

Strategy Tips

* When you roll **L R**, give a bug to the player who has fewer bugs than other players.

* Try to get rid of any of your bugs of the same color.

Who's Who in the Garden?



ant



butterfly



caterpillar



centipede



cockroach



dragonfly



fly



grasshopper



ladybug



praying mantis



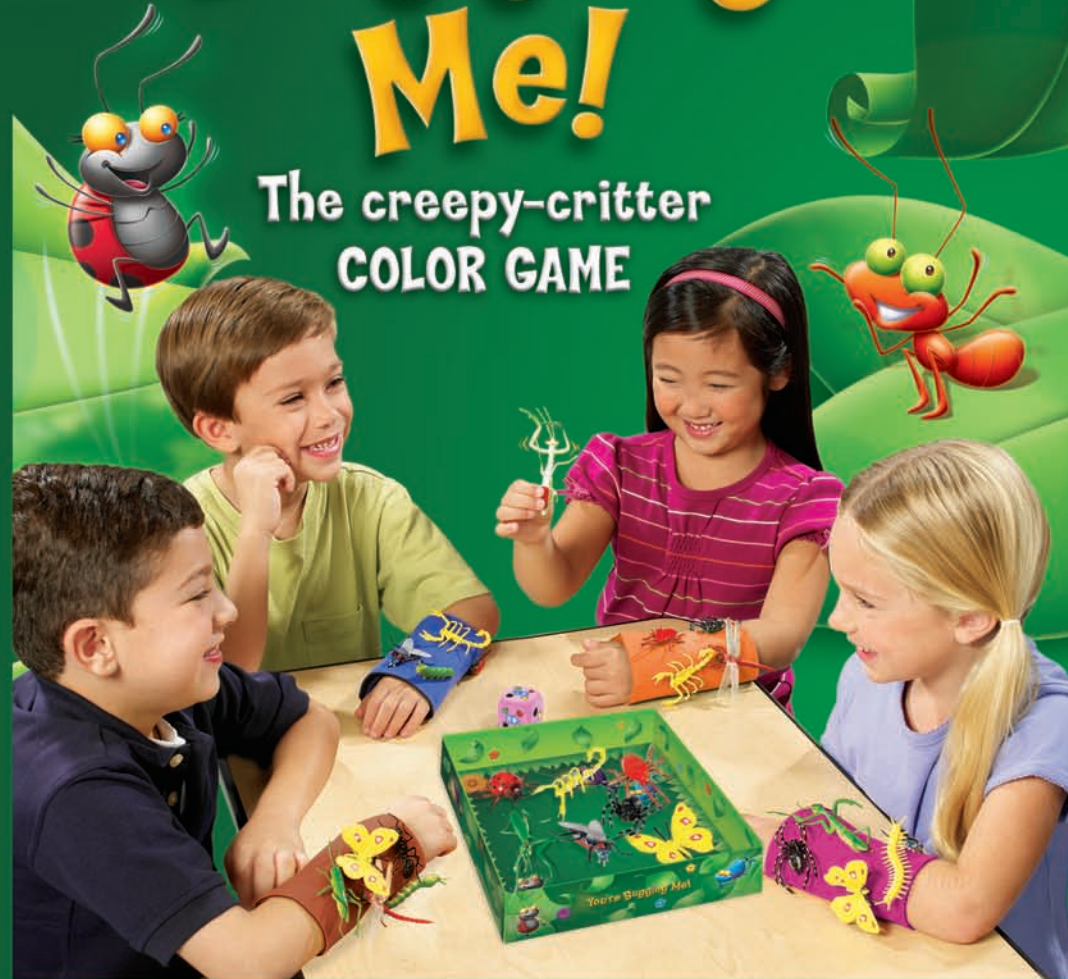
scorpion



spider

You're Bugging Me!

The creepy-critter
COLOR GAME



EI-2915

Ages 4+
Grades
Pre-K+

For 2-4 Players

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WARNING:

CHOKING HAZARD—Small parts.
Not for children under three (3) years.

Educational
Insights®



Kids will be busy as bees learning color recognition, cooperation, and how to follow directions.

Contents



24 plastic bugs - from butterflies to spiders!



bug garden



4 colored sleeves



die



illustrated guide

Object of the Game

Be the first player to get rid of all your bugs.

Getting Ready to Play

- Place the garden and die where all players can reach them.
- Each player chooses a colored sleeve and takes the six bugs with the matching VELCRO® bottoms.



Playing the Game

Players take turns rolling the die. Each roll directs the player to get rid of a bug.



Send a yellow or black bug back to the garden.



Send a red or green bug back to the garden.



Choose any bug and send it back to the garden.



Choose any color bug and give it to the player on your left.



Choose any color bug and give it to the player on your right.



Choose any color bug and give it to a player next to you (on either your left or your right).

Winning the Game

The first player to get rid of all his or her bugs is the winner.

