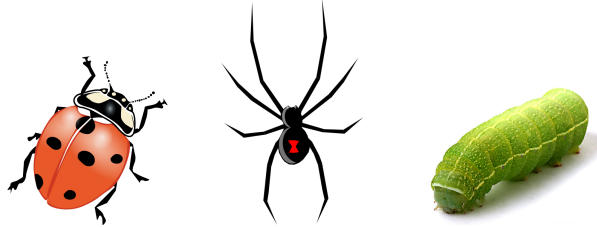


## Black Widow Showdown

Designed by Oh Yeah (Deb, Emily P., Benjamin, Rob)

Number of players: 2–6

Game length: 5–10 minutes per player



The object of the game is to throw ladybugs at the board containing Primal Merry Jane pattern pieces. One side of the ladybug is lined with wool and will stick to the velcro on the landing shapes. Based on where the ladybug lands determines how many points are earned, as indicated on the game board. A black widow in the middle of the board is worth the most amount of points.

Player order is determined by the size of Primal Merry Jane each player wears, smallest to largest in ascending order.

Players must stand behind the throw line. The distance of the line from the board can be any distance, so long as players agree. The recommended distance is 10 ft. for “easy mode” and 15 ft. for “hard mode”.

On each player’s turn, they get three throws. As there are six available ladybug pieces, the next player in the queue should be ready with their three ladybugs.

At the end of each player’s turn, they move their caterpillar token along the points tracker based on how many points they earned.

The first player to 120 points triggers the end of the game. If not all players have taken the same number of turns, the rest of the players continue to throw until everyone has taken the same number of turns. If a player exceeds 120 points, they flip around their caterpillar token and continue moving it along the point tracker.

When the ladybug throwing phase is over, each player gets one try to throw the caterpillar at the game board. It must land on the black widow, and it is worth 40 bonus points. After all players have thrown their caterpillar, the game ends and the player with the most points wins. If there is a tie, it is a shared victory.