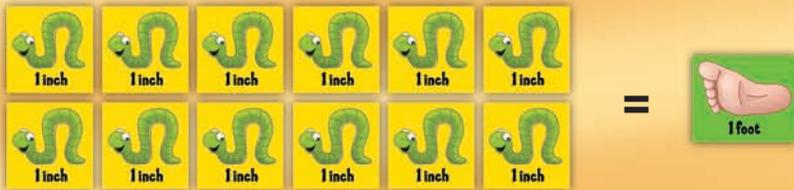


Converting Tokens

When you have collected the right amount, convert your tokens!



Winning the Game

The game is over when all the cards have been played from the draw pile and players get one last turn to try to use the remaining cards in their hands. The player with the most length in tokens is the winner!

In case of a tie, the player with the most foot tokens wins.

Advanced Play

Players may use the Bird card in combination with a Soap or Mud card to claim a matching roll.

Two-player Game

Use only half the deck of cards for a shorter game.

For 2 to 4 players

EI-8447
Ages 7+
Grades 2+



Contents



Object of the Game

To have the most length value in tokens when the cards run out.

Getting Ready to Play

- Shuffle the cards. Deal 5 cards, face up, to each player. Players should have a maximum of 2 action cards per hand.
- Place the remaining cards face down on the table. This is the draw pile.
- Each player rolls the inch dice. The player with the highest inch total goes first. Play moves clockwise (to the left).

Tip: Arrange your game cards in order from least to greatest length.

WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.



Playing the Game

1 Player 1 rolls the feet and inch dice.

Example



$$2 + 3 = 5 \text{ inches}$$

Add inch dice values together.

Feet dice:

- A clean foot = 1 foot
- A dirty foot = no value



= 0 feet



= 1 foot

This roll shows
1 foot 5 inches.

2 Players race to see if a card, or combination of their cards, matches the roll.



"I'VE GOT IT!"

If a player calls out "I've got it!" when there is no match, he or she loses 1 collected inchworm token.

3 The first player to claim a match takes the corresponding value in foot and inchworm game tokens. The matching card(s) are placed in a discard pile. The player draws new cards from the draw pile so he or she has 5 cards again.



Game play continues in this manner with players taking turns rolling the dice.



Action Cards

Players may use these action cards in combination with their length card(s) to help them claim a match. Only 1 action card may be used per turn.



Soap Card

Cleans a rolled dirty foot. Add 1 foot to the value of the roll. Turn a rolled "dirty foot" over to the clean side.



Mud Card

Dirtyes a rolled clean foot. Subtract 1 foot from the value of the roll. Turn a rolled "clean foot" over to the dirty side.



Bird Card

"Eats" an inch. Subtract 1 inch from the value of the roll. Adjust an inch die to show 1 inch less than originally rolled.

Example

Using a Mud Card

A player rolls 2 clean feet and 3 inches. This player uses the Mud card to "dirty" 1 foot. Now the roll's value is 1 foot 3 inches and the player can claim the match!



Dirty Feet!

Dirty Feet occur when 2 dirty feet and 0 inches (blanks on the inch dice) are rolled. The player who rolled the Dirty Feet loses 2 feet in tokens. (If the player has less than 2 feet in tokens, the player loses all collected tokens.)

