

# Caterpillars CANNOT FLY!

## Game Instructions

Players roll the dice to establish order of play, highest number rolled goes first. Move the number of squares rolled on the dice starting at 1. So, if you roll a 5 on your first throw you will be on square 5.

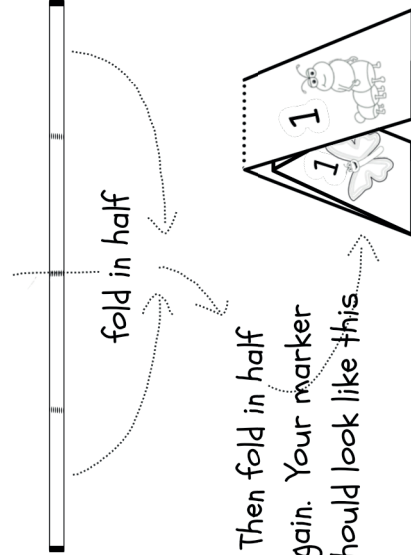
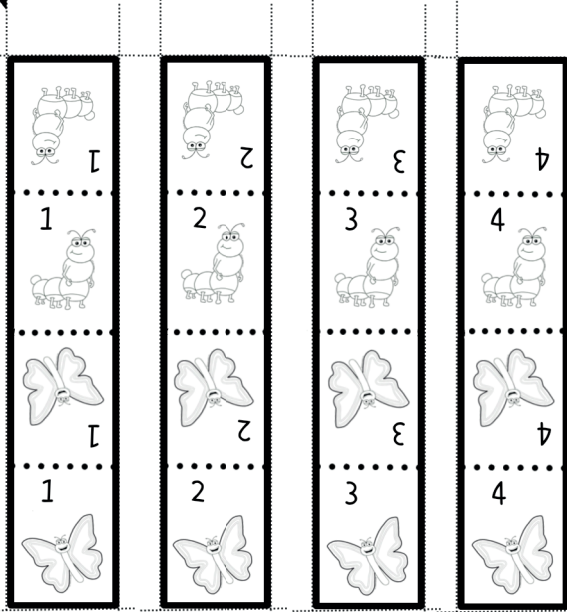
The object of the game is to keep Calvin alive by dodging the frogs' tongue and reaching the safety of square 46.

You don't have to be first, you just have to keep him alive to win!


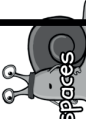



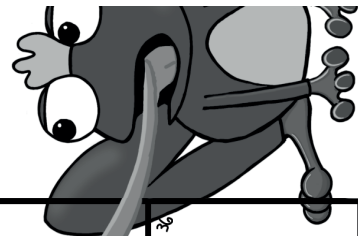
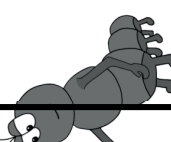
If you land on a character square, read and follow the instruction on the square.

Stop when you get to square 41 and 'collect your wings' (turn your marker inside out), then continue on your next turn.  
Good Luck

Ask an adult to help cut out and fold over the game markers



Then fold in half again. Your marker should look like this.

<p>41</p> <p><b>! STOP HERE!</b> Transform into a <b>Butterfly</b> Roll again next turn</p> 	<p>39</p>	<p>38</p>	<p>36</p>	<p>37</p>	<p>40</p>
<p>42</p>	<p>37</p> <p>Caterpillars <b>CANNOT FLY!</b></p>  <p>Go back 3 spaces</p>	<p>44</p>	<p>43</p>	<p>42</p>	<p>41</p>
<p>43</p>	<p>32</p>	<p>45</p>	<p>46</p>	<p>45</p>	<p>44</p>
<p>44</p>	<p>33</p> <p>Come on, I'll help you up.</p>  <p>Roll again!</p>	<p>47</p>	<p>48</p>	<p>47</p>	<p>46</p>
<p>45</p> <p>Timwick smacks!</p> <p>Frog Feed! Go back 3 spaces</p>	<p>34</p>	<p>49</p> <p>Caterpillars <b>CANNOT FLY!</b></p>  <p>Go back 2 spaces</p>	<p>50</p>	<p>49</p> <p>Come on, I'll help you up.</p>  <p>Roll again!</p>	<p>48</p>
<p>46</p> <p>Finish</p> 	<p>35</p>	<p>51</p>	<p>52</p>	<p>51</p>	<p>50</p> <p>Come on, I'll help you up.</p>  <p>Roll again!</p>