

OBJECTIVE

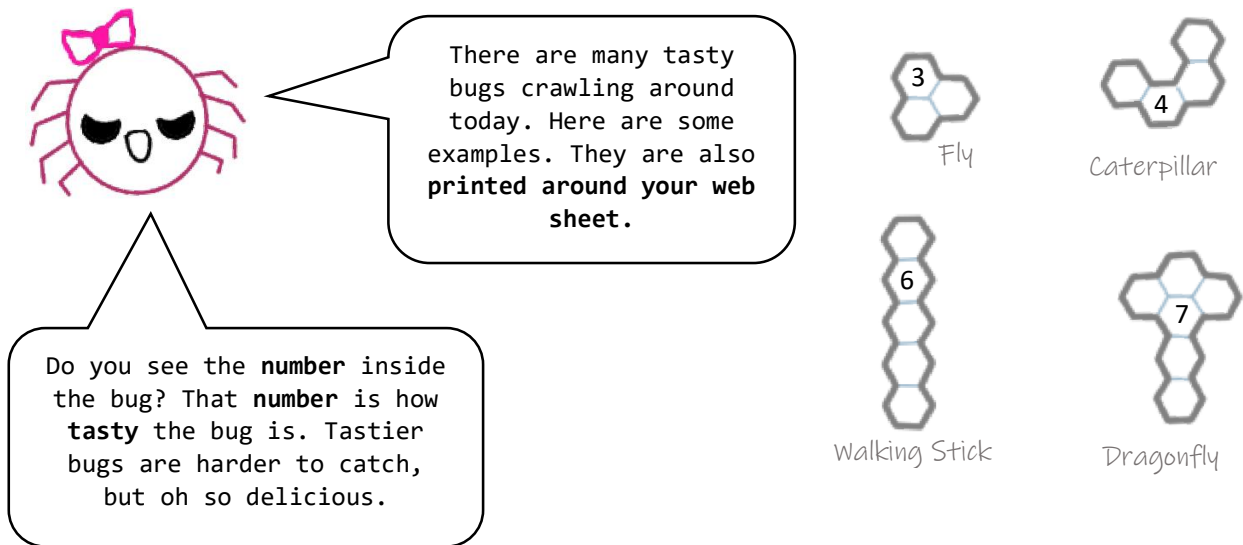
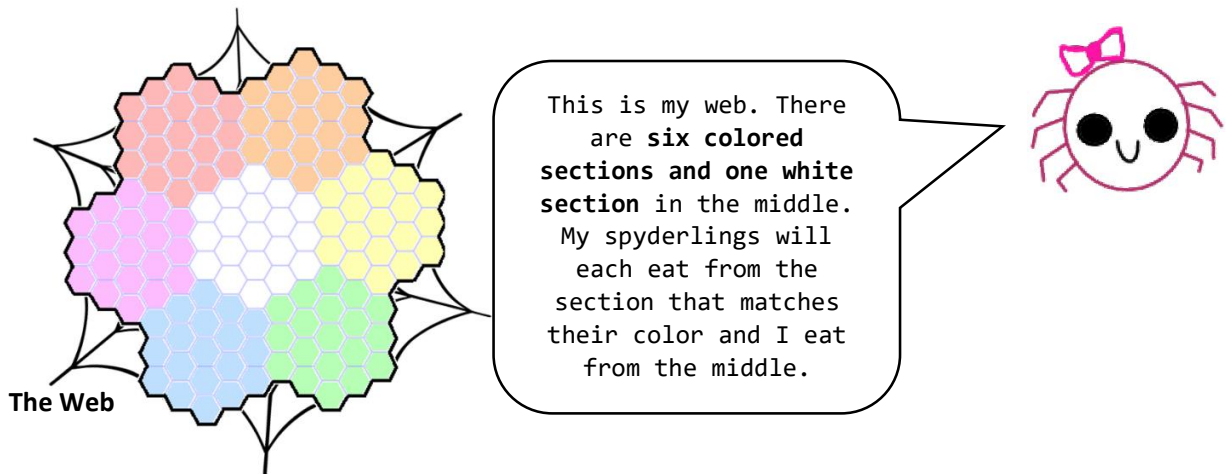
Mrs. Spyder needs to feed her six hungry spyderlings, so she's asking for your help in catching various critters in her web. The more bugs you feed them, the happier they'll all be. Don't forget to leave some for her!

SET-UP

Each player receives a web sheet. There are four different sheets (labeled A-D). It does not matter which sheets players get, or even if they all get the same one. The last to eat a bug is the start player and takes the three dice (1 yellow, 1 red and 1 blue).

HOW TO WIN

Score the most points at the end of the game.



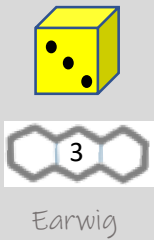
CATCHING BUGS

A game of Critter Catch lasts several rounds. Each round, players roll dice to catch bugs in their web. The active player begins the round by **choosing one** of the three available dice (red, yellow or blue) and rolls it. Now, **everyone must draw a bug of that tasty value into their web**. Bugs are made up of several small **hexes**. Anytime when drawing a bug, **at least one hex** of the bug must be drawn **within the color section** of the die being used. Lightly shade it in. Finally, **cross off** the bug on your web sheet.

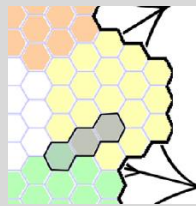
Example: Wanda is the active player for the first round. She chooses to roll the yellow die. The result is a 3.

Now, everyone **must** draw a bug of **tasty value 3** into their web and **at least one hex** must be in the yellow section.

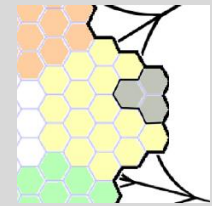
All catchable bugs, with their tasty values, are printed on the Web sheet.



Wanda chooses to draw an earwig. Wanda must draw **at least one hex** of the earwig in the yellow section (because the yellow die was rolled).



Xavier chooses to draw a fly instead. It also has tasty value 3.



After drawing the bug, it is recommended to lightly shade it in, making it easier to see in the web. Both Wanda and Xavier shaded in their bugs in the above examples.

Finally, Wanda crosses off an earwig on her web sheet. Xavier crosses off a fly.



Note: **Players may not draw crossed-out bugs.** Larger bugs can only be drawn once (they only appear once around the web sheet). Some smaller bugs can be drawn twice (they appear twice around the web sheet).

Important: The smallest bugs are **fleas** and **larva**. They can be drawn an **unlimited** number of times and are **never crossed out**. Players are reminded of this on their web sheet.

After everyone has drawn a bug, the active player will continue the round by **choosing another die** and rolling it. The dice chosen must be one of the two that hasn't been rolled yet this round. Again, everyone **must** draw a bug **using that dice** into their web and at least one hex of the bug must be drawn within the corresponding color section. However, players may **combine** the dice with a dice already rolled this round. The **new tasty value** would be the **sum** of the two dice chosen and the color would be the **resultant color** if you had mixed the colors together, let's say, in a paint set.



Hold up. What's a **resultant color**?

Mom, a **resultant color** is the color you get when you mix **two primary colors** together! Just take a look at this **chart** we made for you.

Thanks, spyderlings!



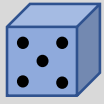
Resultant Color Chart
(made by the spyderlings)

Blue + Red = Purple

Red + Yellow = Orange

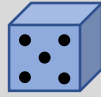
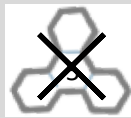
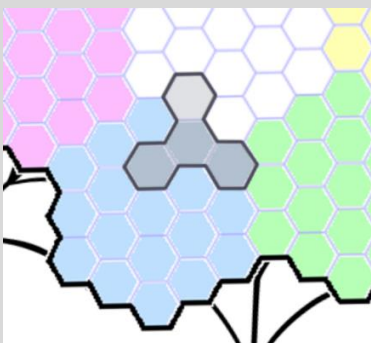
Blue + Yellow = Green

Example: For the second die, Wanda chooses to roll blue. The result is a 5. Now, everyone has a choice. They can draw a bug using **only the die rolled** or **combine it** with a die already rolled this round. As always, at least one hex of the bug must be drawn in the corresponding color section.



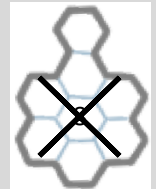
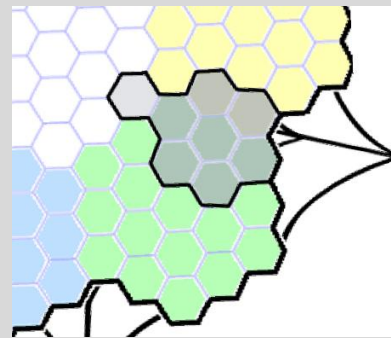
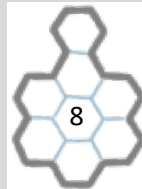
Hornet

Wanda decides to keep it simple and draw a bug of **tasty value 5** in the **blue** section. She draws a hornet, **shades it in** and **crosses one of them off** on her web sheet.



Xavier decides to **combine** the blue die just rolled with the yellow die rolled earlier this round. To do so, he **adds** the values of the dice together and draws a bug of **that tasty value (8)** in the **resultant color section** (green).

Xavier chooses to draw the dung beetle, shades it in, and crosses it out on his web sheet.



Three Important Clarifications:

1. Bugs must be drawn **completely inside** the web.
2. Bugs **cannot overlap**.
3. Bugs **can** be **rotated and flipped** when drawn.



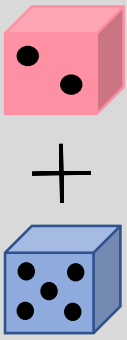
Duh

We are now entering the last phase of the round. It works similarly to the previous two phases. The active player **rolls the last die** and everyone must **use that die** to draw a bug in their web. Just as before, players may choose to **combine** the die rolled with a previously rolled die this round. In any case, the **die just rolled must be used**. That means, players may not only use previously rolled dice.

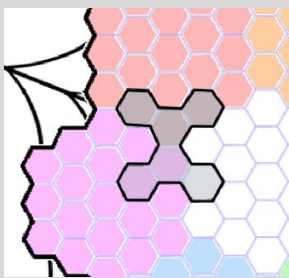


I think I get it. But could you continue with the example? I'm quite invested in Wanda and Xavier's choices.

Example: Wanda has no choice but to roll the last remaining die, the red. The result is a 2. Players may draw a bug using **only the die rolled** or **combine it** with one other previously rolled dice.

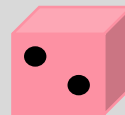


This time, Wanda wants to draw a tastier bug. She **combines** the red 2 with the previously rolled blue 5. The result is a **purple 7**. Wanda decides to draw a pondskater. As always, at least one hex of the bug must be drawn within the corresponding color section. Wanda draws the pondskater, shades it in, and crosses it off.

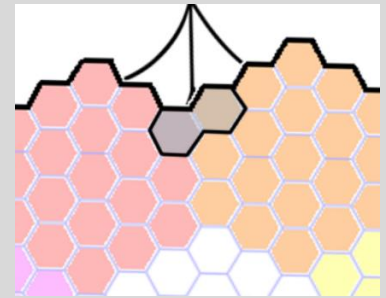


Pondskater

However, Xavier only wants to use the red die rolled this round. For a tasty value 2, there is only one option, larva. Xavier draws a larva into his web, and shades it in. He **does not cross it off** because larva (and fleas) can be drawn an unlimited number of times during the game.



Larva
(Unlimited)



END OF THE ROUND

After **all three dice have been rolled** and all players have drawn three bugs into their webs, the round is over. **Pass the dice** to the next player in a clockwise direction. That player will be the **active player** for the next round and gets to choose the order of dice rolling.

WHEN DOES THE GAME END?

The game ends when a die is rolled and **any player cannot draw any bug** into their web. There are two ways this can happen:

1. After a die is rolled, a player cannot fit a bug using that dice into their web. **Essentially, no bug with the die rolled can physically be drawn into the web.**
2. After a die is rolled, a player has no more non-crossed out bugs to draw using that die. **Essentially, no bugs with available tasty values can be drawn as they have all been crossed-out.**

If a player believes they cannot draw a bug, have another player confirm this is the case. If true, the game is over. All other players may still draw a bug using the die just rolled, but the round is not finished to completion even if other dice have not been rolled.



Are we done yet? We are starving and bored!



Not quite, my spyderlings. We first need to hear about scoring.

SCORING

When the game ends, players will score their web sheet, earning **points** for bugs in their web. Each **color section** will score the same way. **Players get one point for every bug in the section.** For each color section, **count the number of bugs** that have at **least one hex** within the section.

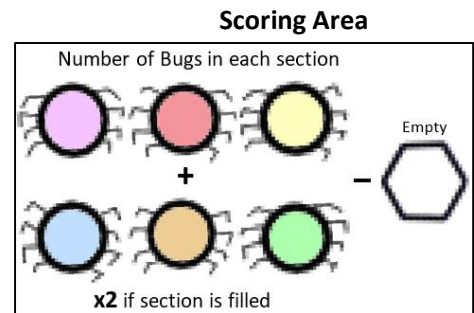
BONUS: If a color section is **completely filled**, players multiply their score of that section by two. **Essentially, a section will score double points if it's completely filled.**

Players also score for the **white section.** Players **lose a point** for every empty white hex in the middle section.

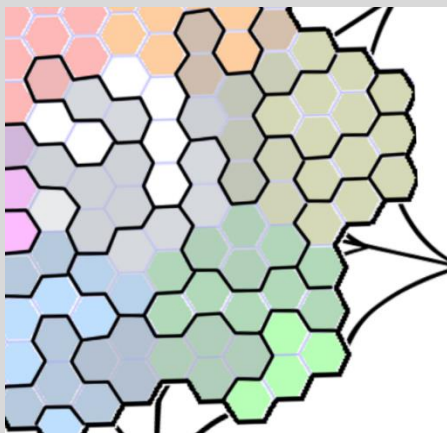


Good. Mama's gotta eat too!

Players **record their scores** for each color section in the corresponding spyderling in the **scoring area.** (Remember to **multiply by two** if a section is filled!) Also record the number of **empty white hexes** in your web. Add up the values in the spyderlings and subtract the number in the empty white hex. This is your final score! Record it at the top of your web sheet. The player with the highest score wins the game and earns the admiration of Mrs. Spyder and her spyderlings. In the case of a tie, the tied player who best fed Mrs. Spyder (has the least number of empty white hexes) wins! If the tie persists, the first tied player to eat a bug wins.



Example: The game is over so Wanda will now score her web. Let's take a look at part of her finished web, specifically the yellow, green and white sections.



The yellow and green sections are **color sections.** They will score **one point for every bug** within the section. To be considered "within" a color section, a bug needs only **one of its hexes** in the section. The green section has 5 bugs in it so it will score 5 points. The yellow section has 8 bugs in it. It would score 8 points but because the section is **completely filled**, it scores double points for 16 points.

The white section scores differently. Wanda receives one **negative point** for each **empty hex** in the white section. That is, a hex that is not part of a bug. She has 6 empty hexes so she will lose 6 points.

Wanda records her score.



Strategy Tip:



In addition to feeding my spyderlings, I'm trying to teach them the importance of **sharing.** If you haven't already realized, bugs that are within **two or more sections** score points for each of those sections! To maximize your score, try to catch bugs **within multiple sections.**

SOLO-MODE

Critter Catch can be played solo. Try to score as high as possible. All rules remain the same except for three changes

1. You are the active player every round
2. Anytime you draw a flea or larva, cross-out any other bug of your choice on your web sheet.
3. At the end of the game, you are rewarded 2 bonus points for every bug drawn with a double-digit (10, 11 or 12) tasty value (Grasshopper, Cicada, Lovebugs, Ichneumon Wasp and Stag). To remind yourself of this bonus, write "+2" next to each of those bugs when you draw them.

Compare your score to the following chart to see how well you did!

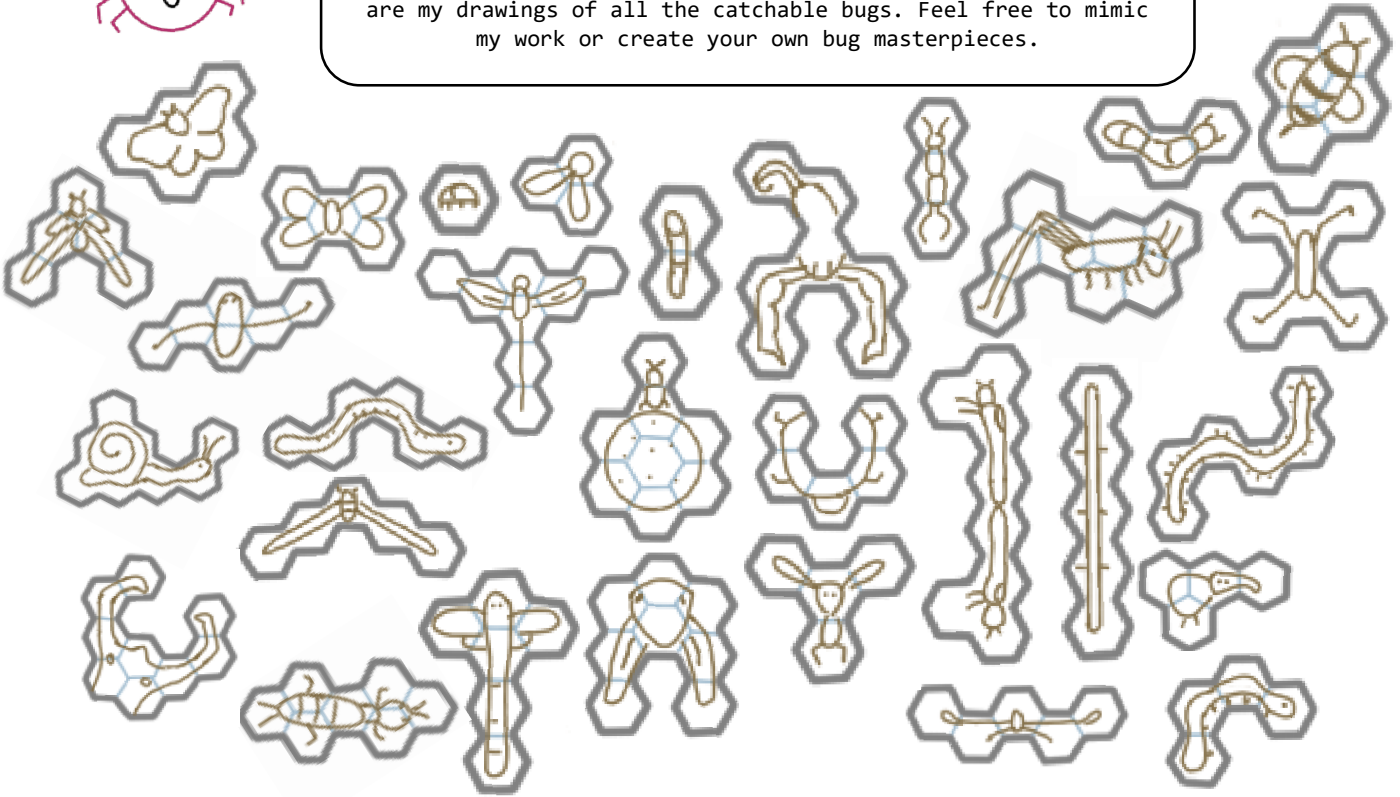
Score	Outcome
20 or Less	You've starved the spyderlings. Mrs. Spyder calls upon her tarantula friends who spin <i>you</i> into their meal!
21-27	The spyderlings are still hungry. Mrs. Spyder "forgets" to send you a Christmas card this year.
28-33	A decent meal, but everyone has room left for dessert. You take the spyderlings out for ice cream.
34-40	The arachnids are well fed. You tuck in the spyderlings and give them all a kiss goodnight. Sweet dreams.
41-46	The sypderlings are stuffed, each letting out a belch in ROYGBV order.
47 or More	You've done your job too well. Mrs. Spyder slips into a food coma, falls out the web and goes splat.

Not hard enough? Play solo with this extreme challenge!

Mrs. Spyder is in a Hurry: Set a timer for 5 minutes and press start. Play the first round as normal. From the second round on, you no longer roll dice. Instead, you get to choose the values of each die. Use these values as if you had rolled them. You still must adhere to all rules, drawing bugs one at a time with the values chosen. Don't forget to cross out a bug of your choice when drawing fleas or larvae. In addition to normal game-end conditions, the game will end when the 5 minutes is up. A score of 30 or more is admirable. A score of 45 or more is legendary.



Being a mother is my main job, but on the side, I love to draw. What do I draw? Bugs of course! Instead of **shading in** bugs in the web, I like to **draw** the bugs to add some artistic flare to my meals. This is not required, but it's a lot more fun! Here are my drawings of all the catchable bugs. Feel free to mimic my work or create your own bug masterpieces.



Critter Catch

Final Score:

Number of Bugs in each section

			+ -	

x2 if section is filled

Available Bugs and Scores:

- Flea (1) (Unlimited)
- Larva (2)
- Flies (3)
- Grub (3)
- Earwigs (3)
- Caterpillars (4)
- Weevil (4)
- Bumblebees (4)
- Gnats (5)
- Termite (5)
- Flying Ant (5)
- Butterfly (5)
- Mosquito (6)
- Millipede (7)
- Backswimmer (7)
- Walking Sticks (6)
- Moth (6)
- Scarabs (6)
- Dirt Dauber (7)
- Witch's Hat Bagworm (8)
- Paper Wasp (8)
- Harlequin Beetle (12)
- Sphinx Moth (11)
- Water Boatman (11)
- Giraffe Weevil (10)
- Hornet (10)
- Scorpion (9)
- Snail (9)
- White Ghost Cicada (8)
- Long-Winged Planthopper (8)

Critter Catch

Final Score:

Number of Bugs in each section

			-

x2 if section is filled

Insects and their hexagonal shapes:

- 1:** Flea (Unlimited), Larva
- 2:** Flea
- 3:** Flies, Grub, Earwigs
- 4:** Caterpillars, Weevil
- 5:** Termite, Gnats
- 6:** Walking Sticks, Butterfly, Mosquito, Scarabs, Moth
- 7:** Pondskater, Dragonfly, Dirt Dauber, Wasp Moth
- 8:** Cicada, Giant False-Leaf Katydid, Endromid Moth Caterpillar, Long-Winged Planthopper
- 9:** Cicada, Snail
- 10:** Stinging Nettle Slug Caterpillar, Hornet
- 11:** Water Boatman, Ichneumon Wasp
- 12:** Longhorn Beetle

Critter Catch

Final Score:

Number of Bugs in each section

Empty

+

x2 if section is filled

Flea (1) (Unlimited)
 Larva (2)
 Flies (3)
 Grub (3)
 Earwigs (3)
 Caterpillars (4)
 Weevil (4)
 Bumblebees (4)
 Gnats (5)
 Termite (5)
 Flying Ant (6)
 Walking Sticks (6)
 Butterfly (5)
 Mosquito (6)
 Millipede (7)
 Scarabs (6)
 Moth (6)
 Dragonfly (7)
 IO Moth Caterpillar (7)
 Apatelodes Moth (12)
 Stag (11)
 Sphinx Moth (11)
 Love-Bugs (10)
 Grasshopper (10)
 Yellow Jacket (9)
 Dung Beetle (9)
 Inchworm (8)
 Swallowtail Butterfly (8)
 Mole Cricket (8)
 Witch's Hat Bagworm (7)

Critter Catch

Final Score:

Number of Bugs in each section

			-

x2 if section is filled

Legend:

- 1 Flea (Unlimited)
- 2 Larva
- 3 Flies
- 3 Grub
- 3 Earwigs
- 4 Caterpillars
- 4 Weevil
- 4 Bumblebees
- 5 Termite
- 5 Gnats
- 5 Flying Ant
- 5 Walking Sticks
- 5 Butterfly
- 6 Mosquito
- 6 Scarabs
- 6 Moth
- 7 Backswimmer
- 7 IO Moth Caterpillar
- 7 Pondskater
- 7 Silkworm Moth
- 8 Giant False-Leaf Katydid
- 8 Swallowtail Butterfly
- 8 Paper Wasp
- 9 Cicada
- 9 Worm
- 10 Stinging Nettle Slug Caterpillar
- 10 Mantis Fly
- 11 Stag
- 11 Ichneumon Wasp
- 12 Frog-Legged Leaf Beetle