

HOW TO PLAY (continued):

- Players take turns reading and spelling their words, scoring points as follows:

Word only on your list = 2 points

Word on 2 or more players' lists = 1 point

Word spelled incorrectly = 0 points

- Add up the points for each word on your list and tell your score to the "scorekeeper."
- Since you rolled the dice, take the letter disks that were turned over and place them in your soup pot.
- Place new letter disks on the vowel circles.
- Play continues with the next player rolling both dice.
- The game ends when the first critter reaches his soup pot.
- Add 1 point to your total score for each letter disk that you have collected.
- The player with the most points wins.

QUICK TIPS

- If only vowels are turned up, turn over additional letter disks until you have 2 consonants.
- When the letter 'q' is marked, also mark a 'u' on your recipe card.
- If you run out of disks in the center of the board, each player counts up his disks, adds them to his score, and puts the disks back in the center.



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TWO GAMES IN ONE

CONTENTS:

Gameboard, 4 recipe cards, 2 number dice, 72 transparent chips, 84 letter disks, 16 critters, and a 1-minute timer

GAME 1: BUG BITES **Ages 5+**

For new readers, 2-4 players

OBJECT OF THE GAME:

- Collect the most letter disks.

GAME SET-UP:

- You will need the gameboard, 1 die, letter disks, and critters.
- Take all 4 critters of one color and place them on the matching start space.
 - Scatter the letter disks letter-side-down in the center of the board.



HOW TO PLAY:

- Roll the die to see who goes first.
- On your turn, take 1 letter disk from the center and say a word that begins with that letter.
- If you are incorrect, return the letter disk to the center of the board. It is now the next player's turn.
- If you are correct, place the letter disk in your soup pot and roll the die. Move any one of your critters ahead. Always jump over any occupied spaces without counting them. Follow any board directions (see directions below). It is now the next player's turn.
- The game ends when one player gets all 4 critters into his soup pot. An exact roll is not needed.
- The player with the most disks wins!



BOARD DIRECTIONS:

- **Shortcut** You must land on this space to take the shortcut.
- **Steal a bug** from another player. Take a letter disk from any other player's soup pot and place it in your own pot.
- **Take another turn** Pick a disk, say a word, and roll again.
- **May switch places with another critter** You may switch the place of the critter that lands on this space with another player's critter.
- **Color Entrance** If you land on the space with your entrance arrow, slide into the soup pot.

For variations follow the above directions except:

VARIATION 1 Roll the die first and choose the number of letter disks shown on the die. Say 1 word for each letter disk. Move one of your critters ahead one space for each disk you collect.

VARIATION 2 Use only 1 critter per player. Roll to determine the number of letter disks to choose and the number of words to say for each letter disk. For example, if you roll a 3, choose 3 disks and say 3 words for each letter. Use the timer. Say all the words in one minute or less. Collect the disks for which you were able to correctly say 3 words. Move one of your critters ahead one space for each disk you collected.

GAME 2: ALL-YOU-CAN-EAT BUG BUFFET Ages 8+

A spelling challenge, 2-4 players

OBJECT OF THE GAME:

- Earn the most points for spelling.

GAME SET-UP: You will use the gameboard, both dice, the letter disks, chips, sand timer, the recipe cards, and critters. Players will also need pencil and paper.

- Choose a recipe card and one matching critter.
- Place the critter on your color start.
- Place any letter disk (letter-side-down) over each vowel circle (a, e, i, o, u, and y) in the center of the board.
- Put the remaining disks into 4 neat stacks letter-side-down in the center of the board.
- Divide the chips among the players (any color).
- Pick a "timekeeper" and a "score keeper."

HOW TO PLAY:

- On your turn, roll both dice and move your critter ahead on the board. Jump over any occupied spaces without counting them. Follow any board directions.
- Remove the same number of letter disks (as rolled) from the vowel circles and place them letter-side-up next to the vowel circles.
- Read both the vowels and letters as they are revealed.
- All players cover the matching letters on their recipe cards with chips (one chip per letter). Double check the letters marked.
- The "timekeeper" turns over the minute timer and says "go" to begin the "Spell-off."
- In one minute, all players write as many words as possible using only the letters marked on the recipe card. A letter can be used multiple times in a word. For example, the 'm' can be used 3 times to spell the word "mommy." The "timekeeper" announces when the time is up.

