per player.

ACT IT OUT SPACE

If a player lands on an ACT IT OUT space, that player chooses an item from the area (FARM, AIRPORT MARKET, and BEACH) they are in and



acts out what is on the Item. The first player to properly name the Item, wins the Item and the person acting gets to

select any remaining Items on the board. If there are Items remaining in that area, then play passes to the next player.

TRADE PLACES SPACE

If a player lands on a TRADE PLACES space, the player can trade places on the Game Board with any other player of their choice.



GAME BOARD AREA CORNER SPACE

When a player lands on the corner space in each Game Board area, they can collect one Item from that area of the Game Board and add it to their Backpack.



TRADING POST – SPECIAL RULE

Anytime a player lands on the Trading Post space in the middle of the board, they can trade any Item from their Backpack or in their possession with another Item from another player. Players do not have to trade if they do not wish to.

Winning the Game:

Once a player has one Item from each of the four areas of the Game Board on their Backpack, they can head toward Busytown (the Pop-up Busytown Entrance). The first player to place their Vehicle Pawn through the Entrance to Busytown wins the Busytown Prize and the game!