



FUNDEX GAMES, LTD.		COLOR
FILE NAME: 檔案名稱:	2591-00-28-1_InchWorms.ai	CMYK 印刷顏色
PRODUCT: 產品名稱:	Inch Worms instructions	
ITEM NUMBER: 貨號:	2591-00-28	SPOT COLORS 專色
ASSEMBLED SIZE: 完成品吋吋:	237mm H x 165mm W	DO NOT PRINT PANTONE 144C! (DIELINE) 專色144C只用於刀模切線 不用印刷
FLAT SIZE: 印刷吋吋:	139.7mm H x 431.8mm W	

Players: 2-4 **Ages:** 4+

Contents: Inch Worm game board/storage case, (10) inchworms, spinner and instructions.

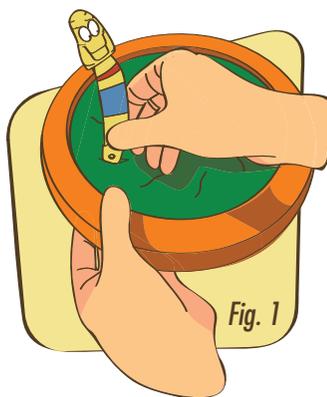
Overview: Players spin their spinner and slowly pull multicolored worms from the game board, when the worm's color matches the color spun, the player stops pulling. When all the worms have been pulled, players attach their worms head to tail to create one really long worm. The player with the longest assembled worm wins!

Set-up: Remove the game board lid from the base. Insert the tail of the worm into an open slit by pushing it through (see fig. 1).

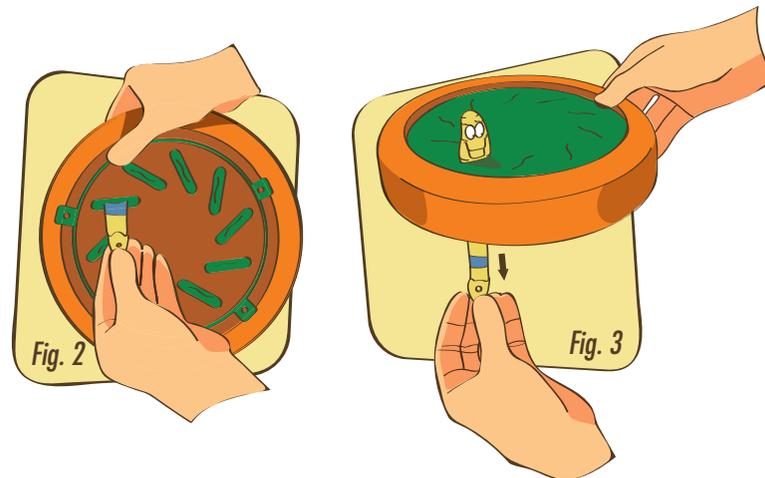
Flip the lid over and pull the tail from the underside of the lid (see fig. 2) until the worm's head catches on the lid and the worm stops (see fig. 3). Only the head should be peaking out of the top of the lid. Repeat for the remaining (9) worms.

Place the lid on top of the base, being careful to place all of the worm bodies completely inside the base.

Place the game board and the spinner in the center of the play area. Turn the game board several times so specific worm locations are forgotten.



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Gameplay: Players inspect each other's hair. The player with the longest worm-like hair (or the youngest player) goes first and play proceeds in a circle. A turn begins by spinning the spinner. The spin results in one of three outcomes:

1. Color - If the spinner lands on a color, the player chooses ANY worm and begins pulling it up by its head. As the body comes up from the game board, the worm's colored rings are revealed. The player pulls until the color on the worm matches the color shown on the spinner. Once this happens the player immediately stops pulling the worm and their turn is over, leaving the partially pulled worm.

2. Any Color - If the spinner lands on this space, the player calls out a color of their choice: red, green, blue or orange and pulls the worm until the color is revealed. Once this happens, the player immediately stops pulling and their turn is over, leaving the partially pulled worm.

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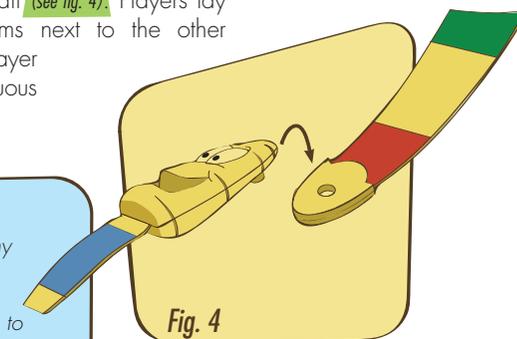
3. Any Worm - When the spinner lands on this space, the player can choose ANY worm on the board and pull it completely out, removing it from the game board and adding it to their personal worm pile.

If a player pulls a worm and the color on the spinner does not appear, they continue to pull, even if the worm gets to the end. When this happens, the player removes the worm from the game board and adds it to their personal worm pile and their turn is over.

On each turn, a player can choose to pull a partially pulled worm or begin a new worm.

Winning: Once all (10) inchworms have been removed from the game board, players gather the worms they have collected during play and attach them head to tail (see fig. 4). Players lay their assembled worms next to the other players' worms. The player with the longest continuous worm is the winner!

FUN FACT:
Inchworms have tiny bristles around and under their body. Those bristles are connected to each segment of the worm's body. They use their strong muscles to stretch and contract and their hair-like bristles act as anchors pushing themselves forward through the dirt.



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In an effort to continually improve our products, items may vary from those shown.
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