



WORM PARTY

An exciting game of hide-and-seek
by Inka and Markus Brand
for 2 - 4 players of 5 years and up.

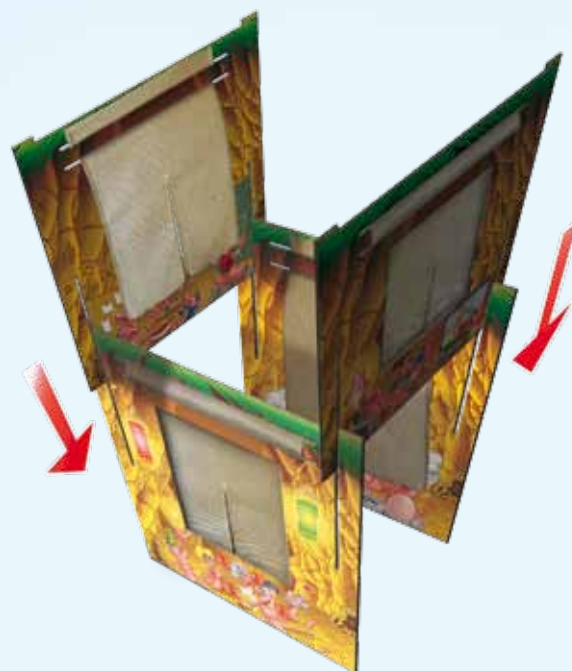


The naughty worms are throwing a party in the garden! Chicken Charly does not waste a second and dashes away in his best chicken gallop. "What a bad joke if I wouldn't catch a delicious worm now!" he cackles excitedly. But the worms hear Charly coming, and hole up quickly in their mounds. The jolly party-hide-and-seek-game by the worms and Chicken Charly can start now ...

The unique action of this game: The players act with their fingers being worms, and hide from Chicken Charly below the mounds!

COMPONENTS AND SETUP

- **1 three-dimensional worm garden** (consisting of five cardboard elements and four fabric elements)



- 1) Before your first worm party, one fabric element must be fixed to each side frame of the worm garden. Insert the fabric into the two cardboard slits, as shown in the illustration. The turned over part of the fabric will hold it fabric in the worm garden's side frames.

- 2) Next, assemble the four side frames as shown. The fabric elements should be inside the worm garden.

- 3) Finally, place the game board on top of the 3-D structure.
There it is, your complete worm garden!

Place the worm garden in the center of the playing area. Each player sits down at one side of the worm garden.

! WARNING:
CHOKING HAZARD – Small parts.
Not for children under 3 years.

- **7 Mounds**

Before your first game you must fix one colored sticker on each mound.

Place one mound on each of the openings of the worm garden before the game starts.

- **2 Cover tiles**

These markers are used only in a game with two or three players.



- **2 Players:** Take any two mounds of the worm garden and put them back into the box. Cover the holes with the cover tiles.
- **3 Players:** Take only one mound of the worm garden and put it back into the box. Cover the hole with one cover tile and put the other back into the box.
- **4 Players:** Put both cover tiles back into the box.



Important:

At least one mound of each color must be used for each game of Worm Party! The joker mound always has to be in the game.



- **1 Die**

Fix one sticker showing an icon on each side of the die before your first game.

- **1 Chicken Charly**

Place Charly in front of the youngest player.



- **72 tiles worth 1 point each**

Sort the tiles by color and place them next to the worm garden as general supply.

- **1 Rules booklet**

OBJECT OF THE GAME

One player assumes the role of Chicken Charly. The other players are the worms and hide from the bold bird below the mounds!

The chicken player rolls the die, and then may search for worms under a number of mounds as shown by the result of the die roll. For each worm the player finds, they earn one point tile in the color of the mound the worm was hiding under.

However, for each worm that Charly could not find, that worm player earns one point tile.

The first player who collects six point tiles of the same color is the winner of the game.



SEQUENCE OF PLAY

The players take their turns in clockwise direction. At the start of the game, the youngest player has **Chicken Charly** in front of them. That player is the first **chicken player**.

The other players are **worm players** during this game round.

At the start of each game round, **Chicken Charly** rolls the die. The result will be one, two, or three mounds. This is the number of mounds under which Charly will be allowed to search for worms. But first the worms must hide below the mounds ...



The worm players:

Each worm player puts one hand inside the worm garden, sticking it through the fabric veil from their side of the garden structure. With their hand inside the worm garden, each player feels for a free opening of the game board, and carefully pokes one finger through it as a worm. That way, each player hides below their own mound!



Important Rules:

- Only one worm may hide below each mound!
- If all players agree, they may search for unoccupied mounds simultaneously. Otherwise, the worm players search for an unoccupied mound in clockwise direction.
- **Very important:** Try to be calm and behave very inconspicuous inside the worm garden, so Chicken Charly will have no clues where the worms are hiding.



Hint: If playing with very young kids, Chicken Charly may briefly close his eyes or look away.

The chicken player:

After all worms have hidden below the mounds, the chicken player starts their search for the worms. One after another, they may now lift as many mounds as the result they had rolled at the start of the game round.

→ Chicken Charly has found a worm!

If a worm is hidden under a mound, the chicken player gains one tile worth one point as reward. The player takes a tile of the same color as the lifted mound from the general supply, and keeps it in front of them. The player whose finger-worm was spotted does not gain anything, and carefully removes their hand from the worm garden.

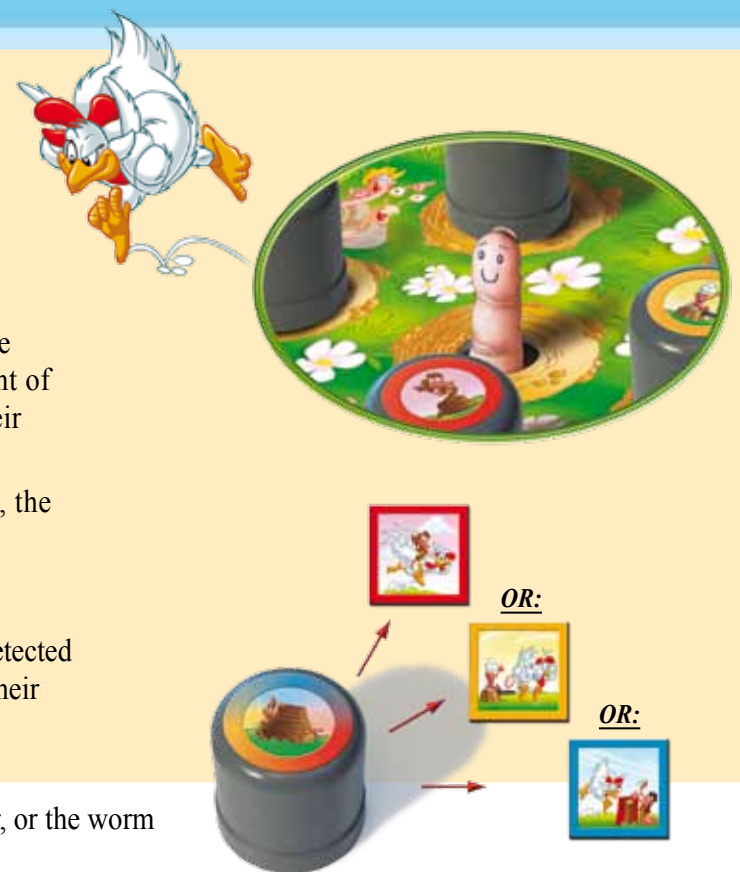
If the chicken player is allowed to lift another mound, the game continues as described above. Thus, the chicken player has the chance to gain several tiles during the same game round.

→ Are there any worms still hidden below the mounds?

Once Chicken Charly has lifted the allowed number of mounds, and not found all hidden worms, all undetected worm players receive a tile of the same color as their hiding place from the general supply. As proof of their successful hiding place the worm player must lift their mound.

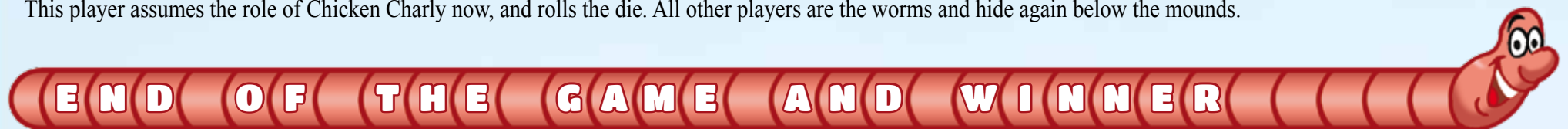


Note: There is one three-colored mound, the joker mound, and in case of success the chicken player, or the worm player respectively, may take any tile of their choice from the general supply.



Next game round

Put all mounds back on the openings of the worm garden, in any order you like. Pass Chicken Charly and the die to the next player in clockwise direction. This player assumes the role of Chicken Charly now, and rolls the die. All other players are the worms and hide again below the mounds.

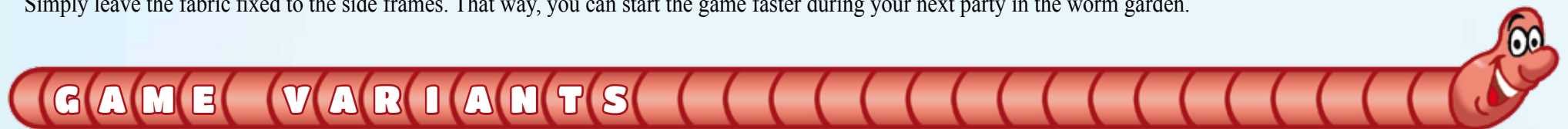


The game ends at the end of a game round, if at least one player has collected at least **six tiles of the same color**. This player is the winner of the game! If more players than one have six (or more) tiles of one color, these players share the victory.



Hint for dismounting the worm garden:

Simply leave the fabric fixed to the side frames. That way, you can start the game faster during your next party in the worm garden.



For younger players

When playing with this variant, the colors of the mounds and tiles are not relevant. The first player who collects at least **eight tiles of any colors** is the winner of the game. If more players than one have eight (or more) tiles of any colors, these players share the victory.

For experienced players

Using this variant, the players have two ways to win the game. The game ends at the end of a game round, if at least one player has collected at least **six tiles of the same color** or **at least three tiles of each color**. This player is the winner of the game! If more players than one have won the game one way or the other, these players share the victory.