

Butterfly

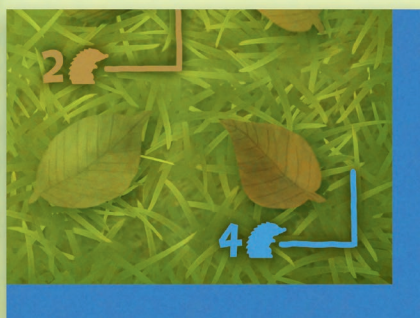
The players in “Butterfly” help Hudson hunt high and low (and left and right) to accumulate the best collection of pretty prizes! By skillfully moving him to the right spots on the board, players can grab rare items while leaving fewer choices for their opponents. The player who accumulates the most valuable collection at the end of the game comes out on top!

Components

100 Tiles (11 Red Butterfly Tiles, 11 Blue Butterfly Tiles, 11 Green Butterfly Tiles, 11 Yellow Butterfly Tiles, 13 Flower Tiles, 9 Dragonfly Tiles, 9 Lightning Bug Tiles, 9 Cricket Tiles, 6 Bee Tiles, 6 Honeycomb Tiles, 4 Wasp Tiles)
 1 Double Sided Game Board
 1 Wooden Hedgehog (Hudson)
 1 Draw Bag

Setup

Pick the correct board to use based on the number of players. Use the front side of the board for 3 or 5 players. Use the back side of the board for 2 or 4 players.



Please note the markings on each board that indicate the size of the board for number of players.

If the game is set up properly, the number of tiles and composition of the board should match this chart:

2 players	6x6 board (36 tiles)
3 players	7x7 board (49 tiles)
4 players	8x8 board (64 tiles)
5 players	9x9 board (81 tiles)

Place all 100 tiles in the draw bag.

Using the chart shown at the lower left, randomly draw the correct number of tiles from the bag and place them face up on the board on marked spaces. When complete, the board should have the correct number of tiles for the numbers of players in the form of a square.



Example setup for 3 players.

Leave the rest of the tiles in the bag. More tiles might be drawn later in the game.

The player who can do the best impression of a real hedgehog goes first. If this cannot be determined, feel free to use whatever method you like.

The start player takes the wooden hedgehog and puts in it front of them.

Playing the Game

The player to the right of the first player places the hedgehog on any tile in the square, facing in any direction they choose. This player does not move the hedgehog nor do they collect a tile. The first player begins the game as described below.



Facing direction of the hedgehog.

On their turn, each player must move the hedgehog:

1. First, they must turn the hedgehog to the left or right or leave it in the direction it was already facing at the start of the turn.
2. Next, they may move the hedgehog in the facing direction as far as they like, landing on any **tile**. They may skip over empty spaces but they may not stop on an empty space. The hedgehog never goes outside the boundaries of the grid established by the initial number of tiles. It must stop once it reaches the edge of the grid.
3. The player collects the tile where Hudson landed. They must always move to a space that allows them to pick up a tile if possible.

Butterfly Nets

As the tiles start being removed from the board, butterfly nets will start to appear in the spots where tiles were removed.

Any time a player moves Hudson over a previously uncovered butterfly net, that player may remove a random tile from the bag and add it to their collection. This is optional; however, if they choose to take a tile from the bag they **must** keep it.



Game End

The game ends as soon as a player cannot make a legal move on their turn. This means that the hedgehog cannot land on a space with a remaining tile. Each player scores their tiles (as indicated in the next section of the rules) and the highest score wins.

Scoring

Red, Blue, Green and Yellow Butterfly tiles are all worth their printed value (+1-5).



There is also a doubler for each color. If a player has the doubler, all tiles in that color are doubled.



Dragonfly Tiles (1-9). Players only score the highest value Dragonfly tile they took.



Lightning Bug Tiles (+1-9). Players only score the lowest value Lightning Bug tile they took.



Flower Tiles (*). Each Flower tile is worth the number of Flower tiles taken by that player. So, the number of flower tiles taken is squared. For example, if 3 flower tiles are taken, the player scores 9 points (3 tiles x 3 point per tile).



Grasshopper Tiles (+1-9). Every time you collect a Grasshopper, the one you took previously hops away and is discarded back to the box. Only score the last Grasshopper tile you took.



Bees (-3) / Honeycomb (0 / 10-15).

- If you get a Bee tile by itself it is worth -3 points.
- If you get a Honeycomb by itself it is worth 0 points.
- If you get a Bee and a Honeycomb tile, you get the higher value on the Honeycomb tile (10-15) and you do not lose the -3 points for the Bee tile.



Wasps (-4 to -7). There are four Wasp tiles in the game. They are worth negative points.



Credits

Special Thanks to: James Droscha, Kory Heath, Brad Fuller, The Roundhouse, TAGS Game Group, and the Ludology Podcast.

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If you have comments, questions, or suggestions, please write to us at:

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