

# KUPU-KUPU



Game rules



8+



2-8



15'

Ludit

# KUPU-KUPU



*Video rules*

**Challenging fun for 2-8 players!**

## **Overview**

**You are on a mission in the deepest jungles of Borneo to discover a new and exotic butterfly species. But watch out for the hot tropical jungle! It will play tricks on your mind and put your head into a spin as the butterflies constantly flutter about. You need a keen eye to spot and capture the butterflies. Only the best hunters will become famous!**

## Aim

The player who catches the most butterflies wins the game.

## Contents

48 Butterfly Cards



12 Large Butterfly Point Cards



## Setup

Place the Large Butterfly Point cards around an invisible 3 x 3 grid as shown. (This is called the Jungle Grid - cards will

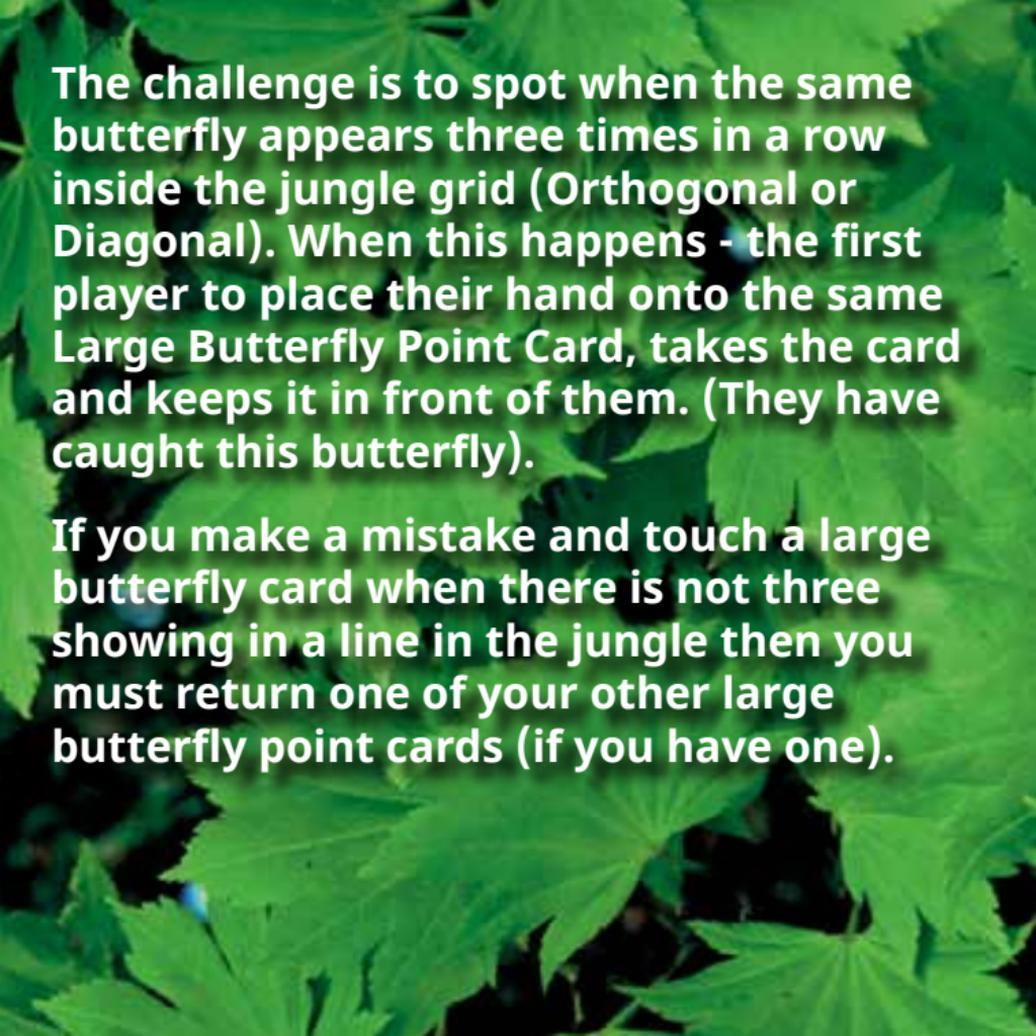


be placed in here later). Shuffle and deal out the remaining cards equally to all players. Cards are held face down in front of each player.

## Playing the game

Starting with the youngest - players take turns to place a card into any of the nine jungle grid locations. If there is an empty location this must be filled before placing on another card. When the grid is full, players may place cards in any of the grid locations. You cannot play a card onto one that was just played.

All players play together searching the jungle and trying to catch the butterflies.

The background of the image is a dense field of vibrant green maple leaves, filling the entire frame. The leaves are in various stages of focus, with some in the foreground being sharp and others in the background being blurred, creating a sense of depth. The lighting is bright, highlighting the veins and textures of the leaves.

**The challenge is to spot when the same butterfly appears three times in a row inside the jungle grid (Orthogonal or Diagonal). When this happens - the first player to place their hand onto the same Large Butterfly Point Card, takes the card and keeps it in front of them. (They have caught this butterfly).**

**If you make a mistake and touch a large butterfly card when there is not three showing in a line in the jungle then you must return one of your other large butterfly point cards (if you have one).**

## Game End

The game ends when all butterflies have been caught or the last card is placed into the jungle grid. The player who catches the most butterflies is the winner.

## Flipping Cards

When playing a card from your hand (face down stack) be sure to flip the card outwards as you place it into the jungle grid. This way all players will see it at the same time.



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