



## INSTRUCTIONS

**Ages:** 4 and up

**Number of Players:** 2 - 4

**Object:** Be the first player to make three peanut butter and jelly sandwiches.

**Contents:** Plastic Fly and 54 cards consisting of Bread Slices (17 cards), Peanut Butter (8 cards), Jelly (8 cards), Ant (8 cards), Fly (8 cards) and Wild Cards (5 cards)

**Game Set Up:** Players shuffle cards. Each player is dealt two cards. Place the remainder of cards face down in the center of the playing area along with the fly.

**Game Play:** The youngest player goes first, drawing a card from the pile. If a player has a slice of bread card he can lay it down to begin building his sandwich.

If player does not have a card to play on his sandwich, he discards one card, starting a discard pile next to the draw pile. Players must draw and discard one card each turn. A card may be discarded by either playing on a sandwich or by laying a card on the discard pile. Players cannot take cards from the discard pile to build on their sandwich. If the draw pile becomes depleted, shuffle the discard pile and make a new draw pile.

**Building a Sandwich:** Each sandwich must consist of 2 slices of bread, peanut butter, jelly and must be built in order, starting with one bread, peanut butter, jelly (or jelly, peanut butter), and other bread. Wild Cards can represent a slice of bread, peanut butter, or jelly. A player must complete one sandwich before starting another sandwich. The only exception to this rule is when the Fly is on a player's partially built sandwich, he may begin another sandwich because the Fly has blocked his other one.

**The Ant Card:** An Ant Card allows a player to take a card from another player's sandwich and play it on his own sandwich. The player plays the Ant Card on the discard pile. When an Ant has stolen a wild card from a player's sandwich, the card can be peanut butter, jelly or bread in the new owner's sandwich. An Ant cannot steal any part of a sandwich that has the Fly on it.

**The Fly & Fly Card:** The Fly Card can be used to block a player from playing on his sandwich. If a player discards a Fly Card, he places the plastic Fly on a player's sandwich of his choice. Once the Fly is on the sandwich it is no good until the Fly is placed on another sandwich. If the Fly lands on a sandwich that is being made, the player cannot play any cards on that sandwich until he or another player draws a Fly Card, allowing the Fly to move to another player's sandwich. When a Fly is on one sandwich, the player may start a new sandwich. Players can combine sandwich parts after fly has moved to another sandwich.

*For Example: One sandwich has bread, peanut butter and jelly and has a fly on it. The player has started another sandwich (i.e. just one slice of bread.) Once the fly has been moved to another player's sandwich, the player can combine these two sandwiches to make one complete sandwich.*

**Winning the Game:** The first player to build three complete sandwiches wins the game!

