

# Mein erstes Krabbelkäfer Spiel



A dice game for 2 to 4 players  
aged 3 years and up



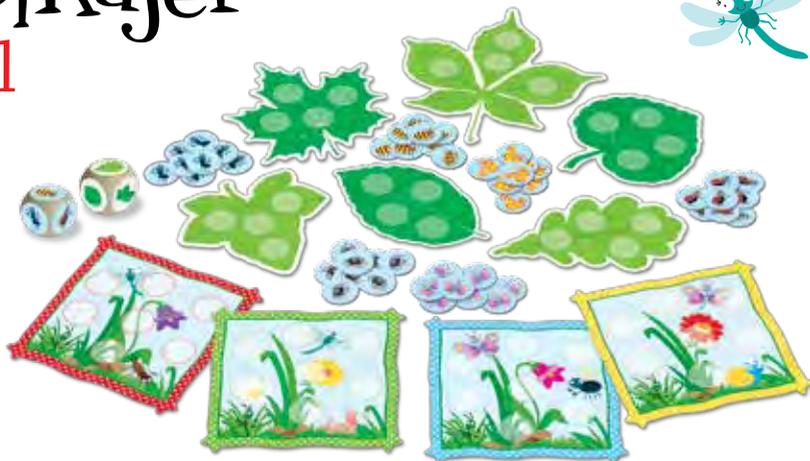
## Contents

2 wooden dice

6 leaves (chestnut, maple, lime,  
beech, ivy, oak)

4 gardens

48 insect chips (ladybirds, ants,  
bees, butterflies, spiders and  
caterpillars)

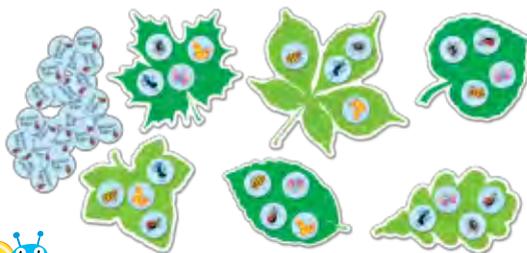


**Oh no! The insects are gone and are hiding in the leaves! Hurry! Try to gather up all the little crawlers again! But it's not so easy; they're swarming everywhere! Will you be the first to capture seven insects, and place them in your garden?**

## Getting started

When playing for the first time, carefully remove all pieces from the perforated cards. If possible, get help from a grown-up. Place the six leaves in the middle of the table well within everybody's reach. Each player chooses a garden and lays it down in front of him on the table. Shuffle all the insect chips, making sure that the side showing the insect is facing down. Once shuffled, pick out four random insect chips for each leaf, and place them on the leaves face up.

The remaining insect chips can stay off to the side; you'll need these later. Have the dice ready.



## How to play

The youngest player starts. Then, take turns in a clockwise direction. On your turn, roll both dice.



The **insect die** shows which insect chips (ladybirds, ants, bees, butterflies, spiders and caterpillars) you're allowed to pick up on your turn.



The **leaf die** shows which leaf (chestnut, maple, lime, beech, ivy, oak) you're allowed to take the insects from.

**After having rolled the dice, have a look at the result. You have two options:**

### 1. Catch the insect!

If the insect showing on the insect die is on the leaf that you also rolled with the leaf die, you're in luck; pick up the matching insect chip and put it in your garden. If there are more than one of them on the same leaf, you can also take these and put them in your garden. After placing them in your garden, pick up the same number of insect chips from the stock and put them on the leaf, so that the leaf again has four insect chips on it. Once you're done, the player to your left takes his turn.

**Example:** *Linus rolls a maple leaf and an ant. The maple leaf in the middle of the table has two ant chips on it. Linus can put both of them in his garden. He then takes two insect chips from the stock, putting them on the maple leaf.*

### 2. The insect got away!

If the insect showing on the insect die is not on the leaf that you also rolled with the leaf die, you don't get to collect any insects this time, and the player to your left takes his turn.

### End of game

The game is over as soon as someone has seven insect chips in his garden. He wins the game. If you can collect more insect chips on your turn than what you need to win, only put as many insect chips as you need in your garden, leaving the remaining insect chips on the leaf.



Authors: Inka und Markus Brand  
Illustration: Sandra Kretzmann  
Design: Sabine Kondirolli  
Product Management: Anneli Ganser  
Production: Linda Dörk  
Translation: Birgit Irgang

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