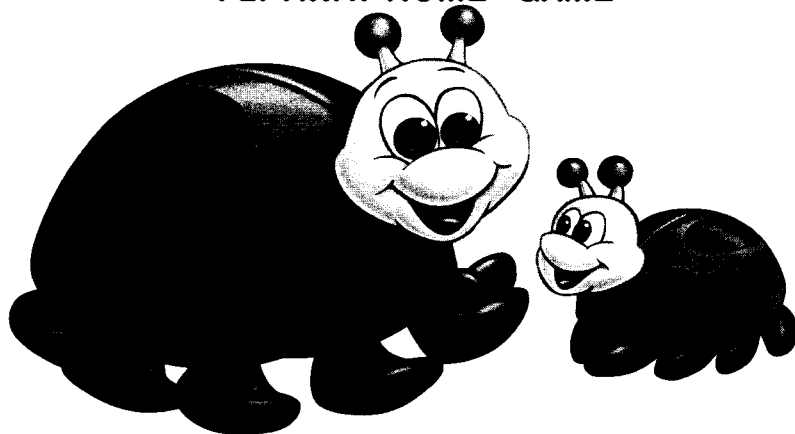


My Little LadyBug™

FLY AWAY HOME™ GAME



For 2 to 4 players / Ages 3 to 6

Rules © 1997 Hasbro, Inc. All Rights Reserved. U.S. Patent Pending. Printed in China.

"Ladybug, ladybug...give me a baby bug!" In Ages & Stages® Game 1, collect three baby bugs for your ladybug house. In Game 2, played on the floor, "fly" the ladybug from the big flower to a matching small flower, and count up the baby bugs you collect. There's no reading required.

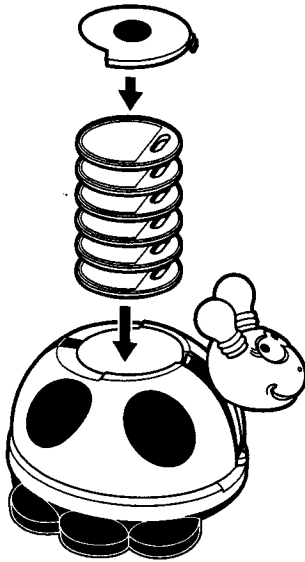
IN THE BOX...

MY LITTLE LADYBUG™ • 12 Baby bug chips • Large green plastic flower & round, flower spinner card • 4 Smaller plastic flowers (red, yellow, blue, green) & 4 Ladybug house/flower cards • Label sheet

Let's Get Ready...

Note: You won't use the large green plastic flower and its round spinner card for Game 1.

- Locate the four smaller plastic flowers and the four ladybug house cards (they have flowers on the other side, for Game 2). Rest a ladybug house card down over each flower. (The flower colors don't matter in this game.)
- Give an assembled ladybug house card to each player. Put any extras aside, out of play.
- Bug chips: Peel off and apply a baby bug label to the flat side of each, matching the red label to the red chip, and so on. Be careful to center the label: If it sticks up over the raised edge, it could make the chip get caught inside the ladybug. Be sure not to put the label over the hole in the chip.
- Mix up and load the chips into the ladybug. (See drawing on next page.)



To load the chips:

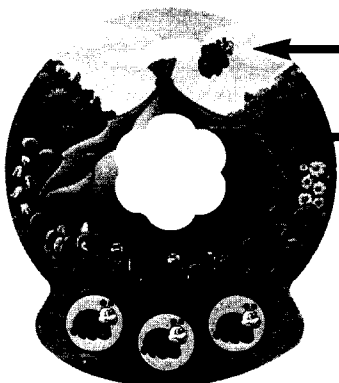
Remove the lid and insert the stack of chips. Replace the lid. (During game play, insert chips through the slot in the lid.)

Ages & Stages Game 1: FLY AWAY HOME

Can you be the first player to collect three different-colored baby bug chips for your ladybug house?

Let's Go!

- The youngest player goes first, and play passes to the left.
- Put MY LITTLE LADYBUG on the plastic flower on your ladybug house card. Now give her a spin!



Ladybug House Card

What does her head point to?

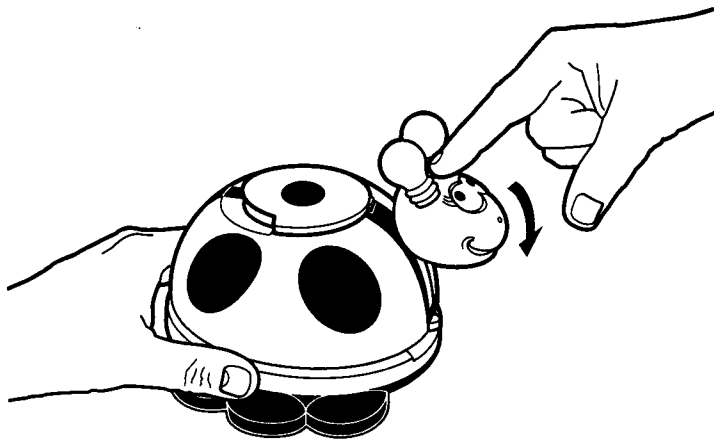
- If she points to the blue sky, this is the FLY AWAY space: Your turn ends. "Fly" the ladybug to the next player!
- If she points anywhere *except* the sky, try to collect a chip: Push down on her head so she pops out a chip. If it's a color you need, put it on the matching circle on your card. If you already have that color, slip the baby bug back into the ladybug through the slot. "Fly" the ladybug to the next player.

Who won?

Keep taking turns. The winner is the first player to fill his or her ladybug house card with the three different-colored baby bugs.

How to make the ladybug pop out a baby bug:

Use two hands: With the ladybug sitting on the flower, hold her back with one hand and use your other hand to press **down** on her head. If a chip gets caught inside, remove all the chips, including the stuck one, then press the head **all the way down** to be sure the mechanism is cleared.



Ages & Stages Game 2: FLOWER MATCH

Add the large green flower and “fly” the ladybug around the room! When you’ve popped out all the baby bug chips, the player with the most chips is the winner.

Let’s Get Ready...

- Spinner: Place the round spinner card (flower side up) in the center of the large green plastic flower. Place the completed spinner in the center of the playing area.
- Separate the plastic flowers from the ladybug house cards. Flip over the cards to reveal four sunflowers with different color centers (including the three-colored “Rainbow Flower”). Rest each card down over the plastic flower that *matches* its center—so the red plastic flower goes on the card with the red-center flower, and so on. The small green plastic flower goes with the Rainbow Flower card.
- Place these flowers on the floor around the room. Be sure to set up the game where there are no obstacles.

Let’s Go!

- The youngest player goes first, and play passes to the left.
- Put MY LITTLE LADYBUG on the large green spinner—and spin her!

What color does her head point to?

“Fly” to the flower that matches the flower she pointed to. (This might be the Rainbow Flower.) When she’s landed, say, “Ladybug, ladybug, bring me a baby bug!” and pop out a baby bug:

continued...

- If the baby bug chip matches *either* of the two colors on the flower, keep it. Fly the ladybug back to the green spinner flower. Your turn ends.
- If the baby bug does not match, put the chip back in the ladybug and return her to the green spinner flower. Your turn ends.
- If she flew to the Rainbow Flower, all chips match because the Rainbow has all the colors in it! Keep the baby bug chip. Your turn ends.

Who won?

Keep taking turns until all the baby bug chips have been collected. Now count how many you have. The player with the most chips is the winner. There may be more than one winner. Let's play again!



Please look for these other Playskool Games:

MR. RIBBIT'S POND™
Frog-Hopping Counting and Memory Skills Game

DOT THE DOG™
Matching & Memory Skills Game

MR. POTATO HEAD PALS™
Mix 'n' Match Game

SLIDE 'N' RIDE™
Color Matching & Counting Game



QUESTIONS? CALL :
1-800-PLAYSKL™
1-800-752-9755