

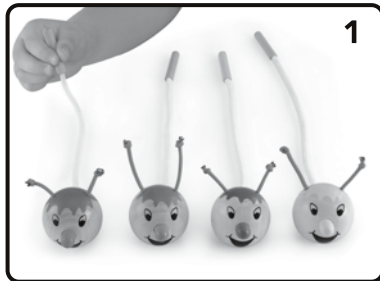


## clothe a caterpillar instructions

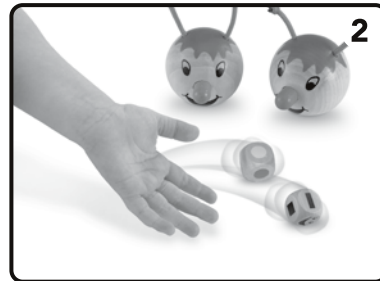
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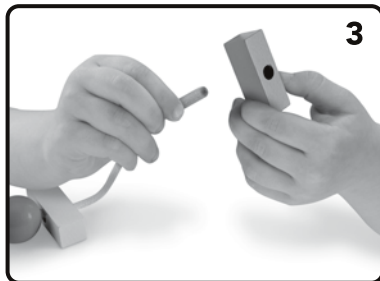
### instructions:



Each player picks a coloured caterpillar.



The youngest player goes first and rolls both dice.



The player then adds the shape to their caterpillar. The shape must correspond to the colour and shape rolled on the dice.



The first player to dress their caterpillar with 6 wooden shapes is the winner.

Note : If the happy face turns up on the dice with shapes, the player may choose any shape in the colour shown on the other dice. However, if the sad face turns up, the player must miss a turn.