



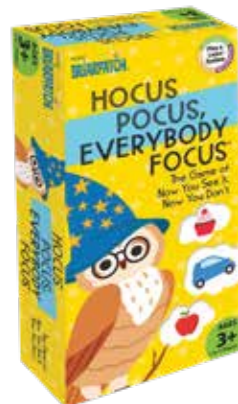
SCHOOL READINESS GAMES FROM BRIARPATCH

Teachers want parents to prepare their kids with early learning skills before they enter the classroom. The cornerstone of our approach to fun learning games is our unique Play & Learn™ System. Each category of the system represents a curriculum activity, and we ensure parents understand how each of our games delivers on these activities both outside and inside of the box.

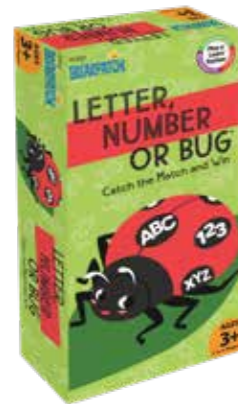
School Readiness Games from Briarpatch are designed to be fun and educational, preparing children with the fundamentals to become successful as they enter preschool. These games encourage active participation, fostering a love for learning while developing critical cognitive and social skills in a playful environment.

See our entire line of games and puzzles at

AREYOUGAME.COM



HOCUS POCUS, EVERYBODY FOCUS™
Ages 3+



LETTER, NUMBER OR BUG™
Ages 3+



CRISS-CROSS APPLESAUCE™
Ages 3+



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LETTER, NUMBER OR BUG™

Catch the Match and Win

Instructions

AGES 3+
2 to 4 Players

Contents:

- 46 Category Cards
- 26 Letter Answer Tiles
- 10 Number Answer Tiles
- 10 Bug Answer Tiles

Object of the Game:

Be the first player to collect 5 Answer Tiles by correctly guessing what's underneath the Category Cards: a letter, number or a bug.

Set Up:

1. Shuffle and place the larger Category Cards in a deck face down in the play area.
2. Scatter the smaller Letter and Number Answer Tiles evenly around the play area, making sure that the Cards do not overlap.
3. Spread the smaller Bug Answer Tiles throughout the room away from the main play area.

How to Play:

1. The youngest player begins the game (Player 1) by asking the other players to guess whether the Category Card on top of the deck is a letter, number or a bug. Player 1 also guesses what is on the Category Card.
2. Player 1 then turns the Category Card over and reveals if it's a letter, number or a bug.
3. If the Category Card is a letter or number, the players who guessed correctly race to find the match to the Category Card on the Answer Tiles. If two players guess correctly, the player who places a hand on top of the matching Answer Tile first wins the Answer Tile.
4. If the Category Card contains a bug, the player who said "bug" must find the matching Bug Answer Tile in the room and then gets to keep it.



5. If a bug Category Card is drawn and no player guessed bug, all players race across the room to find the matching Bug Answer Tile.
6. Players place any collected Answer Tiles in front of them so that other players can easily see them.
7. Player 1 places the used Category Card into a discard pile, and play continues clockwise with players guessing the next Category Card and the player to Player 1's left flipping the Category Card over.



Winning the Game:

The game ends once a player collects 5 Answer Tiles. That player is the winner!