

CATERPILLAR FEAST

by Chris Anderson @BlueCubeBGs

1+ Players. Solo and multiplayer rules are the same.

On a turn the active player rolls 4 dice. Then chooses one to remove. Each player then chooses how to use the remaining three dice on their tree.

Choose two dice to add together, this number is the leaf you will eat this turn. Remember, there is no 7 leaf.

The remaining die is how many squares you will eat on that leaf. You must eat exactly that number of squares, no more, no less. Each square you eat in a turn must share an edge with another square you eat that turn (unless you are only eating one square). Fill in the eaten squares.

If you are the first player to complete a particular leaf, or tied for first, circle the lady bug on it. You will get an extra point for each spot on that lady bug.

If you cannot eat any squares because there are not enough squares left on a leaf, you must fill in a knot on the tree. You may not choose to fill in a knot if there is a dice combination that lets you eat a leaf.

After each player has finished filling in the proper spaces the player to the left of the active player takes their turn and rolls all 4 dice. This continues until one player has filled in all 10 knots on their tree.

When a player has filled in all 10 knots on their tree the bird attacks and caterpillar must run for cover. The game is over.

Scoring

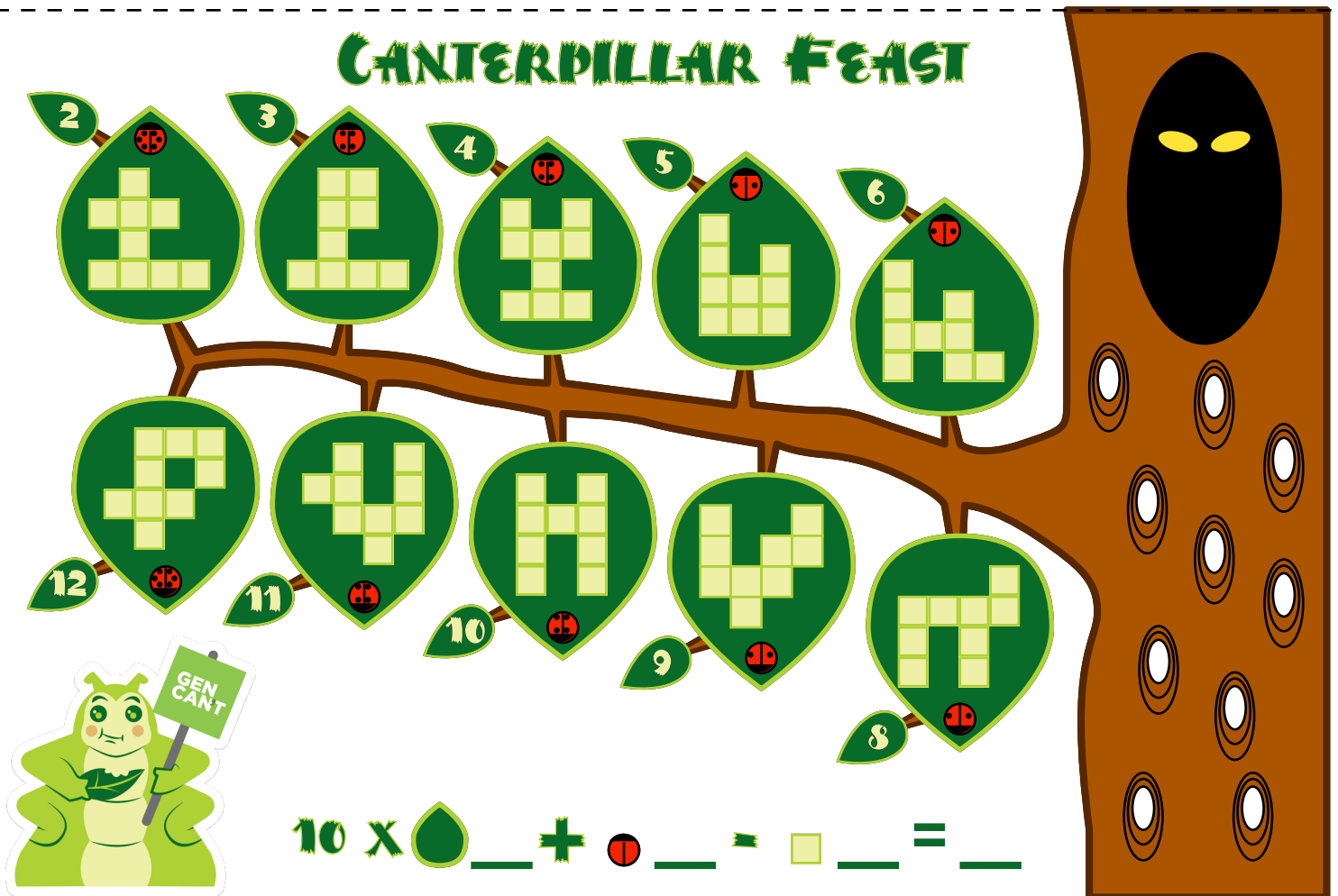
Each player scores their tree.

10 points for each completed leaf.

Plus bonus points for circled lady bugs.

Then subtract 1 point for each uneaten square on the tree.

The player with the highest score wins.



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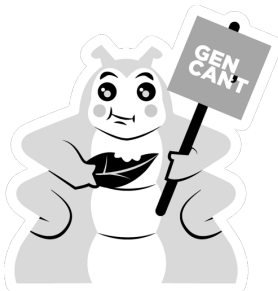
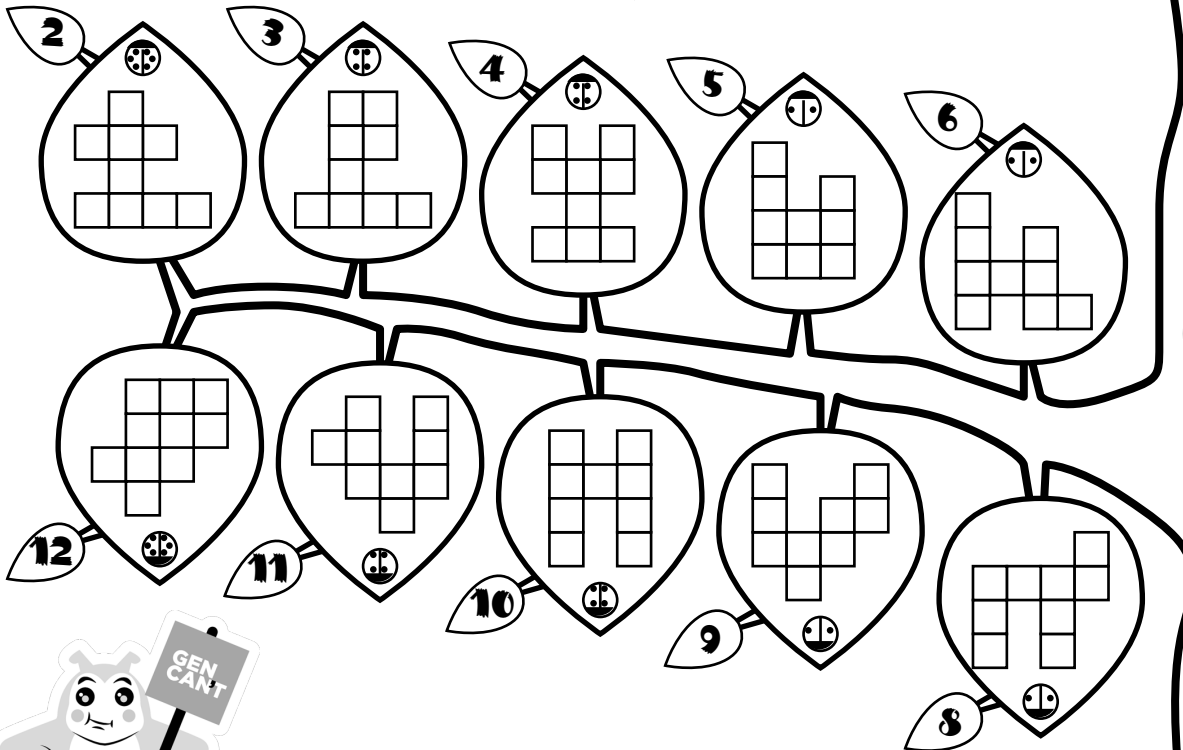
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