

## WIN!

The game can end in two ways:

1. Leo moves onto Bobo's barber chair before the clock reaches or passes 8 o'clock in the same day. Woo-hoo! You and your teammates have won the game! Finally, the king of the jungle can get the haircut he so desperately needs.
2. When the last puzzle piece is added to Leo's head, you have one more day to reach Bobo. If you don't get there in time on the last day, Leo's mane has grown too long and out of control, and you and your teammates have lost. Start a new game and try again!

## NOTES:

- You don't need to land on Bobo's barber chair by exact count; you can play a card with a higher number than what's needed.
- It's possible to reach Bobo's barber chair on the first day, but it takes a lot of luck. Usually, you'll need to know more about the path to reach the barber chair by 8 o'clock.

AGES  
6+



2-5  
PLAYERS

Leo Colovini

# Leo

## goes to the barber™

ADULT ASSEMBLY  
REQUIRED.  
C3664

Leo the Lion really needs a haircut—his mane is totally out of control. The only problem? He loves to chitchat, and he'll stop and talk with every animal he meets along his way in the jungle. This makes him late for everything—including haircuts!

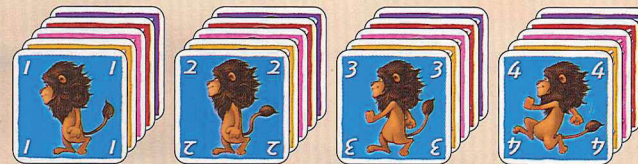
Can you and your teammates guide Leo through the jungle and get him to Bobo's barbershop before it closes? You'll have to use your memory and work together!

## CONTENTS



## 30 PATH TILES

The front side shows either a signpost, or an animal with a number and color. The back side shows the jungle.



## 20 MOVEMENT CARDS

The front side shows Leo walking, and features a number and a color. The back side shows Leo's paw print.



5 PUZZLE PIECES  
(LEO'S FACE AND MANE)



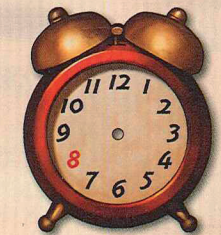
DESTINATION TILE  
(BOBO'S BARBER CHAIR)



STARTING TILE  
(LEO'S BED)



LEO THE  
LION PAWN



CARDBOARD CLOCK



PAWN STAND



CLOCK  
HAND



CLOCK HAND  
BASE

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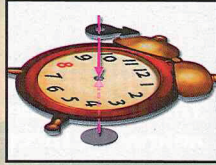
## OBJECT

Work together to get Leo to Bobo's barbershop before Leo's mane grows too long!



## THE FIRST TIME YOU PLAY

1. Carefully punch out the game components from the cardboard sheets. Discard any excess cardboard.
2. Attach the clock hand to the clock using the clock hand base, as shown.
3. Insert the Leo the Lion pawn into the pawn stand.



## GET READY!

1. Place the starting tile (Leo's bed) in the middle of the table and place the Leo the Lion pawn on top of it.
2. Place all of the path tiles on the table, jungle-side-up, and mix them up. Then, beginning at the starting tile (Leo's bed), create a path using all 30 path tiles. The tiles can be placed any way you'd like, as long as the path does not branch off. See the example to the right.
3. Place the destination tile (Bobo's barber chair) at the end of the path.
4. Place the puzzle piece of Leo's head on the table, then place the rest of the puzzle pieces in a pile next to it.
5. Set the hand on the clock to 8 o'clock.
6. Shuffle the movement cards. Then, deal all of the movement cards one by one, facedown, to the players. Everyone then takes their cards in their hand; you can look at your own cards, but make sure the other players do not see them. Note: in a 3-player game, there will be two extra cards. Simply give one card each to two of the players.



## LET'S PLAY!

LEO GOES TO THE BARBER is played over a series of five rounds, which are called "days."

On the first day, the player who can roar the loudest goes first! Play then passes to the left.

On your turn, choose one of your movement cards and place it faceup in front of you so everyone can see it. Then, based on the number on the card, move Leo that number of tiles forward on the path, turning over the tile you land on. What you land on determines what happens next!

### WHAT DID YOU LAND ON?



The path tile shows an animal, but the color DOES NOT match the color you played. Uh-oh! Leo has stopped to talk, and you've lost time!

Move the hand on the clock forward the amount of hours shown on the path tile. For example, if the number on the tile is 3, move the hand forward 3 hours!

### TO START A NEW DAY:

1. Leave the tiles that were flipped over with the animal or signpost showing.
2. Place Leo back on the starting tile.
3. Leo's mane has grown! Attach one of the puzzle pieces to Leo's head.
4. Set the hand of the clock to 8 o'clock.
5. Collect all of the movement cards, reshuffle them, and deal them out to all players, the same way you did before the first day.
6. The player who would have had the next turn in the previous day takes the first turn of the new day.
7. Now, working together, take a careful look at the path to Bobo's



The path tile shows an animal, and the color DOES match the color you played. Good news! Leo did not stop to talk to the animal, and you don't lose any time. The hand on the clock stays where it is.



The path tile shows a signpost. This means Leo didn't stop to talk to anyone! You don't lose any time, and the hand on the clock stays where it is.

After you move (or don't move) the hand on the clock, place Leo back on the tile you landed on, with the animal or signpost still showing.

Now, it's the next player's turn, and so on. However, you only have until 8 o'clock to get to Bobo's barber chair before he closes for the day!

If the clock reaches or passes 8 o'clock again, Leo did not make it to Bobo's barbershop in time, and you'll have to try again the next day!

barber chair. Which cards were turned over? What colors are they? Where are they? Remember as best as you can!

8. When everyone is ready, turn over ALL path tiles that were turned over the previous day. All path tiles must again be showing the jungle side!

Now, the new day begins. Play continues, but now the players know a little more about the path. Try to land on tiles that match the color of the card you play, so you won't lose any time! Everyone can discuss which card would be best to play next and where the colors are on the path, but ultimately it is up to the player whose turn it is to decide.