

La Cucaracha

EN

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The bugs are out!

There's one dashing nimbly through the kitchen. Don't waste any time and get it! Use the utensils to lure it into your trap. The die will tell you whether you can turn a fork, knife or spoon. All you need now is a good eye and fast reactions! Turn the utensils smartly and lure the scurrying creepy-crawly into your trap. You get a bug token for every successful catch.



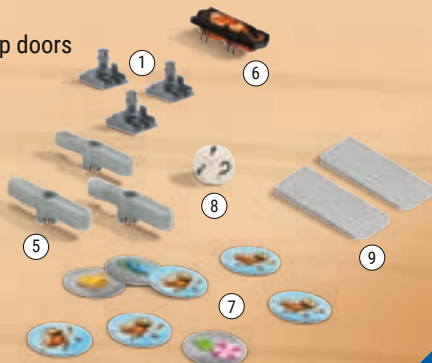
Object of the game

The first player to collect five bug tokens wins!



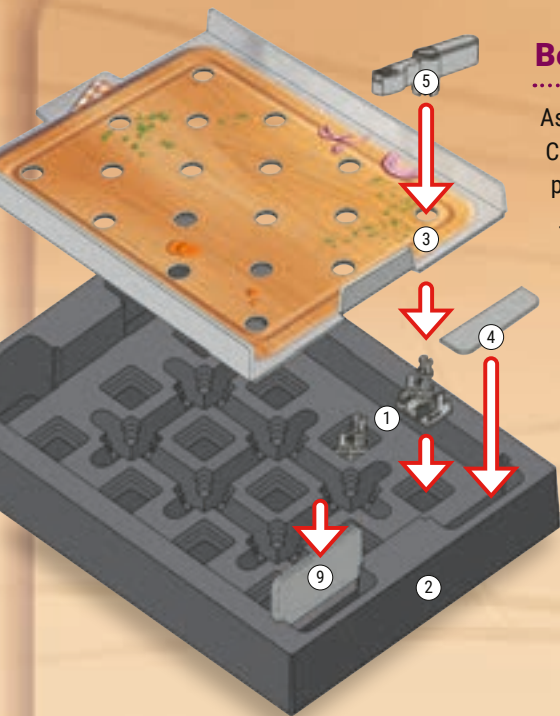
Contents

- 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 Bug Nano™ from Hex Bots™
- ⑦ 20 Bug tokens
- ⑧ 1 Die
- ⑨ 2 Trap doors



WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Ravensburger



Before the first game

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 up everything with the **game board** 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 **bug** ⑥, the **bug tokens** ⑦ and the **die** ⑧ at the ready. For the standard game, you only need the upper sides (bug side) of the bug tokens. The back (trap side) is needed for the "Trap Mixup!" version of the game (see page 4).
- Choose a corner of the game board with a trap. From now on, this is the trap in which you want to lure the bug to collect bug tokens. If there are fewer than four players, shut the trap(s) for which no one is responsible with a **trap door** ⑨. Surplus doors will not be needed. It is best to choose traps opposite each other when there are only two players.
- Turn all **utensils** to one of the start positions shown on the right.

Let the game begin!

1. Start the bug

The youngest person goes first. Turn on the bug with the switch on the bottom and place it in the middle of the board.

2. Throw the die



Does the die show a knife, fork or spoon? You may then turn one **corresponding** utensil **quickly**. You may turn one knife, for example, if the die shows a knife.



Does the die show a question mark? Now you can turn **any one** utensil **quickly**, a knife, fork or spoon as you like.

3. Turn a utensil

Always turn the utensils until they lock into place.

They should not be left at an angle.

Do not take too long to turn the utensil. The other players can tell you to hurry up if you are dawdling. Play continues in a clockwise direction and it's the next player's turn to throw the die and turn a utensil.

4. Trap the bug

The bug will crawl all over the whole 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 bug for a moment and turn all the utensils back into one of the starting positions. The player who won the last bug token may begin the next round.

End of game

The first player to collect five bug tokens wins!



Tips for using the bug:

- Please do not crush it when turning the utensils.
- Please help it back onto its legs if it falls onto its back.
- Please give it a helping shove if it gets stuck in a corner.
- For cleaning, please switch off the device and remove the batteries. Wipe the surface with a dry or slightly damp cloth. Do not use chemical solvents. After drying completely, the batteries can be reinserted and the device can be used.



Variations of the game

1. Dodge the trap!

The rules of the game are the same as the standard game. However, in this variation, you want to avoid the bug getting caught in your trap. You get a bug token every time that a bug falls into your trap. The first player to get five bug tokens loses!



2. The trap mixup!



Pick up a bug token at the beginning of the game instead of choosing a trap. Have a secret look at the back (trap side) of your bug token. Now you know which trap you want to lure the bug into in this round.

The rest of the game is identical with the basic game. Have you managed to lure the bug into your trap? Show the other players the trap on the back of your bug token to prove that you have caught the bug successfully. Then you can turn over your bug token to the bug side and keep it. Then pick a new bug token without showing it.

Several players may have picked the same trap. If the bug is caught, all those with the right trap on their bug token may turn it over. The first player to collect five bug tokens wins! If several players manage this in one round, they share the victory.



The "crossed-out dustbin" symbol on batteries and accumulators indicates that they should not be disposed of with household waste at the end of their useful life. If batteries or accumulators contain mercury, cadmium or lead, you will find the corresponding chemical symbol (Hg, Cd or Pb) below the symbol of the crossed-out dustbin. You are required by law to recycle old batteries and accumulators. You can do this free of charge at a retail store or another collection point near you. Addresses of suitable collection points can be obtained from your local council or municipal authority. Batteries and accumulators may contain substances that can be harmful to the environment and human health. The use of separate collection points for old batteries and accumulators is designed to enable proper recycling and avoid harm to the environment and human health. Further information can also be found in EU Directive 2013/56/EU. The battery / accumulator must be removed with suitable tools and disposed of properly. Only dispose of lithium batteries (designation "CR") and accumulators that have been discharged and secured against shortcircuiting.

For instructions on how to use the bug, please see the notes enclosed with the original packaging of the Hex Bots™. Important: Please retain these instructions for reference!



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