

Wiggly Worm

Contents:

32 body cards, 1 head card, 1 tail card, 1 two-part spinner
(separate plastic arrow from base and attach to spinner board)

Setting up

- Place the worm head card in the middle of the table.
- Place the worm tail card to one side.
- Shuffle the worm body cards and deal five, face up, to each player. Place the remaining cards, face down, in a central pile on the table in reach of all the players.

Object

To be the first to play all of your worm body cards and complete the wiggly worm.

To play

- The youngest player starts by spinning the spinner. If you **spin a 0, 1, 2 or 3**, place a worm body card that shows the matching number of loops next to the worm head card. Play passes on. Players continue spinning and adding body cards to the wiggly worm.
- If you spin a number but **don't have a matching card**, take a card from the central pile. Play passes on.
- If you **spin the happy worm**, you may play any card that you have. Play passes on.
- If you **spin the bird**, you must take the last body card that was added to the wiggly worm and add to your own cards. Play passes on.
- If you do not have a matching card and there are no more cards in the central pile, play passes to the next player.

The winner

The winner is the first person to play all of their cards. They can then take the tail card and add it to the end of the body to complete the wiggly worm.



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