

SQUIGGLY WORMS™

The Fast Action Game of Pickin', Poppin' Worms!

CONTENTS:

1 Lever-Activated Apple, 20 Worms with Colored Tails, 20 Worm Cards, Instructions.

Squiggly Worms™ is a fast-paced game of color matching and fun. There are three games that you can play with Squiggly Worms - and maybe you can think up more! To start, remove the worms from the plastic bag, mix them up and place them in the holes in the apple.

INSTRUCTIONS:

VERSION 1 - for two to four players

Each player chooses a different colored card, and places it faceup on the table. The object of the game is to be the first player to grab all five of the worms that match your card.

Decide who will be the first player. Each player in turn pulls the lever back on the apple. When the worms start popping up and down, grab one worm at a time from the apple. If the worm's tail matches your card, lay it next to your card. If the worm doesn't match, place it back into the apple and try again, pulling one worm at a time, until the worms stop popping.

Each player takes a turn trying to match the worms to his card. The first player to get all five matching worms wins!

For a more fast-paced game, have all players grab at the same time. Remember, grab only one worm at a time! Ready, set, go!

Hint: If another player pulls out a worm that matches your card, try to remember where it is when he puts it back in the apple. You could be a quick winner!

VERSION 2 - for two to five players

Shuffle the worm cards and deal the entire

deck out to the players. (For younger children, deal only 5 cards to each player.) Players should have the same number of cards. Remove from play any extra cards. Each player takes his cards and lays them faceup in a row. The object of this game is to grab worms that match the color of each of your cards.

Each player in turn pulls the lever back on the apple, and grabs worms, one at a time. If you pull a worm whose tail matches one of your cards, place the worm next to that card, and grab another worm to continue matching. You only need to match one worm per card.

If you grab a worm that does not match any of your cards, or if you have already grabbed a worm with the same color tail, place it back into the apple and try again.

After the worms stop popping, turn over the cards that you have matched, and place all of the worms back in the apple for the next player.

The first player to get through his row of cards first is the winner!

VERSION 3 - for two to five players

Shuffle, deal and set up the cards as in Version 2. Play is the same as in Version 2, except that players must match worms to their cards in the order that they are placed on the table, going from left to right.

For example, if your first card is blue, then you must pull a worm with a blue tail out of the apple. If the worm matches, lay it next to the card and continue grabbing worms, one at a time, to match the next card in your row. If the worm doesn't match, place it back in the apple and try again.

The first player to get through his row of cards, in order, is the winner!