



THE LADYBUG GAME™

For 2 to 4 players.
Ages 3 to 7

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.

LADYBUG CARDS



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

"MOVE AHEAD" CARD



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

"GO BACK" CARD



RULES OF PLAY

When you draw an "Aphid" card,
you get to collect the number of
Aphids (chips) on the card.
You do not move after drawing
an Aphid card.

"APHID" CARD



When you see the Ladybug on
the bottom of the card, you
may pick another card and
continue your turn.

"GO AGAIN" LADYBUG ICON



Your turn is over after you pick a card (WITHOUT
a "Go Again") and either collect your Aphids or
move your Ladybug. Place each used card in a
discard pile.

SPECIAL SPACES ON THE BOARD

The gameboard has both Aphid spaces and Move
spaces similar to the Ladybug cards. If you land
on one of these spaces OR on a "Lose A Turn"
space, just do as it says.

"ROSE BUSH BRANCH" SPACE

If you land on the space with
the Rose Bush Branch, you get
to slide across the branch to pass
the praying mantis and collect
Aphids at the end.



• Each player must stop at the Praying Mantis,
even if you draw a higher number.

"PRAYING MANTIS" SPACE



• If you landed on a
Praying Mantis Pass
space earlier and
have a Praying
Mantis Pass, you may
tell the Mantis to
"Bug Off!" and continue your journey
by drawing another Ladybug card. If you do not
have a Praying Mantis Pass, you must return
to the start.

• 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.

"PRAYING MANTIS PASS" SPACE



"ANTS" SPACE

• Each player must also stop at the Ants,
even if you draw a higher number.

• 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.

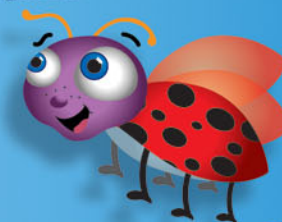
• If you have already passed the Ants but have
to go backwards, you must again give the
Ants 10 Aphids to continue.

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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