

Caterpillar Filler

RULEBOOK



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Art by Lorenzo Ucheddu

Objective

You each control a caterpillar exploring a garden looking for delicious flowers to eat. You must avoid the wasps and potentially other caterpillars while you scavenge for food. Each time you eat a flower (or part of another caterpillar) your caterpillar will grow – the player with the largest caterpillar at the end of the game has enough energy to transform into a beautiful butterfly and wins the game.

Components

- 1 Game Box
- 1 Game Mat
- 1 Rulebook (this document)
- 40 Flower / Wasp Tokens
- 4 Caterpillar Head pieces (Yellow, Brown, Purple and White)
- 36 Caterpillar Body pieces (9 in Red, Blue, Green and Black)
- 1 Die
- 16 Blue Letter Tiles
- 16 Orange Number Tiles
- 1 Winner's Butterfly Token
- 5 Alternate Rules / Set-Up Expansion Tiles



Set up (2 Players)



- 1) Place 4 Flower Tokens on the 4 yellow flower spaces in the Garden (the Garden is the 16 by 16 grid)
- 2) Place the Die and the Winner's Butterfly Token near the game board within reach of all players
- 3) Each player takes a Wasp Token
- 4) Shuffle the 16 Blue Letter Tiles and place 12 face down on the blue squares within the game mat (in a 3-Player game place 14 and in a 4-Player game place all 16)

Shuffle the 16 Orange Number Tiles and place one face down next to each Blue Letter Tile previously placed. Return any unplaced tiles to the game box

- 5) Each player chooses a colour for the Body of their caterpillar and places 5 Caterpillar Body pieces on the right side of the game mat (on the 5 spaces of the corresponding colour)
- 6) Place all remaining Flower Tokens to the bottom right of the game mat. This is called the Flower Supply
- 7) Each player chooses a colour for the Caterpillar Head and places it in the Garden.

- *2 Players: Heads start on A14 & P3*
- *3 Players: Heads start on A8, H16 & P9*
- *4 Players: Heads start on B1, A15, O16 & P2*

They then place 4 Caterpillar Body pieces (in a 3-Player game place 3 and in a 4-Player game place 2) behind the Head clockwise along the outside edge of the Garden.

Return any unplaced Caterpillar Body pieces to the game box.

Choose the Starting Player

The person that has most recently been in a garden goes first.
Alternatively choose the starting player randomly.

Turn Sequence

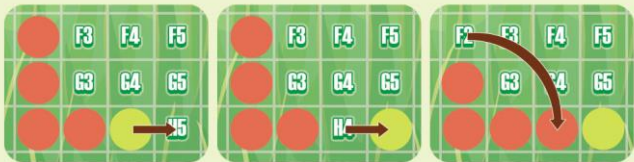
- 1) Roll the Die to see how many spaces your Caterpillar moves
- 2) Move your Caterpillar a number of times equal to your roll
- 3) You may add one (and only one) of your Wasp Tokens to the Garden
- 4) Pass the turn to the next clockwise player

Moving Your Caterpillar

To move your caterpillar one space - pick up the Caterpillar Head and move it to one adjacent space (you cannot move diagonally).

You then pick up the tail Caterpillar Body piece and place it into the space where the Head moved from.

Example: Mike moves his Caterpillar's Head from H4 to H5. He then moves his tail piece from F2 to H4.



Eating Flowers

Whenever you move onto a space containing a Flower Token:

- 1) Immediately stop moving (even if you have remaining moves)
- 2) Remove the eaten Flower Token from the Garden and turn it over (it is now one of your Wasp Tokens)
- 3) Take one of your Caterpillar Body pieces from the right of the game mat and add it to the tail of your Caterpillar
- 4) Turn face up a Blue Letter and Orange Number Tile (in the same row) and place a Flower Token from the Supply to the corresponding space in the Garden
- 5) If a Flower Token would enter the Garden on an occupied space (e.g. it already contains a Wasp, Flower or Caterpillar) instead move it to the nearest available space of your choice

Example: Sarah moves her Caterpillar's Head onto a Flower Token. She then grows her Caterpillar by one Body piece.

Sarah turns over the top Letter and Number Tiles revealing G3 and so places a new Flower Token in the corresponding space.



Rolling a 3

Whenever you roll a 3 on the Die, as well as having 3 moves this turn, you also add a new Flower Token to the Garden.

To add a new Flower Token to the Garden, turn face up the top most Blue Letter and Orange Number Tiles and place a Flower Token from the Flower Supply to the corresponding space in the Garden.

If a Flower Token would enter the Garden on an occupied space (e.g. it already contains a Wasp, Flower or Caterpillar) instead move it to the nearest available space of your choice.



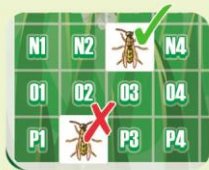
Wasps

You may place a Wasp Token before or after you move your Caterpillar.

Caterpillars cannot move onto spaces which contain a Wasp Token.

On your turn you may play one (and only one) of your Wasp Tokens on an unoccupied space in the Garden.

Wasp Tokens can never be placed on the outside edge of the Garden.



If You Cannot Perform All of Your Moves

As you cannot move onto spaces containing Wasp Tokens, it is possible for you to become stuck.

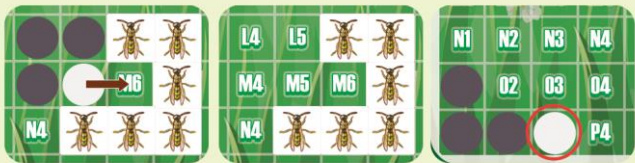
If you cannot perform all of your moves then:

- 1) Remove your Caterpillar Head and Body pieces from the Garden
- 2) On your next turn, place your Caterpillar Head and Body pieces along the outside edge of the Garden. When re-joining the Garden, all of your pieces must be placed on unoccupied spaces along the outside edge
- 3) You do not roll the Die on the turn when you re-join the Garden but you may place a Wasp Token

Example: Pete rolls a 4 (and so has 4 moves). The only space he can move his Caterpillar into is M6 and from there he cannot perform his remaining 3 moves.

Pete then removes his Caterpillar Head and Body pieces from the Garden.

On Pete's next turn he re-joins the Garden's edge from P3.



Eating Another Caterpillar

Caterpillars can be carnivorous and can even eat other caterpillars.

If you move onto a space containing another player's Caterpillar Head or Body:

- 1) Immediately stop moving (even if you have remaining moves)
- 2) Take one of your Caterpillar Body pieces from the right of the game mat and add it to the tail of your Caterpillar
- 3) The opponent removes their Caterpillar Head and Body pieces from the Garden and places one of their Caterpillar Body pieces to the right of the game mat
- 4) The opponent will re-join the edge of the Garden on their next turn however they will not roll the Die. When re-joining the Garden, all pieces must be placed on unoccupied spaces along the outside edge

Example: Heather (controlling the Caterpillar with the yellow Head) moves onto a space containing Nick's Caterpillar.

Nick removes his Caterpillar from the Garden and moves a Body piece to the game mat. Heather grows her Caterpillar by 1 Body piece.



Game End and Determining the Winner

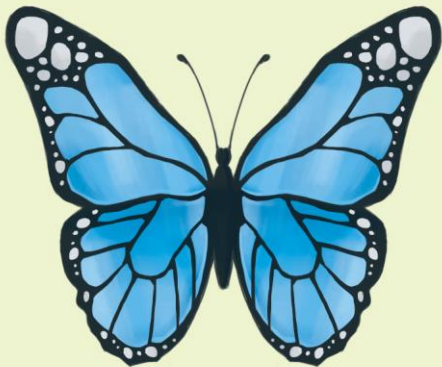
The game will end when either:

- 1) A player has all of their Caterpillar Body pieces in the Garden (all 5 of the pieces set aside at the start of the game)
- 2) A Flower Token would be placed in the Garden, but there are no remaining Blue Letter / Orange Number Tiles to be turned over and a player has the longest Caterpillar

If there are 2 or more players tied for the longest Caterpillar, play will continue until there is a player with the longest Caterpillar

Determining the Winner

At the end of the game the player with the longest Caterpillar wins and takes the Winner's Butterfly Token!



Expansion Tiles

There are 12 double sided Expansion Tiles. One side has alternative rules and the other side contains alternate set-ups.

At the start of the game you may choose (or randomly select) to play the game with an alternative rule and / or an alternative set-up.

Alternative Set-Ups

These Expansion Tiles put additional Flower and / or Wasp Tokens in the Garden at the start of the game.

Where the Flower / Wasp Tokens are placed is indicated in the corresponding boxes within the Expansion Tile.

In the example on the right, Flower Tokens are added to D6, H13, 14 and M8. Wasp Tokens are added to H8, H9, 18 and 19.



Alternative Rules

At the start of the game choose a rule to take effect.

Each rule will provide a different gaming experience and create opportunities for many different strategies.



Hints and Tips

When you move onto an opponent's Caterpillar you will grow by 1 Body piece and that opponent will shrink by 1 Body piece.

The game normally starts with 4 Flower Tokens in the Garden.

When a player rolls a 3, an additional Flower Token will be added to the Garden.

If a Flower Token would be placed on an occupied space (e.g. it already contains a Flower Token, Wasp Token or a Caterpillar) instead move it to the nearest available space of your choice.

Wasps can be used to hinder other players as they try to eat flowers, or if they are trying to eat you.

The outside edge of the Garden is contained within rows A & P and columns 1 & 16.

Wasps cannot be placed on the outside edge of the Garden.

If your Caterpillar is removed from the Garden (either from being trapped by Wasps or from being eaten) it re-joins the outside edge of the Garden on your next turn.

When you re-join the Garden you do not roll the Die (you have zero moves). You may however play a Wasp.

When re-joining the Garden, all of your pieces must be placed on unoccupied spaces along the outside edge.

Quick Set-Up Guide

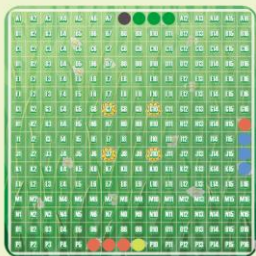
2-Player Set-Up

- 12 Blue Letter Tiles
- 12 Orange Number Tiles
- 4 Caterpillar Body pieces per player
- Heads start on A14 & P3



3-Player Set-Up

- 14 Blue Letter Tiles
- 14 Orange Number Tiles
- 3 Caterpillar Body pieces per player
- Heads start on A8, H16 & P9



4-Player Set-Up

- 16 Blue Letter Tiles
- 16 Orange Number Tiles
- 2 Caterpillar Body pieces per player
- Heads start on B1, A15, O16 & P2

