GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Count Your Chickens

2–4 players · ages 3+ · 15 minutes

The goal

Play as one team and get every baby chick into the coop before Mother Hen reaches the end of the path.

On your turn

1. Flick the spinner. It usually lands on a farm animal picture.
2. Move Mother Hen forward to the next space on the path that shows that picture.
3. Count out loud how many spaces she moved, then put that many chicks into the coop.
4. If she stops on certain spaces, add one extra chick. The box shows which spaces.
5. If the spinner lands on the fox, one chick leaves the coop and goes back out into the yard. Then the next player takes a turn.

How it ends

The game ends when Mother Hen reaches the coop. If every chick is home by then, the whole team wins. If not, the team loses together and can play again.

Teach it in 30 seconds

"We're all one team: spin, move Mother Hen to the matching picture, count the spaces out loud, and bring that many chicks home before she gets to the coop."

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Animal Upon Animal

2–4 players · ages 4+ · 15 minutes

The goal

Be the first to get rid of all your animals by adding them to one shared, wobbly pile without knocking it over.

On your turn

1. Roll the die and do what it shows.
2. It may tell you to place one of your animals, or two of them one at a time.
3. Other faces let you set an animal on the table touching the crocodile to widen the base, or hand one of your animals to another player to place.
4. Use one hand only. An animal can go anywhere on the pile, not just on top.
5. If pieces fall, you take some of them back into your own supply. Then play passes to the left.

How it ends

The game ends as soon as one player places their last animal. That player wins.

Teach it in 30 seconds

"Roll the die, then use one hand to add your animals to the pile. Whoever runs out of animals first wins."

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Rhino Hero Super Battle

2–4 players · ages 5+ · 10–20 minutes

The goal

Be the highest hero on the tower, holding the superhero medal, when the game ends.

On your turn

1. Stand wall cards on the spots shown on one of your floor cards.
2. Lay that floor card flat on top to make a new storey.
3. Roll and move your hero up the tower by the amount shown.
4. Some rolls mean you hang a spider monkey from the tower. It adds weight and gets in the heroes' way.
5. If your hero lands on a floor with another hero, you both roll the battle dice. The winner stays and the loser drops lower.

How it ends

The game ends when the tower falls or the floor cards run out. The hero highest up, the one holding the medal, wins.

Teach it in 30 seconds

"We all build one wobbly tower together, but each of us wants our hero at the top when it ends, so build gently."

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Dragomino

2–4 players · ages 5+ · 15 minutes

The goal

Find the most baby dragons by the end of the game.

On your turn

1. A few dominoes are turned face up in a row. Whoever holds the Mommy Dragon chooses first, then everyone else takes one, one at a time.
2. Add your domino to your own island. It has to touch what is already there, and at least one side must touch the same land type.
3. For each new match of the same land type, take one egg from that land's pile.
4. Flip the egg over. Inside is either a baby dragon or an empty shell.
5. An empty shell usually means you take the Mommy Dragon, so you choose first next round.

How it ends

When the dominoes run out, everyone counts their baby dragons. Whoever has the most wins.

Teach it in 30 seconds

"Pick a domino, match it to the same kind of land on your island, and flip an egg to see if a baby dragon is hiding inside."

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Outfoxed!

2–4 players · ages 5+ · 20 minutes

The goal

Work together as chickens to figure out which fox took the pie before that fox gets away.

On your turn

1. Say out loud whether you are hunting for clues or uncovering suspects.
2. Roll the dice. Keep the ones that match, then roll the rest again, for a few tries.
3. Hunting for clues: move your chicken by the footprints you rolled. Reach a clue, flip it, and slide it into the scanner to see whether the thief has that item.
4. Uncovering suspects: if every die shows eyes, turn two hidden suspects face up.
5. Miss what you aimed for, and the fox runs a few spaces closer to its exit.

How it ends

At any time, the team may name one suspect and check the thief card. A right answer before the fox escapes means everyone wins. A wrong answer, or the fox getting out, means everyone loses.

Teach it in 30 seconds

"We're all chickens on one team. Find clues, cross off the foxes that don't match, and talk it over before we name the thief."

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

The Ladybug Game

2–4 players · ages 3+ · time: ask the Game Guide

The goal

Be the first player to bring your ladybug home to the rosebush at the end of the garden path.

On your turn

1. Draw a ladybug card.
2. Move your pawn along the path the way the card shows. The cards use colors, numbers and pictures, so children who don't read yet can follow along.
3. If you land on a garden event space, check the box rules for what happens.
4. Pass to the next player.

How it ends

Play goes around the table until one ladybug reaches the rosebush. That player wins.

Teach it in 30 seconds

"Draw a card, move your ladybug the way it shows, and try to be the first one back to the rosebush."

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Happy Salmon

3–8 players · ages 6+ · About 90 seconds per round

The goal

Be the first player to empty your stack of cards.

On your turn

There are no turns. Everyone plays at the same time.

1. Turn up your top card and call out its action: high five, fist bump, swap places, or the salmon, where two players gently slap forearms back and forth like a flapping fish.
2. Look around for someone calling the same action.
3. When you find each other, do the action together. You both discard that card.
4. If no one is calling your action, keep calling or move on to your next card so you don't get stuck.
5. Turn up your next card and start calling again.

How it ends

The first player to discard their last card wins, and the round stops right then. Rounds are quick, so groups usually play several in a row.

Teach it in 30 seconds

"Flip a card, shout its action, find someone shouting the same thing, do it together gently, then flip the next one. Empty your stack first to win."

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Sushi Go Party!

2–8 players · ages 8+ · 30 minutes

The goal

Collect sushi dishes over three rounds and finish with the most points.

On your turn

1. Look at your hand and choose one card to keep.
2. Lay it face down. Everyone chooses at the same time.
3. Flip your cards together and add yours to the row in front of you.
4. Pass the rest of your hand to the next player.
5. Keep choosing and passing until the hands are empty. Then score every dish except dessert. Desserts stay in front of you.

How it ends

After the third round, score your desserts and add them to your total. The highest total wins.

Teach it in 30 seconds

"Everyone picks one card at the same time, keeps it, and passes the rest. Each dish scores its own way, so I'll explain only the ones on tonight's menu."

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Just One (2025 edition)

3–7 players · ages 8+ · 20 minutes

The goal

Work as one team to get as many secret words guessed as you can before the thirteen cards run out.

On your turn

1. Each turn, one player is the guesser. Without looking, they stand the top card facing everyone else and call a number from one to five to choose the secret word.
2. Everyone else quietly writes a one-word clue and keeps it hidden.
3. The clue-givers compare clues before the guesser looks. Hide any clue that matches another, and any that breaks the rules, like a form of the secret word.
4. The guesser sees the clues that are left and makes one guess, or decides not to guess.
5. A right guess goes to the team's wins pile. A wrong guess throws out that card and the next one. A pass throws out only that card. Wipe the clues, and the next player becomes the guesser.

How it ends

When the deck runs out, count the wins pile. The closer to thirteen, the better the team did.

Teach it in 30 seconds

"Give the guesser a one-word clue, but matching clues disappear, so make yours helpful and a little different."

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Codenames: Pictures

4–8+ players · ages 10+ · 15 minutes

The goal

Help your team find all of your own pictures on the grid before the other team finds theirs.

On your turn

1. Your spymaster says one word and a number. The word links as many of your team's pictures as it can, and the number says how many it points to.
2. The spymaster stays still: no pointing, no hints, no faces.
3. Talk it over with your teammates, then touch one picture.
4. The spymaster covers it. If it is yours, you may guess again, usually up to one more than the number. You can also stop whenever you like.
5. If it is a bystander or the other team's picture, your turn ends at once, and their picture counts for them. Then the other team goes.

How it ends

The first team with all its pictures covered wins. A team that touches the assassin loses straight away.

Teach it in 30 seconds

Your spymaster gives one word and a number, you touch the pictures it points to, and you stay away from the assassin. Let's try a short practice round first.

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Forbidden Island

2–4 players · ages 10+ · 30 minutes

The goal

Collect all four treasures as one team, get everyone to the helicopter landing tile, and escape with a helicopter card.

On your turn

1. Take up to three actions: move one step, drain a flooded tile next to or under you, give a treasure card to a teammate on your tile, or claim a treasure with four matching cards while standing on one of its tiles.
2. Draw two treasure cards. Rising water raises the level and puts old flood cards back on top.
3. Hold no more than five cards. Helicopter and sandbag cards work any time, even on someone else's turn.
4. Flip flood cards equal to the water level. Dry tiles flood; flooded tiles sink.

How it ends

Escape together to win. You all lose if a needed treasure's two tiles sink, the landing tile sinks, someone can't swim off a sinking tile, or the water tops the meter.

Teach it in 30 seconds

"We're one team on a sinking island: grab four treasures, drain what we can, plan out loud, and fly out together."

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Exploding Kittens

2–5 players · ages 7+ · 15 minutes

The goal

Be the last player still in the game.

On your turn

1. Play as many action cards from your hand as you want, or none at all. Actions can skip your draw, give the next player two turns, let you peek at the top of the deck, shuffle it, or make someone hand you a card they choose.
2. Play a matching pair of cat cards to take a random card from another player. A single cat card does nothing.
3. Anyone can play a Nope card at any moment to cancel an action, even when it isn't their turn.
4. Finish by drawing the top card of the deck.
5. Drew an Exploding Kitten? Play a Defuse right away, then secretly tuck the Kitten back into the deck anywhere you like. No Defuse means you're out.

How it ends

The deck gets thinner and riskier as you play. The game ends when only one player is left, and that player wins.

Teach it in 30 seconds

"Play cards if you want, then draw one. If you draw a Kitten, you need a Defuse. Nope cancels almost anything, but not a Kitten or a Defuse."

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Castle Panic

1–6 players · ages 8+ · 45 minutes

The goal

Work together as one team to defeat every monster before they destroy all of the castle towers.

On your turn

1. Top up your hand. Keep your cards face up so everyone can plan together. You may swap one card for a new draw and trade one card with a teammate.
2. Play cards to hit monsters. A card usually hits a monster only in its matching color and ring. Each hit lowers a monster's strength, and it is gone when its strength runs out.
3. Move every monster one ring closer to the castle. A monster that reaches a wall breaks it and gets hurt. Monsters that get through attack the towers.
4. Draw new monsters and place them in the forest, with a die roll deciding which section they enter. Some tokens bring surprise events or stronger boss monsters.

How it ends

Everyone wins when every monster is beaten. Everyone loses if the last tower falls.

Teach it in 30 seconds

"We all defend this castle together: match a card's color and ring to hit a monster, then every monster creeps one step closer."

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Codenames (2nd edition)

4–8 players · ages 10+ · 15 minutes

The goal

Two teams, red and blue, race to find all of their own secret agents hidden among the word cards on the table.

On your turn

1. Your spymaster says one word and one number. The word links to some of your team's cards, and the number says how many. No gestures and no hints about where cards sit.
2. Talk it over as a team, then touch one card.
3. Your spymaster covers it with a tile showing its true color.
4. If it is yours, you may guess again, up to one more than the number. Make at least one guess, and stop whenever you like.
5. A bystander ends your turn. The other team's card ends your turn too, and it counts for them.

How it ends

A team wins when all its cards are covered, even if the other team uncovered the last one. Touch the assassin and your team loses on the spot.

Teach it in 30 seconds

"Your spymaster gives one word and a number, you find your cards, and whatever you do, stay away from the assassin."

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Azul

2–4 players · ages 8+ · 30–45 minutes

The goal

Score the most points by building a tile mosaic on your own board.

On your turn

1. Pick one display or the center pool, and take every tile of one color from it.
2. Slide the other tiles from that display into the center. The first person to take from the center also takes the start marker. It costs a small penalty, but that person goes first next round.
3. Place your tiles on one staging row. Each row holds only one color.
4. Tiles you can't or won't place drop into your penalty strip and cost points.
5. When every tile is taken, each full row moves one tile onto your wall and scores. Tiles that touch others in a line across or down score more.

How it ends

The game ends after the round in which someone fills a horizontal line on their wall. Add bonuses for full lines and for all five tiles of one color. The highest score wins.

Teach it in 30 seconds

Take all of one color, fill your rows, and each full row adds a tile to your wall. Tiles that touch score more, and spare tiles cost you.

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Cascadia

1–4 players · ages 10+ · 45 minutes

The goal

Build your own patch of Pacific Northwest landscape from hex tiles, fill it with animals, and score the most points.

On your turn

1. Take one tile-and-animal pair from the middle of the table.
2. Place the tile next to your landscape.
3. If you like, put the animal on one of your tiles that shows its symbol. Each tile holds only one animal.
4. Refill the display. If all four animals match, they are swapped out. If three match, you may swap them.
5. An animal placed on a single-habitat tile earns a pine-cone token. Spend one to take any tile and any animal separately, or to swap out the animals you choose.

How it ends

After everyone has taken a set number of turns, score each animal by the pattern its card asks for. Then score your largest area of each habitat, with a bonus for the biggest. Each unspent pine cone adds a point, and the highest total wins.

Teach it in 30 seconds

"Pick a tile and an animal, grow your land, and arrange the animals the way their cards ask."

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Mariposas

2–5 players · ages 14+ · 45–75 minutes

The goal

Guide your family of markers around the map over three seasons, and have the most points after fall.

On your turn

1. Play one action card and move as it shows: several short hops or one long move, split among your markers if you like.
2. Land on a flower space to collect its flower tokens.
3. Land on a city to take a life cycle card or a bonus move card.
4. Stop next to a milkweed icon to spend flowers and hatch a new generation marker there. Each generation costs more.
5. Draw back up to two cards.

How it ends

Each season ends by scoring its goal card, and then the oldest generation leaves the board. After fall, add points for fourth-generation markers back where your family started, plus one point for each life cycle card.

Teach it in 30 seconds

Play a card and move, collect flowers, spend them next to milkweed to hatch the next generation, and have the most points after fall.

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Dixit

3–8 players · ages 8+ · 30 minutes

The goal

Score the most points by giving picture clues that some players catch but not all, and by spotting the storyteller's card.

On your turn

1. As storyteller, secretly choose a picture card from your hand and give a clue for it: a word, a phrase, a sound or a tiny story.
2. Everyone else secretly hands you a card from their own hand that fits the clue, face down.
3. Shuffle the cards and lay them out in a row.
4. Everyone but you secretly votes for your card. Nobody may vote for their own.
5. Reveal the votes. If everyone or nobody found your card, you score nothing and the others get a small bonus. Otherwise, you and the correct guessers score, and each decoy earns a point per vote. Refill hands and pass the storyteller role left.

How it ends

Play stops when the draw pile runs out or a rabbit reaches the end of the score track. Highest score wins.

Teach it in 30 seconds

"Give a clue some of us will get, but not all of us, then we hunt for your card among our look-alikes."

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Patchwork

2 players · ages 8+ · 30 minutes

The goal

Cover as much of your quilt board as you can and finish with the most buttons, which are both your money and your points.

On your turn

1. Whoever is further behind on the time track goes next, so you may take several turns in a row.
2. Buy a patch: choose one of the three just ahead of the marker, pay its buttons, fit it on your board and move the marker to its spot. Move your time token forward by its time cost.
3. Or skip buying: jump your time token just past your opponent's and take one button per space moved.
4. Crossing a button symbol on the track pays you the buttons shown on your patches. Crossing a patch symbol gives you a single square to fill a gap.

How it ends

When both time tokens reach the end, count your buttons and lose two points per empty square. The first player to fill a seven-by-seven block adds a bonus tile.

Teach it in 30 seconds

Spend buttons and time to grab patches for your quilt. Whoever is behind on time goes next, and every empty square costs you at the end.

Full rules in the box.

CUT HERE

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Ticket to Ride: Europe

2–5 players · ages 8+ · 30–60 minutes

The goal

Build railway routes between European cities and finish the most points ahead.

On your turn

Do exactly one of these:

1. Take two train cards from the face-up row or the deck. A face-up locomotive is wild and uses up both picks.
2. Claim a route. Pay cards of one color to match its length, lay your trains on it, and score straight away. Longer routes score much more.
3. Draw new destination tickets and keep at least one.
4. Place a station in a city. It lets you borrow one rival route out of that city for your tickets, and each later station costs more cards.

How it ends

When anyone is down to two or fewer trains, everyone takes one last turn. Add finished tickets, lose points for unfinished ones, score unused stations, and the longest continuous line earns a bonus. Highest total wins.

Teach it in 30 seconds

Collect cards in one color, lay your trains between cities, and link the cities on your tickets before the trains run out.

Full rules in the box.

GAME GUIDE CARD · BUTTERFLIES & BOARD GAMES

Dominion

2–4 players · ages 14+ · 30 minutes

The goal

Have the most victory points in your deck when the game ends.

On your turn

1. Start with five cards in your hand. Play one action card if you like. Many actions give you extra cards, extra actions or extra buys.
2. Add up the money in your hand and buy one card from the middle. It goes onto your discard pile.
3. Discard everything you used or held, then draw five new cards.
4. When your deck runs out, shuffle your discard pile to make a new deck. Now the cards you bought start showing up.

How it ends

The game stops right away when the pile of the most valuable land cards is empty, or when any three piles in the middle are empty. Count the points in your deck. The highest total wins, and a tie goes to the player who had fewer turns.

Teach it in 30 seconds

Buy cards to make your deck stronger. Land cards are your points, but they clog your hand, so pick your moment to stop building and start buying points.

Full rules in the box.

CUT HERE