

Reigning Monarch

Designed by Ellie Dix

1+ players | 20 minutes | Age 6+

Colour in sections of the monarch butterfly. Try to complete as many wings as possible.

Components:

- Pad of game sheets
- Two custom dice
- 5 pens or pencils: red, yellow, green, blue, purple.

How to play:

Play is simultaneous rather than turn-based. Each player plays at the same time on their own scoresheet.

Roll both dice. Each player chooses how to use the two dice. Other players may make other decisions.

- Choose the colour on one die... and
- Choose the number on the other die.

Colour one section of one wing in your chosen colour. Then colour in the chosen number of dots on the same side of the butterfly. You must follow these two colouring rules.

1. You may not colour two adjacent wing sections the same colour.
2. The colour of the segments on the left and right must mirror each other. The colour of the dots on the left and right do not need to mirror each other.

Example:



With these dice rolls you may:

- Colour one wing segment yellow and colour in 4 dots on the same side of the butterfly.
- Colour one wing segment blue and colour in 2 dots on the same side of the butterfly.

When all players have used the dice roll, re-roll for the next turn.

Sixes are WILD for colour and for row/column. But you must name the number or colour you are substituting for the wild dice.

Example:



With these dice rolls you may use:

- Colour in one segment green. Colour any number of dots on the same side.
- Colour in one segment any colour. Colour three dots on the same side.

Double wild will allow you to name the colour and number you wish to use.

End game:

You must always colour in all the required dots. If you can't or don't want to play, cross out a 'No Throw' box. The game ends for you when you have crossed out all three 'No Throw' boxes.

When players finish the game will depend on the choices they have made. Players may finish the game on different turns.

Scoring:

Score 5 points for each wing you have completed or 10 points for each wing you have completed that contains all five colours. Plus score 1 point for each white (uncoloured) spot.

The player with the highest total score wins. In the case of a tie, share the victory.

Swanky Wigglers

Designed by Ellie Dix

1+ players | 20 minutes | Age 6+

Colour stripes on caterpillars. Try to make all ten combinations of stripy coloured caterpillars.

Components:

- Pad of game sheets
- Two custom dice
- 5 pens or pencils: red, yellow, green, blue, purple.

How to play:

Play is simultaneous: each player plays at the same time on their own scoresheet.

Roll both dice. Each player chooses how to use the two dice. Other players may make other decisions.

- Choose the colour on one die... and
- Choose the number on the other die.

Choose one caterpillar on the numbered row or column to colour alternate stripes on.

Example:



With these dice rolls you may:

- Colour alternate stripes blue on any caterpillar in column 2.
- Colour alternate stripes yellow on any caterpillar in row 4.

When all players have used the dice roll, re-roll for the next turn.

One dice face is WILD for colour and for number. But you must name the number or colour you are substituting for the wild dice.

Example:



With these dice rolls you may use:

- Colour alternate stripes green on any caterpillar.
- Colour alternate stripes any colour on a caterpillar in column 3.

Double wild will allow you to name the colour and number you wish to use.

You must colour in two butterflies, even if you don't want to.

End game:

If you can't or don't want to play, cross out a 'No Throw' box. The game ends for you when you have crossed out all three 'No Throw' boxes.

When players finish the game will depend on the choices they have made. Players may finish the game on different turns.

Scoring:

Score 2 points per listed caterpillar type you have created. Lose 1 point for each caterpillar that has white (uncoloured) stripes.

The player with the highest score wins. In the case of a tie, share the victory.

Aster Garden

Designed by Ellie Dix

1+ players | 20 minutes | Age 6+

Colour in aster flowers. Try to make flower beds in high scoring patterns.

Components:

- Pad of game sheets
- Two custom dice
- 5 pens or pencils: red, yellow, green, blue, purple.

How to play:

Play is simultaneous: each player plays at the same time on their own scoresheet.

Roll both dice. Each player chooses how to use the two dice. Other players may make other decisions.

- Choose the colour on one die... and
- Choose the number on the other die.

Colour any flower in the flowerbed of your chosen number.

Example:



With these dice rolls you may:

- Colour one flower yellow in flower bed 4.
- Colour one flower blue in flower bed 2.

When all players have used the dice roll, re-roll for the next turn.

One dice face is WILD for colour and for number. But you must name the number or colour you are substituting for the wild dice.

Example:



With these dice rolls you may use:

- Colour one flower green in any flower bed..... or
- Colour one flower in flower bed 3 any colour.

Double wild will allow you to name the colour and number you wish to use.

End game:

If you can't or don't want to play, cross out a 'No Throw' box. The game ends for you when you have crossed out all three 'No Throw' boxes.

When players finish the game will depend on the choices they have made. Players may finish the game on different turns.

Scoring:

Calculate your score for each flowerbed by referencing the scoring patterns on the play sheet. To track your points, colour in a butterfly above each flower bed for each point scored.

The player with the highest score wins. In the case of a tie, share the victory.

On the Wing

Designed by Ellie Dix

1+ players | 20 minutes | Age 6+

Colour in the grid to create different habitats. Try to make sure each butterfly is fully housed within its preferred habitat.

Components:

- Pad of game sheets
- Two custom dice
- 5 pens or pencils: red, yellow, green, blue, purple.

How to play:

Play is simultaneous: each player plays at the same time on their own scoresheet.

Roll both dice. Each player chooses how to use the two dice. Other players may make other decisions.

- Choose the colour on one die... and
- Choose the number on the other die.

Colour the chosen number of squares in the chosen colour. Squares must be adjacent to each other.

On your first turn you must colour at least one edge space. On future turns, you must always colour a square that is next to a previously coloured square.

Each coloured area may only contain one butterfly.

Example:



With these dice rolls you may:

- Colour four adjacent squares yellow ... or
- Colour two adjacent squares blue.

When all players have used the dice roll, re-roll for the next turn.

One dice face is WILD for colour and for number. But you must name the number or colour you are substituting for the wild dice.

Example:



With these dice rolls you may use:

- Colour three adjacent squares any colour.... or
- Colour 1-5 adjacent squares green.

Double wild will allow you to name the colour and number you wish to use.

End game:

If you can't or don't want to play, cross out a 'No Throw' box. The game ends for you when you have crossed out all three 'No Throw' boxes.

When players finish the game will depend on the choices they have made. Players may finish the game on different turns.

Scoring:

Score 4 points for each butterfly fully housed within its preferred habitat. Lose 4 points for each area that does not contain a butterfly. Lose 1 point for each white (uncoloured) square.

The player with the highest score wins. In the case of a tie, share the victory.

Flutterby

Designed by Ellie Dix

1+ players | 20 minutes | Age 6+

Colour in these white butterflies to bring them to life. Try to create large areas of adjacent squares containing butterflies of the same colour.

Components:

- Pad of game sheets

- Two custom dice
- 5 pens or pencils: red, yellow, green, blue, purple.

How to play:

Play is simultaneous: each player plays at the same time on their own scoresheet.

Roll both dice. Each player chooses how to use the two dice. Other players may make other decisions.

- Choose the colour on one die... and
- Choose the number on the other die.

Choose two butterflies to colour - one on the row and one on the column of the chosen number.

Example:



With these dice rolls you may:

- Colour two butterflies yellow - one in row 4 and one in column 4... or
- Colour two butterflies blue - one in row 2 and one in column 2.

When all players have used the dice roll, re-roll for the next turn.

One dice face is WILD for colour and for number. But you must name the number or colour you are substituting for the wild dice.

Example:



With these dice rolls you may use:

- Colour two butterflies green: one in any row and one in the same column number as the chosen row.... or
- Colour one butterfly in row 3 any colour and the colour one butterfly in column 3 the same colour.

Double wild will allow you to name the colour and number you wish to use.

You must colour in two butterflies, even if you don't want to.

End game:

The game ends for you when you can't colour in two butterflies. You must colour in one, if you are able to.

When players finish the game will depend on the choices they have made. Players may finish the game on different turns.

Scoring:

Calculate your score for each colour by counting the largest group of adjacent squares containing butterflies of that colour. Squares containing butterflies that are only connected diagonally to the group are not considered to be adjacent.

Then add your scores for each colour to give your overall total.

The player with the highest score wins. In the case of a tie, share the victory.