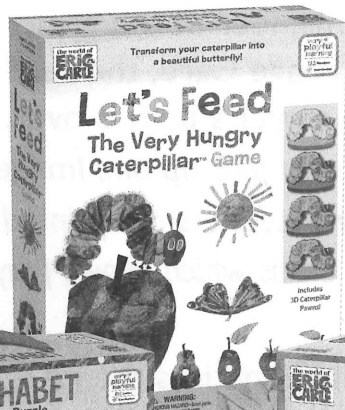


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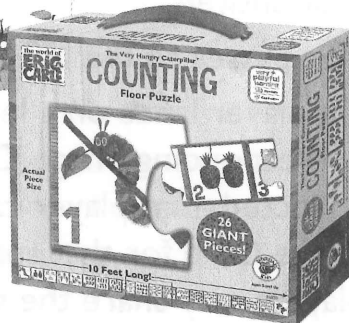
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Let's Feed The Very Hungry Caterpillar™ Game



The World of Eric Carle™ Alphabet Floor Puzzle



The Very Hungry Caterpillar™ Counting Floor Puzzle

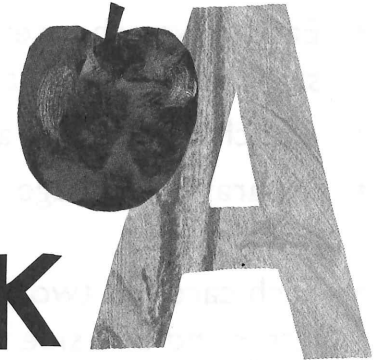
the world of **ERIC CARLE**

Ages 3 and Up
2 to 4 Players

UGAMES **Play'n Learn System**
Mathematics
Literacy

The Very Hungry Caterpillar™

SPIN & SEEK



Game Instructions

WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

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BRIARPATCH

Contents

- Game Board
- 52 Image Cards
- Spinner
- 4 Playing Pieces

Set Up

- Each player chooses a playing piece, inserts it into a stand and places it at Start.
- Attach the spinner arrow to the spinner card.
- Separate the Image Cards and remove the three blank cards.
- Each card has two sides: one side with a BIG or little letter and one side with an image and words.
- Shuffle the cards and spread them out next to the game board, image side up.

NOTE: Three extra blank cards are included. These can be used as replacements for lost cards or for children to use to draw their own images.

Object of the Game

Identify upper and lowercase letters and collect matching Image Cards.

How to Play

1. The youngest player goes first by spinning the spinner.
2. The spinner has two rings. The inside ring has the numbers 1 through 4; the outside ring has the words BIG and little.
3. After spinning, the player must make a choice; either move the number of spaces shown on the inside ring or move to the next space with a BIG or little letter, as shown on the outside ring.

Picking Up Cards

1. After landing on a letter space, the player looks for the Image Card that begins with the same BIG or little letter shown on the letter space of the game board.
2. A player may only pick up an Image Card with a BIG letter when he/she lands on a BIG letter space and a little letter when he/she lands on a little letter space. If the player selects the correct Image Card, he/she keeps it for the remainder of the game. If the player selects the wrong Image Card, the card is returned to the pile and the player's turn is over.

Note: A player may only pick up one Image Card per letter space. The correct letters are printed on the opposite side of the cards which allows players to check their answers.

3. Play passes to the left and it is the next player's turn.
4. If a player lands on a letter space with a corresponding Image Card that has already been collected, that player can spin and move again. If the Image Card for that space has not been collected, players may share the same space.

Winning the Game

The game ends when the last player reaches FINISH. Players count the number of Image Cards collected and the player with the most cards wins! If there is a tie, both players are declared the winners.

