

**Number of Players:**

Two to four, ages 4 and up.

Equipment:

- 4 foam Fly Swatters
- 1 NO-FLY board
- 2 Fly dice
- 48 cards
 - 36 Fly cards,
 - 12 No-Fly cards

Object: Roll the Fly dice and swat a Fly of matching color.

Set-Up: Place the NO-FLY board face up in the center of the play area. Place the 12 No-Fly Cards in a face-up pile in the red NO-FLY circle space centered on the game board. Shuffle the 36 Fly cards and make three piles of 12. Place the three piles face up on the three "cards" labels on the board. Place the 2 Fly dice near the board.

Play: The youngest player has first turn, and turns then pass to the left. In your turn, you roll the two Fly dice near, but not on the board or cards, so that all can see the dice roll. Everyone now plays at once. If you see that at least one of the 2 dice exactly matches the color of a fly on a face-up Fly card, you must try to quickly swat that card with your fly swatter before another player does. For the moment, you keep your swatter on the card, as other players look around to try to swat another matching fly card, if there is one.

When it is clear that all the matching color Fly cards have been swatted, then each player that has correctly swatted a matching color card takes that card and places it in a pile face down in front of the player. If a player covers a card that turns out not to be an exact match, the player does not take that card, but instead must discard one of his or her previously won cards out of the game. If the player has no card to discard, then there is no penalty.

If a player believes that none of the three Fly Cards makes an exact match with the dice, then the player quickly swats the No-Fly pile. If the player is correct, the player takes the No-Fly Card and places it on the player's own face-down pile. If the player is wrong, the player suffers the same penalty as covering a wrong colored Fly Card.

In all cases, only the first fly swatter on a card pile wins the card from that pile.

Two Player Rule: When only two players play, sometimes a correctly matching Fly card cannot be swatted because there are only two fly swatters in play, and they have both already swatted a fly. That lucky last Fly will have to wait for the next matching Fly dice roll.

The Winner: When one of the four card piles runs out, the game is over. Players then need to count their cards. The player with the most cards is the winner.

For Younger Players: Play it the same way, except don't use the No-Fly cards. If a player rolls the dice and there are no matches, the player gets to roll again.





More fun with colors:

You can supplement the Buzz Off game with the following activities to help develop more cognitive abilities:

1. As the children swat the cards, have them yell out the color they are matching.
2. When putting the game away, have the children group the Fly Cards by color.
3. Ask the children to find matching colors on their own and other children's clothes.
4. Let the children draw and color their own flies, perhaps using their favorite color.
5. Have a child swat a Fly card then go and find a matching color in the room.

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