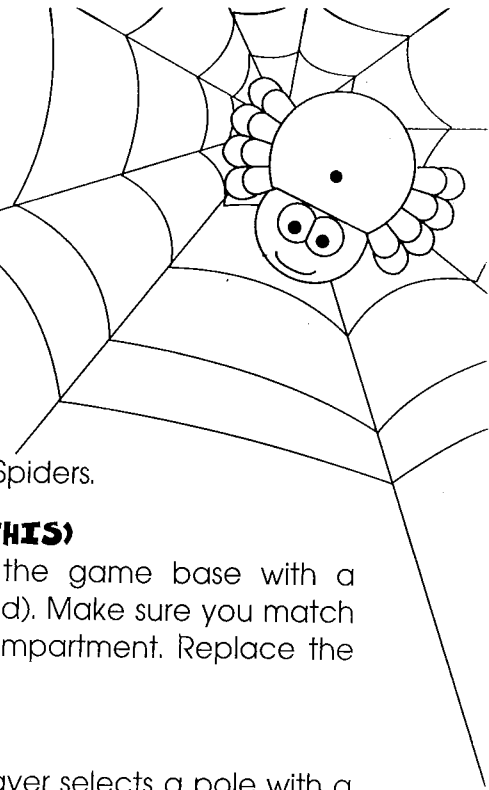


Jitter Bugs



For 2 to 4 players

CONTENTS:

1 game base, 12 Ladybirds in four different colours and 4 Spiders.

THE FIRST TIME YOU PLAY (ASK AN ADULT TO DO THIS)

Open the battery compartment on the underside of the game base with a crosshead screwdriver. Insert 1 "C" size battery (not included). Make sure you match up the battery with the "+" and "-" symbols inside the compartment. Replace the door and the screw.

BEFORE YOU BEGIN

Place all the Ladybirds on top of the game base. Each player selects a pole with a different coloured spider.

OBJECT OF GAME 1

To collect all three Ladybirds whose colour matches the colour of your spider.

PLAYING THE GAME

The oldest player starts the game by turning the game base on. As soon as the bugs start jittering all the players try to catch their colour Ladybirds. If you catch one that is not your colour, place it back on the game base as quickly as you can. If you catch a Ladybird that matches take it off your spider and keep it in front of you. Keep playing until one of you has collected all three Ladybirds of the same colour.

THE WINNER

The first player to have all three Ladybirds of the correct colour. In case of a tie, all tying players play another game.

OBJECT OF GAME 2

To collect as many Ladybirds as possible.

PLAYING THE GAME

The oldest player starts the game by turning the game base on. As soon as the bugs start jittering all the players try to catch as many Ladybirds as possible. When you catch a Ladybird take it off your spider and keep it in front of you. Keep playing until all of the Ladybirds have been collected.

THE WINNER

The player with the most Ladybirds. In case of a tie, all tying players play another game.

