

Bugs in the Kitchen

Get 'em if you can!
For 2-4 Exterminators, Ages 6+

Ravensburger® Game No. 21100 5

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Genoa Branch Library
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Ahhhhh

There's a bug in the kitchen! Quick – get it! Use the utensils to lure it into your trap. Roll the die to see whether you can turn a fork, knife, or spoon.

React fast and move the utensils in the right direction to guide the bug into your trap. Each bug you trap earns you one bug token. The first player to collect 5 tokens wins the game.



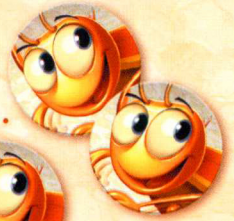
Object of the game

Be the first to collect five bug tokens.

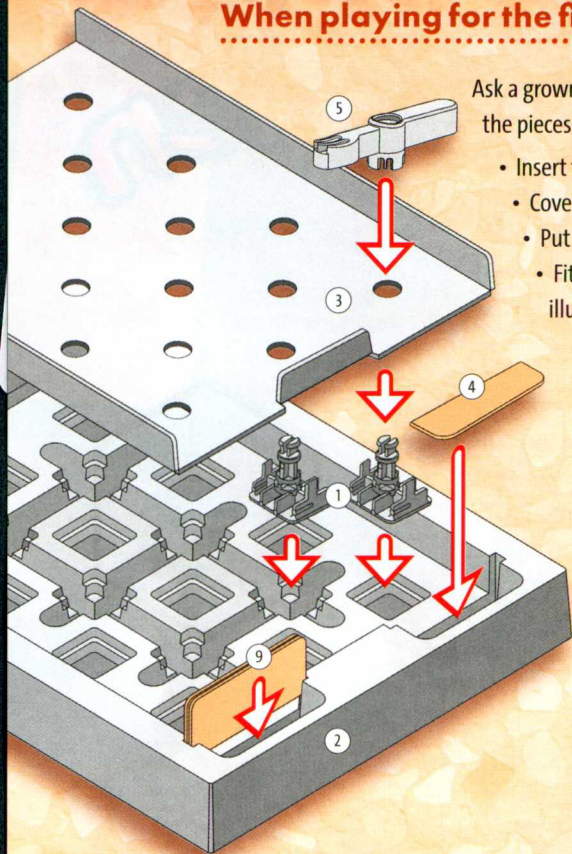


Contents

- 1 18 pegs
- 2 1 game device
- 3 1 game board
- 4 4 traps
- 5 18 utensils (6 knives, 6 forks, 6 spoons)
- 6 1 special edition HEXBUG® nano®
- 7 20 bug tokens
- 8 1 die
- 9 2 trap doors

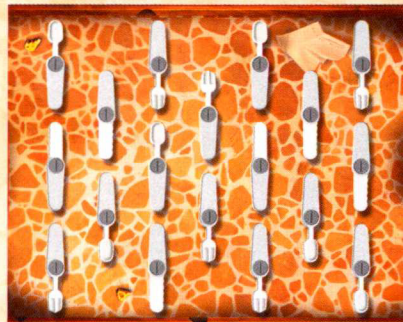
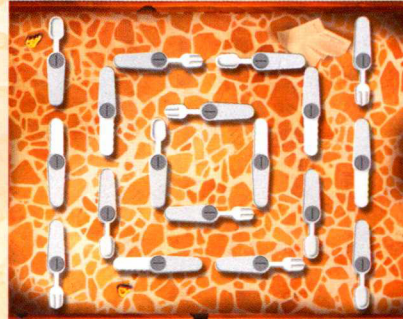


When playing for the first time



Ask a grown-up to help you set up the game. Carefully remove all the pieces from the perforated panels. To set up the game board:

- Insert the **pegs** ① into the 18 holes of the **game device** ②.
- Cover everything with the **game board surface** ③.
- Put the **traps** ④ into the four compartments of the inlay.
- Fit the **utensils** ⑤ onto the pegs as shown in the illustration.



Before you begin

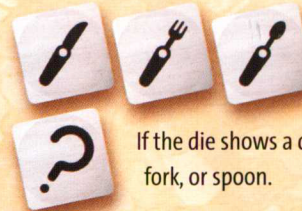
- Have the **HEXBUG® nano®** ⑥, **bug tokens** ⑦ and **die** ⑧ ready.
- Each player chooses a corner with a trap. If there are less than four players, barricade the unused traps with a **door** ⑨. Surplus doors will not be needed. With only two players, choose traps opposite from each other.
- Turn all the **utensils** to one of the following starting positions.

Let the game begin

1. Start the HEXBUG® nano®

The youngest player starts. Turn on the the HEXBUG® nano® by flipping the switch found underneath the device and place it in the middle of the game board.

2. Roll the die



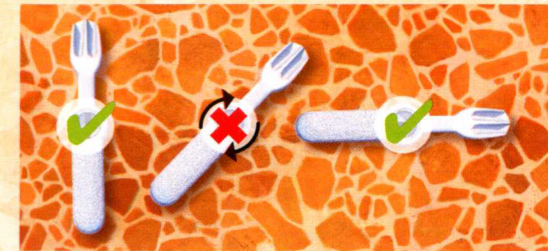
If the die shows a knife, fork or spoon, **quickly** turn that **one corresponding** utensil.

Example: if the die shows a knife, turn one knife.

If the die shows a question mark, **quickly** turn **any one** utensil; either a knife, fork, or spoon.

3. Turning utensils

Always turn the utensils so that they lock into place. The utensils should not be left at an angle. Play continues in a clockwise direction. The next player rolls the die and turns the corresponding utensil.



4. Trap the HEXBUG® nano®

The HEXBUG® nano® will crawl all across the game board. You can direct its path and lure it into the trap by strategically turning utensils.

Try to change its path so it ends up in your trap.

As soon as it falls into a trap, the player who owns the trap receives a bug token.

Turn off the HEXBUG® nano® momentarily and set

all the utensils back to form one of the starting positions.

The player who won the last bug token begins the next round.

End of game

The game is over as soon as someone has collected five bug tokens.

Tips for playing with the HEXBUG® nano®:

- Don't get it jammed when turning utensils.
- Help it back on its feet if it turns over.
- Nudge it if it gets stuck in a corner.



Game variation



The rules of the game stay the same. However, in this variation, everyone tries to keep the bug out of their own trap. For every bug that falls into your trap, you receive a bug token. The first player to collect five bug tokens **loses** the game.



Important: *Please retain these instructions for reference!*

If you have any queries about the HEXBUG®, please contact the OEM company, Innovation First Labs, Inc., 1519 Interstate 30 West, Greenville, TX 75402, USA www.innovationfirst.com

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For instructions on how to use the HEXBUG®, please see the notes enclosed with the original packaging.

Only valid for US consumers

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help. Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.