





# GB

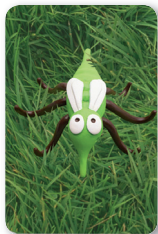
 4 years and up

 From 2 to 4 players

 **Contents:** 48 cards (16 Mosquitoes, 16 Bees, 16 Apples).  
7 figurines (4 Bees, 1 Mosquito, 1 Flower, 1 Apple).  
25 Ladybird chips.

 **Object of the game:** To win as many Ladybird chips as possible.

 **Games rules:** All the cards are dealt to the players.  
Players put their cards in front of them, in a pile, face down, without looking at them. Put the Flower, the Mosquito and the Apple in the middle.  
Each player gets 1 Bee that they put near them and 1 Ladybird chip.  
Players turn up the first card of their pile at the same time.



- 1- If 2 or more players turn up a Mosquito card, they, **and only they** must tap on the Mosquito.
- 2- If 2 or more players turn up a Bee card, they, **and only they** must put their Bee on the Flower.
- 3- If 2 players or more turn up an Apple card, **all the players** try to catch the Apple.
- 4- If there is no card in common, nothing happens.

The fastest player receives a Ladybird chip. The player that doesn't make the action gives back a chip if they have one. Player's only use one hand, that which turns up the card. The cards that have just been turned up are taken out of the game.

Players begin again and turn up the next card.

The game is over when the piles of cards are exhausted. The players count their chips.

**NB.** In a game with 4 players, a double game action could occur if, for example, 2 Mosquitoes and 2 Bees, or 2 Apples and 2 Bees, etc. are turned up. Therefore, all players are concerned, but only the 2 fastest each receive 1 Ladybird chip.

