UNIVERSITY GAMES
01266

Ages 3 and Up • 2 to 4 Players

The Very Hungry Caterpillar Game Instructions

the world of ERIC CARLE

Components

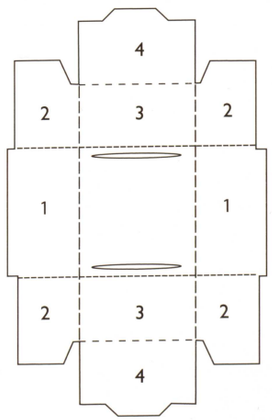
- Game Board
- Four "Feedable" Caterpillar Game Pieces
- 40 "Food" Pieces
- Spinner with 4 Sun Spots and 1 Moon Spot

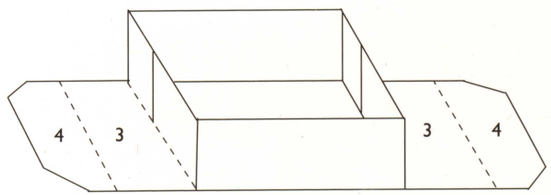
Object of the Game

To be the first player to "eat" all ten food pieces and reach Finish.

Setup

1) Punch out the food pieces and place them in the center of the game board.
2) Insert the circular spinner base into the back of the spinner card and snap the spinner arrow into place from the front of the spinner card.
3) Assemble the caterpillar game pieces. Punch out a caterpillar game piece and turn it over so that the white inside shows. Fold the caterpillar sides (1 in the diagram below) up and fold in the white side flaps (2) to create an inner box. Fold the colored sides (3 & 4) up and then over into the inner box. Then press each flap (4) down, securing it in the corresponding slot in the bottom of the game piece. Your caterpillar game piece is ready to go!





Playing the Game

1) Each player chooses a caterpillar game piece and places it at Start.
2) The youngest player goes first by spinning the Spinner (Player 1).
3) Player 1 moves the number of spaces on the board indicated on the spinner, stopping earlier if s/he passes a space labeled "stop."
4) After Player 1 has moved, play passes to the next player on the left.

The Spinner

Players spinning a "Sun" Spot (1-4) move the number of spaces shown. Players lose a turn when they spin a "Moon."

Moving Around the Board

Players stop on this space (even if they have not yet moved the total number of spaces indicated on the spinner). They stay until they spin a sun on a future turn, moving forward the number of spaces shown.

Players stop on this space and stay until they spin a moon, moving forward one space.

Players stop on this space and stay until they spin a sun, moving forward the number of spaces shown.

Eating Circles (3) – Players stop here and stay until they collect enough food to continue moving. To collect food, players spin and choose the number of food items indicated on the spinner from the center of the game board. If a "Moon" is spun, they do not collect any food on that turn. The player then "feeds" his/her caterpillar by putting the food pieces into his/her game piece. Once a player has collected the required amount of food, the player moves forward on his/her next turn.

Note: The food chosen must match the food pictured in the eating circle.

Winning the Game

The first Player to "eat" all ten food pieces and reach Finish wins the game.

See our entire line of games and puzzles at AreYouGame.com

© 2008 University Games Corporation, San Francisco, CA 94110. All Rights Reserved. University Games Europe B.V., Weth. Sangersstraat 23, 6191 NA BEEK (L.), The Netherlands. University Games Australia, 71-73 Chandos Street, St Leonards NSW, Australia 2065. University Games UK Ltd., Unit 11, Brickfields Business Park, Woolpit, Suffolk, IP30 9QS, UK. Retain this for future reference. Illustrations © 2008 Eric Carle LLC. ERIC CARLE is a trademark and/or registered trademark of Eric Carle. Licensed by Chorion Silver Lining, Inc. "The Very Hungry Caterpillar" is published by Penguin Putnam. To find out more about Eric Carle books, visit **www.eric-carle.com** and to find out more about The Eric Carle Museum of Picture Book Art, visit www.picturebookart.org

B007607 8/09 Made in China.