

# BUGS

A fun numbers game that can be played by the family.

Number of players 2, 3, or 4.

## THE OBJECT OF THE GAME

To score the most points by placing/matching the bugs in the best way - i.e. gaining the highest score possible.

## RULES

1. Shuffle the cards.
2. Place the following number of cards face down in a pile depending on the number of players.  
2 players 27 cards  
3 players 25 cards discard 2 cards  
4 players 25 cards discard 2 cards
3. Place the timer by the pack of cards.
4. Turn the first card over and place it in a central position where all players can see and reach it.
5. Hand out paper and pencils (not included) to all players so they can write their scores down.
6. The youngest player starts by turning over the next card. The player next to them starts the timer (at the same time). See notes for younger children.
7. The player must now place the card down, butting it up to the original card, and match a caterpillar to caterpillar, or ladybird to ladybird etc. The aim is to score the most points, so the player must quickly identify where the matched bugs will give them the highest score. The player must place the card down before the timer finishes. If he/she does not the card is placed back under the pile and no score is registered.
8. The score is then written down (the number of points is counted from the accumulated dots on the 2 x ladybirds or 2 x caterpillars etc.).

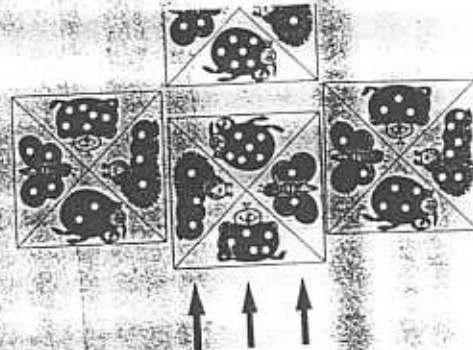
9. A spider scores no points, and must be placed next to another spider. See notes for younger children.
10. If a player can not match a bug at all on his/her move then the card is placed back under the pile and play moves on.

in play or no further moves are possible.

12. All players add up their score to see who is the winner.

## EXTRA POINTS

It may be possible to place a card down that matches cards on more than one side of it. In this case points are scored everywhere a match is made. You may not place a card in this position unless it does match on every side however, i.e.



Example. The player scores the dots on the 2 x caterpillars, the 2 x butterflies and the 2 x ladybirds!

## YOUNGER CHILDREN

The timer may be intimidating for young children, we therefore suggest you either leave it out of play until the player(s) gains confidence, or allow the younger child to play without it. The spider cards may be used as a "free" card for younger players. In this instance the spider card does not score but may be placed against any other bug to allow young children to make moves easier.