

What Very Hungry Caterpillars!

Designed by Ellie Dix

2-4 players | 10-15 minutes | Age 5+

Aim:

Eat food to grow your caterpillar and score points.

Components:

- 46 food cards
- 4 tail cards
- 4 head cards
- 4 scoring cards
- 8 middle sections
- 1 bendy caterpillar
- 1 scoreboard
- 4 player markers

Set up:

- In a 3-player game, remove all the food cards with a pink dot in the bottom right corner. In a 2-player game also remove all the food cards with a green dot in the bottom right corner. Put the removed cards back in the box. Shuffle the remaining food cards and place 7 in a ring in the middle of the table. Place the remaining cards caterpillar side up (food side down) in a deck in the middle of the ring.
- Place the bendy caterpillar on top of the first three cards revealed, with its head towards the fourth.
- Place the four scoring cards in view of all players.
- Each player takes a head card and a tail card and puts them together to make a short caterpillar.
- Leave the middle sections, scoring aid and tokens in reach of players.
- The player who can do the best caterpillar moves is the starting player.

How to play:

Players take turns in a clockwise direction.

On your turn:

- Take one of the four food cards in the central ring that the caterpillar is not lying on top of.

- Flip the card over and place it in between the head and tail of your caterpillar to extend the length of the body. If you need to loop your caterpillar around, take a middle section and add it to the caterpillar's body.
- Try to remember what foods your caterpillar has eaten!
- Fill the hole in the ring with a new card from the top of the food card deck.
- Move the caterpillar forward around the ring (anticlockwise) **one** or **two** spaces.

End game & scoring:

When the space in the central ring cannot be filled (because the deck is empty), the game ends. Each player should have a caterpillar with 10 sections (excluding head, tail and middle sections).

All players flip the food cards in their caterpillar back over to the food side to show what their caterpillar ate.

Starting with the 1-point score card, in turn, each player does the following:

- Place any food cards they wish to score underneath the scoring card.
- Move their player marker a corresponding number of points on the score track.

After all players scored the first scoring card, the others are scored in a similar way.

The player with the most points is the winner. Ties are friendly, share the victory.