

# Green Eggs and Ham™ Game Instructions

Do you like green eggs and ham? The first player to try them three different ways and taste the green eggs and ham wins the game!

## Object

To match three cards to their spaces on the board and collect the green eggs and ham card.

## Components

- Game Board with Spinner
- 4 Playing Pieces
- 15 Picture Cards
- 4 Playing Piece Stands
- Spinner Arrow
- Complete Instructions

## Set Up

1. Before playing for the first time, punch out the playing pieces and picture cards.
2. From the black side of the game board, push the circular base of the spinner arrow through the hole in the board. From the side with the playing surface, snap the arrow into the base.
3. Each player chooses a playing piece, puts it into a stand, and places it at Start.
4. Place the picture cards, at random, within the orange area inside the track on the game board. Place these cards with the Sam-I-am (orange and green) sides face up.

## Playing the Game

The youngest player goes first. Players take turns spinning the spinner and moving clockwise around the board the number of spaces shown. When the spinner lands on green eggs and ham, the player moves ahead to the next green eggs and ham space. There are several on the board.

Play passes to the left.

There are four types of spaces on the board: picture spaces, green spaces, green eggs and ham spaces, and train track spaces.

## Landing on Picture Spaces

When a player ends her/his move on a picture space, s/he turns over a picture card and announces the picture to the other players.

If the picture s/he turns over matches or rhymes with the picture space that s/he is on, he places the card in front of her/him on the table, picture side up. If the picture card does not match or rhyme, the player shows the card to the rest of the players and returns it to the board with the Sam-I-am side face up.

Players always turn over a card when they land on a picture space, even if the picture card for that space has already been taken.

The words on rhyming picture cards are color-coded (for example, the words "box" and "fox" are the same color). Picture cards that do not rhyme with any other cards have black words.

### **Landing on Green Spaces**

When a player ends her/his move on a plain green space, her/his turn is over. If the green space has a direction on it (for example, ahead 3 or back 3), the player may, if s/he chooses, follow the direction. This will move the player to a picture space, where the player follows the rules for picture spaces.

When a player ends her/his move on a green eggs and ham space, s/he turns over one of the picture cards in the center of the board, but does not announce the picture on the card or show it to the other players. S/he returns the card to the board and his turn is over unless it is the green eggs and ham card.

### **Landing on a Train Track Space**

When a player ends her/his move on a space that has the end of a train track on it, he may, if he chooses, move along the track to the space at the other end. If this moves her/him to a picture space, s/he follows the rules for picture spaces. Players may move either direction along the tracks.

### **Turning Over the Green Eggs and Ham Card**

As soon as a player turns over the green eggs and ham picture card s/he places it, with the green eggs and ham showing, on any green eggs and ham space on the board. Once this card has been placed on the board, it may not be moved.

### **Tasting Green Eggs and Ham**

After a player collects three picture cards, s/he must end a move on the green eggs and ham picture card to win the game.

It is possible that a player who has collected three picture cards will land on a green eggs and ham space before the green eggs and ham picture card is on the board. If this player turns over

the green eggs and ham card, s/he may place it on the green eggs and ham space that he currently occupies to win the game.

### **Educational Notes**

The Green Eggs and Ham Game is designed for children and parents to play together. The game's rules are simple, but they involve decision-making, an element that fosters interaction between parents and children. The game reinforces early reading skills as children match pictures with words and make rhymes. The game also features counting, memory, matching, and introductory strategy skills.

### **Parents' Rules Summary**

Players take turns spinning the spinner and moving around the board clockwise (when players spin green eggs and ham, they move to the next green eggs and ham space). When a player lands on a picture space he turns over one of the cards in the center of the board. If this card matches or rhymes with the picture space s/he keeps the card. If the card does not match or rhyme s/he returns the card to the board. When a player turns over the green eggs and ham picture card, s/he places it on the green eggs and ham space of his choice. The first player to collect three cards and finish a move exactly on the green eggs and ham card wins the game.