# The Ladybugs' Costume Party

4+

2–6

20–30 min



Pegasus Spiele

# Peter-Paul Joopen



Peter-Paul Joopen was born in 1958 and now lives in Zülpich, Germany. He is married and has three children. He works professionally as a software developer and in his spare time he writes stories for children and invents games.

He first began inventing games after test-playing an unpublished game with his friends. For him, the signs of a good game are when it appeals to a wide age group of both young and old, makes the time fly by and gives everyone the chance to influence the game.

# Components

- 1 game board with spinning pointer
- 8 magnetic ladybugs (4 that attract and 4 that repel)
- 7 ants
- 56 round pegs that serve as the ladybug „dots“ in 8 different colors
- (2 pegs per color as extras)
- 1 board „set table“



# Story

The ladybugs are all excited in anticipation of the great costume party! All the guests will be putting on their most colorful costumes and the ladybugs don‘t want to be outdone. Therefore, they all paint their dots in a different color. But since it looks even fancier if each ladybug has multiple colors, they begin trading their colored dots with one another. However, they only want to trade with other ladybugs if they like their color, which is not always the case.

But the ladybugs had better watch out, because the ants are also on their way to the ball and want to be the first to feast on the delicious buffet!



# Game setup




1. Fix the spinning pointer into the game board and put it in the middle of the table.

2. Distribute the colored dots on the ladybugs. Each ladybug receives five dots of the same color.

3. Place the ladybugs on the outside spaces of the petals. Make sure that the ladybugs are on the same colored petals and face towards the center of the flower.

4. Put the „set table“ next to the game board and have the ants ready.

The aim of the game is to have five different colored dots on every ladybug. Help the ladybugs trade their dots so that they can make it to the ball before the ants do.

## How to play

Take turns in a clockwise direction. The youngest player goes first. On your turn, spin the pointer in the middle of the flower.

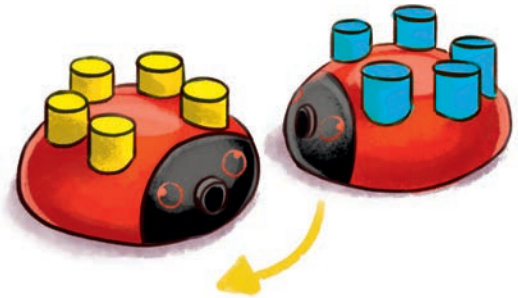
### Does it point at a petal?

Pick up the ladybug that is on this petal and put it in front of any other ladybug so that **they face one another**. (In the course of the game, if the pointer points at an empty petal, you get to choose any ladybug and place it in front of another ladybug of your choice.)

### A) The ladybug turns around?

That means it doesn‘t want to trade dots. Too bad! Put the ladybug **back on the outer edge of its petal**.

Turn the ladybugs so that they‘re facing the center of the flower again. Then it’s the next player’s turn.



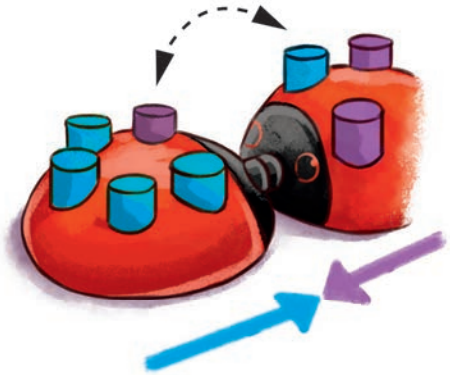
*Example: The light blue ladybug flies to the yellow ladybug. The yellow ladybug turns around. It doesn‘t want to trade. The light blue ladybug returns to his petal.*

**Important:** Always put the ladybug only with other ladybugs, **with which it has not yet traded dots**; that means with ladybugs of a color that it doesn‘t yet have.

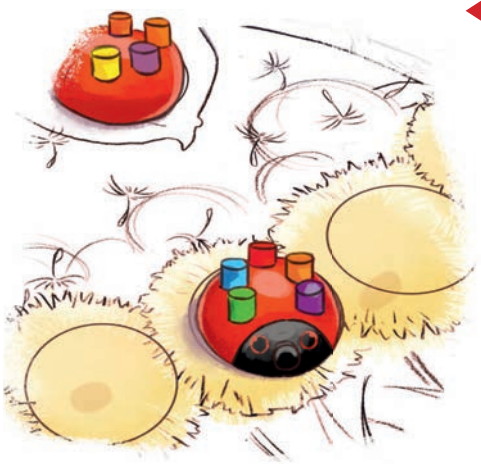
## B) Neither of the ladybugs turns around?

They both like the color of each other's dots, and you **get to trade one dot of each**. But you can only trade the dots that match the color of the petal of the ladybug you have flown to, as well as the color of the petal you are coming from. Dots of a particular color can only be traded if the ladybug has **more than one of these colored dots**.

After trading, you get to take your ladybug and fly to another petal and try to trade. Repeat this sequence until either a ladybug turns away (see point A) or a ladybug already has five dots of a different color.



*Example: The light blue ladybug flies to the purple ladybug. Neither of the ladybugs turns around. They each trade one of their dots.*



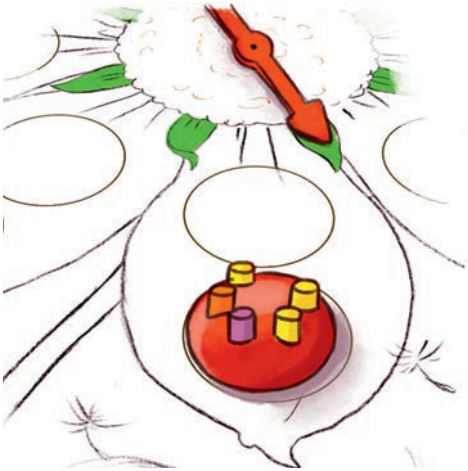
## Yippee, five dots of a different color!

In this case, the ladybug makes its way to the costume party. Put it **on a free dandelion space**. Then it's the next player's turn.

Whenever a ladybug resting on an outer space of a petal also has 5 different colored dots, it immediately makes its way to the ball, as well. Put it on a free dandelion space as well before you „continue your flight". As soon as a ladybug takes its place on a dandelion, its petal remains vacant for the rest of the game.

**Important:** Make sure you follow all the rules when trading dots. Otherwise, you may end up with two ladybugs at the end of the game that don‘t want to trade with each other. Then the ants will win automatically, of course.

## Did the pointer stop between two petals?



Then all ladybugs stay where they are, and an ant makes its way to the costume party instead.

Since the way to the party is further away for the ant, it needs two steps to get there. For the first step, put the ant on the tree stump space. The next time the pointer stops between petals, put the ant on a free leaf of the green tendril.

## End of game

The game is over, as soon as either all dandelion spaces, or all leaves on the tendril have been occupied. If the ladybugs have occupied all the dandelion spaces, they win. They finally get to go to the costume party and sit at the deliciously decorated table. If the ants have occupied all leaves of the green tendril, they win and feast on all the delicious food set on the table.






Game Design: Peter-Paul Joopen
Illustration: Anne Pätzke
Layout: Maike Schiller
Realization & Design: Claudia Geigenmüller
Engl. Translation: Birgit Irgang

© 2015 Pegasus Spiele GmbH, Am Straßbach 3,
61169 Friedberg, Germany. All rights reserved.

Reprinting and publishing of game rules, game components,
or illustrations without the license holder‘s permission is prohibited.

