



DESIGNED FOR 2 TO 4 PLAYERS

CONTENTS:

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

Game 1: Bug Bites (Ages 5+)

For beginning readers.

Required skills: letter recognition, identification of words that start with specific letters.

OBJECT OF THE GAME:

- To collect bug letter disks for correctly naming words that begin with various letters.


GAME SET-UP:

Choose a color. Line up four critters on the sandbar near the starting point for each color. Scatter the bug letter disks letter-side-down in the letter pool (center of board). This game requires one die.



Game 1: Bug Bites - Ages 5+

HOW TO PLAY:

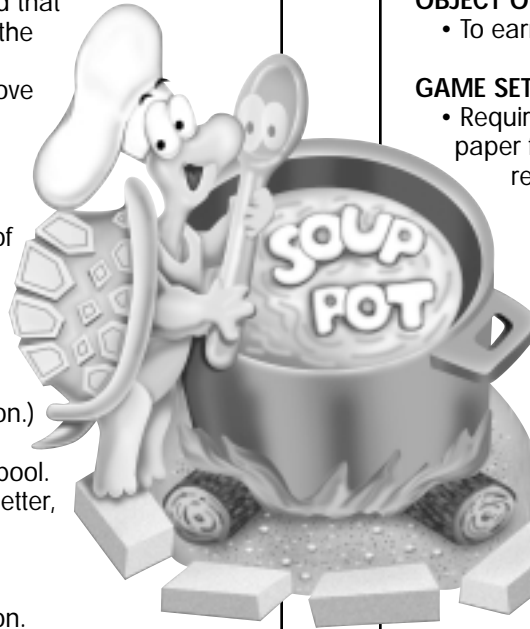
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1. For each turn, pick one bug letter disk from the pool. Turn it letter-side-up. Correctly name a word that starts with the letter shown. Add the bug letter disk to your soup pot.
 2. Roll the die. Choose one of your critters to move ahead. Jump over spaces where another player's critter sits, without counting them.
 3. Play continues with another player choosing a letter disk.
 4. The game ends when one player moves all of his or her critters into the correct soup pot.
 5. The player with the most bug letter disks in his or her soup pot wins.

VARIATION A: (For added difficulty, try this version.)

For each turn, roll the die. The number rolled is the number of bug letter disks to pick from the pool. Correctly name one word beginning with each letter, and add the disks to your soup pot.

VARIATION B: (For added difficulty, try this version.)

Requires the timer.) For each turn, roll the die. The number rolled indicates the number of bug letter disks to pick from the pool and the number of words to name per letter. For example, if a 3 is rolled, pick 3 bug letter disks, and name 3 words for each letter shown. There is a one-minute time limit. Time each other. When time runs out, keep the bug letter disks for which you completed naming words.



Game 2: All-You-Can-Eat Bug Buffet (Ages 8+)

Required skills: reading, writing and spelling words that begin with specific letters.

OBJECT OF THE GAME:

- To earn points for spelling words correctly.

GAME SET-UP:

- Requires timer, transparent chips, two dice a pencil, and a pad of paper for each player. Choose a different colored critter and a recipe card. Place your critter at the starting point for your color. Put one bug disk letter-side-down on each vowel circle around the letter pool. Arrange the remaining disks letter-side-down in 4 piles in the pool. Divide the transparent chips among players. Pick someone to be "time keeper" and someone to be "score keeper."

HOW TO PLAY:

1. For each turn, roll the dice and move ahead. Jump over spaces where another player's critter sits, without counting that space. If you land on "Take Another Turn," complete your first turn and roll again. Follow the directions on the board.
2. After moving ahead, turn over the same number of bug disks from the vowel circles around the pool. Turn each bug disk letter-side-up and place it next to the vowel circle.
3. Announce both the vowels and the consonants as they are revealed. All players place transparent chips over the letters on their recipe cards, as they are announced. Once all players have covered the correct letters, a spell-off starts. The "time keeper" turns over the minute timer. Everyone participates.



3. During the spell-off, write as many words as possible using the letters marked on the recipe card. You can use letters more than once in any word. When time runs out, take turns reading and spelling the words on your lists.
4. Add the points for each round. Players get points based on the following rules:
Word appears on your list only = 2 points
Word appears on someone else's list = 1 point
Word spelled incorrectly = 0 points
5. At the end of each turn, collect the bug disks in your soup pot, and place new disks on vowel circles. Play continues with another player rolling the dice.
6. The game ends when one player's critter returns to his or her soup pot. When the game ends, add 1 point for each bug disk in your soup pot to your total score. The player with the most points is the winner.

Quick Tips

- You do not have to roll the exact number to move a critter into your soup pot. Just roll a number high enough to land there.
- If you use all the bug letter disks before you finish, each player tosses the same number of disks from his or her soup pot to fill the pool again.

Bug Buffet bonus:

- If only vowels are showing after you've turned up your bug letter disks, turn up the same number of additional bug letter disks.
- If the letter "q" is marked with a transparent chip, players may automatically use the letter "u" as well.



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