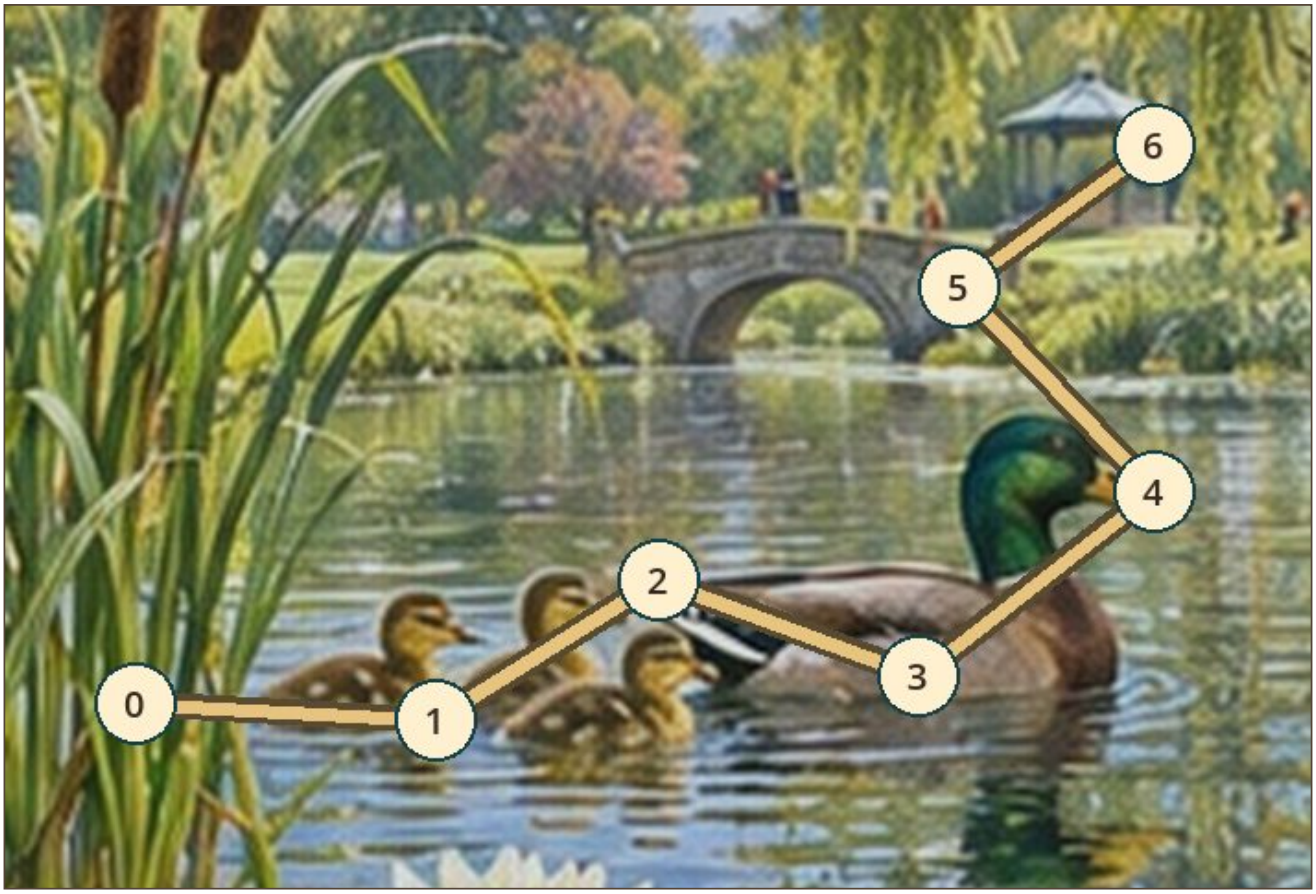
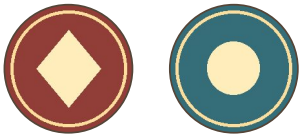
At the Reed Pond

Put both counters on 0. Shuffle and deal the cards evenly. Turn over one card each at the same time and count the dots.





At the Reed Pond

Wind bends the reeds at the edge of the park pond.



At the Reed Pond

Wind bends the reeds at the edge of the park pond.



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Wind bends the reeds at the edge of the park pond.

Number cards × 20 · Game board × 1 · Cardboard counters × 2

1. Put both counters on 0. Shuffle and deal the cards evenly. Turn over one card each at the same time and count the dots.

2. The player with more dots moves one space. For a tie, both counters stay still. Shuffle again when the piles run out. Reach 6 first to win.

3. Arrange all the cards from fewest dots to most.