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 peeking 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.

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.

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!

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