Welcome to THE LADYBUG GAME. Be sure to read the story of the LADYBUG ADVENTURE found on an insert in this game so you know all the characters you will meet while playing.

OBJECT
To be the first player to move your Ladybug from the START space to the HOME space.

CONTENTS
Gameboard • 4 Ladybug pawns and stands • 61 Aphid chips • 38 Ladybug cards (33 Moving cards, 5 Aphid cards) • 8 Praying Mantis passes

THE FIRST TIME YOU PLAY
Detach the Ladybug pawns and Aphid chips from their sheet. Fit each Ladybug pawn into a stand.

GET READY
1. Shuffle the Ladybug cards and place them face down within easy reach of all players. Keep the Praying Mantis Passes in a separate pile nearby.
2. Place all the Aphid chips inside the open box.
3. Each player chooses a Ladybug and places it on the START space.

GAME PLAY
4. The youngest player goes first. Play then continues to the left.
5. On your turn, draw one Ladybug card and do as it says.

When you draw a "Move Ahead" card, move ahead the number of spaces on the card.

When you draw a "Go Back" card, go backwards the number of spaces on the card.

If you have already passed the Praying Mantis but have to go backwards, you must give the Mantis another pass or go back to the START as before.

If you have 10 Aphids, you may give them to the Ants and continue on your journey by drawing another Ladybug card. If you do not have 10 Aphids, you must wait until your next turn then loop around until you collect 10 Aphids for the Ants.

Every time you get to the Ants you must stop, regardless of the number of spaces that your card says to move.

If you have already passed the Ants but have to go backwards, you must again give the Ants 10 Aphids to continue.

HOW TO WIN
The first player to reach the HOME space wins the game. You must land exactly on the HOME space to win.

SPECIAL OPTIONAL RULE FOR YOUNGER PLAYERS
For younger children, we suggest an alternative rule: A player does not need to draw the exact number to land on the HOME space and win the game.

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