

Look for this and other
World of Eric Carle games and
puzzles at a retailer near you or at:

ARE YOU GAME?



The Very Hungry Caterpillar™
RAINBOW PICNIC
Ages 3 and Up

© 2025 Penguin Random House LLC. ERIC CARLE, THE VERY HUNGRY CATERPILLAR, THE WORLD OF ERIC CARLE logo, the Caterpillar logo and related designs, logos, and names are trademarks and/or registered trademarks of Penguin Random House LLC. All rights reserved. "The Very Hungry Caterpillar" is published by Penguin Random House LLC.

© 2025 University Games Corporation, San Francisco, CA 94110. Briarpatch is a registered trademark and Play & Learn is a trademark of University Games Corporation. All Rights Reserved. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 4 The Lanterns, 16 Melbourn Street, Royston, Hertfordshire, SG8 7BX. U Games Ireland Logistics Ltd, 15 Main Street, Raheny, Dublin 5. Retain this information for future reference. MADE IN CHINA. B000000 00/25

The Very Hungry Caterpillar™ **BAKESHOP** A MATCHING GAME

INSTRUCTIONS

Ages 3
and Up
2 to 4
Players

world of
ERIC CARLE

01227
BRIARPATCH

Contents:

- 62 Bakeshop Cards • Bell

Object of the Game:

Be the player with the most matching Bakeshop Cards at the end of the game.

Set Up:

1. Shuffle the Bakeshop Cards and place the stack face-down in the middle of the play area.
2. Place the Bell by the stack of Bakeshop Cards so that it is within reach of all players.
3. Draw one Bakeshop Card and place it face-up next to the Bakeshop Card stack.

How To Play:

4. The youngest player begins the game by flipping over a Card from the top of the stack and placing it face-up in the play area, making sure it doesn't overlap with other Cards.

5. If the Card matches another face-up Card, the first player to ring the Bell and shout out "yummy!" wins that pair of Cards. That player takes the matching Cards and places them in a stack in front of them.
6. If no players can find a matching pair of Cards, all drawn Cards remain face-up in the play area, making sure no Cards overlap.
7. Play continues clockwise, with the next player flipping over a Card and all players searching for a matching pair.
8. If a player rings the Bell but there are no matches, the player must give one pair of their previously won Cards to a player of their choice.

Winning the Game:

Once all Bakeshop Cards have been flipped over and all matching pairs have been collected, players add up their Cards. The player with the most Cards is the winner!