

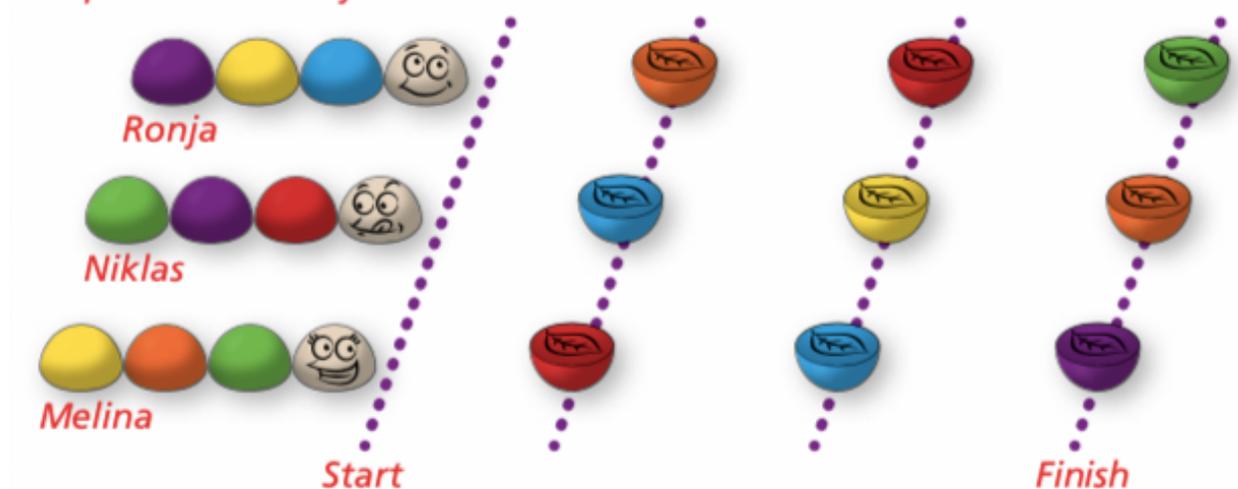
CATERPILLAR CRAWL™

RULES SUMMARY

SET UP

1. Each player picks a caterpillar head and one piece of each color (there are six in all).
2. You'll use the box to measure the distance between the caterpillars and the leaves they're trying to eat, and to make sure that each player's leaves are the same distance away. For a shorter game or for younger kids, stand the box on its side; for a longer game or for older kids, lie the box down on the table.
3. Place the box on the table to form a starting line. All players place their heads so they touch the same side of the box, then place three caterpillar sections behind their heads, leaf sides down. Players may not use identical colors at the starting line.
4. Players place one of their three remaining pieces on the table, leaf side up, so that it touches the far side of the box (the side away from the starting line). Players move the box to the other side of these leaves, then each player places the next leaf on the other side of the box. Continue until there are three lines of leaves:

Setup For Three Players



844-962-6446

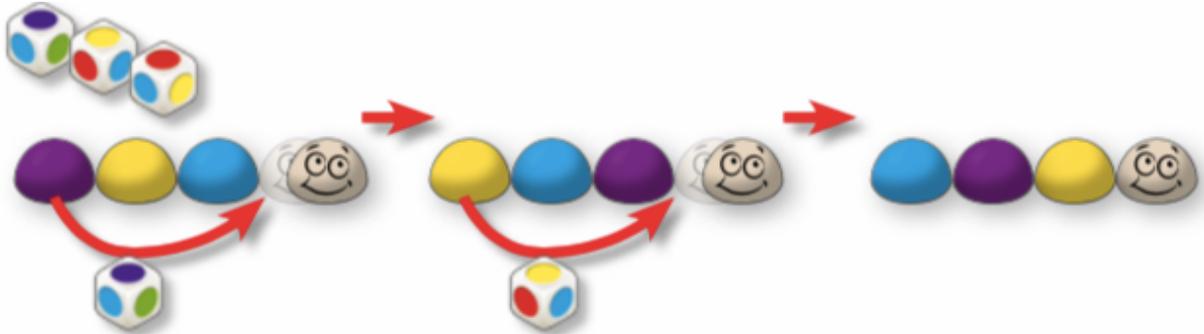
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OBJECT OF THE GAME

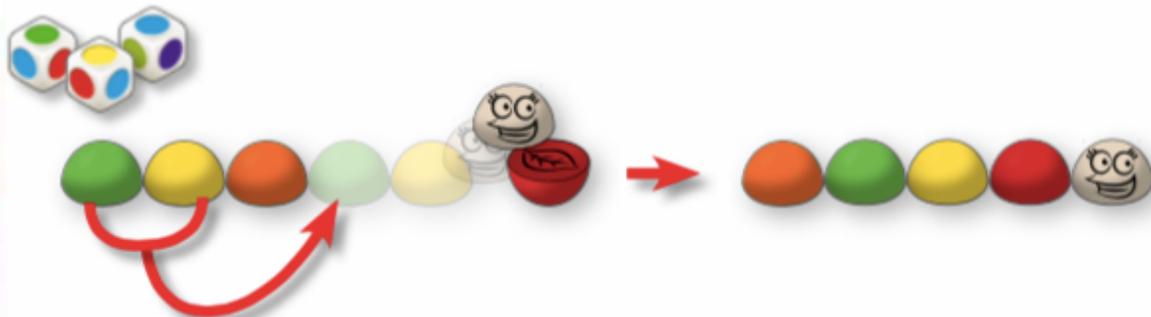
To be the first player to gobble up three leaves.

PLAYING THE GAME

1. On your turn, roll all three dice to try to match the color of the last section of your caterpillar. You can roll up to three times on each turn, and you can save dice from one roll to the next.
2. When you're done rolling, if you have matched the color of the last section of your caterpillar, you can choose whether or not you want to move. If you choose to move, slide the head of your caterpillar forward and move the last section up to where the head was. If the new section that's now in the back of your caterpillar matches one of your dice, move this section up too. You can do this for all three dice. Then slide your head back so it touches the first piece of your caterpillar.



3. If you decide to move, all other players whose back sections match any of your dice can move their caterpillars too.
4. If you decide not to move, then the other players can't move.
5. When the head of your caterpillar reaches one of the leaves in your path, finish your move, flip over the leaf, and add that leaf to your caterpillar just behind the head.



WINNING THE GAME

The first player to reach three leaves wins the game.

VARIANT FOR BEGINNERS

When playing with young children, use only one die.



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