

# Bugs in the Kitchen

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## Ahhhhhh!

*There's a cockroach in the kitchen! Don't panic!*

*This edition offers two exciting game variations: You can play the popular and well-known Basic game, or try out the Hunt in the Dark version.*

*In this variant, you start the game with the lights on but turn off the lights in the middle of the game to see it glow in the dark.*

*The rules for the Basic game are below, followed by the instructions for Hunt in the Dark.*

### Object of the game

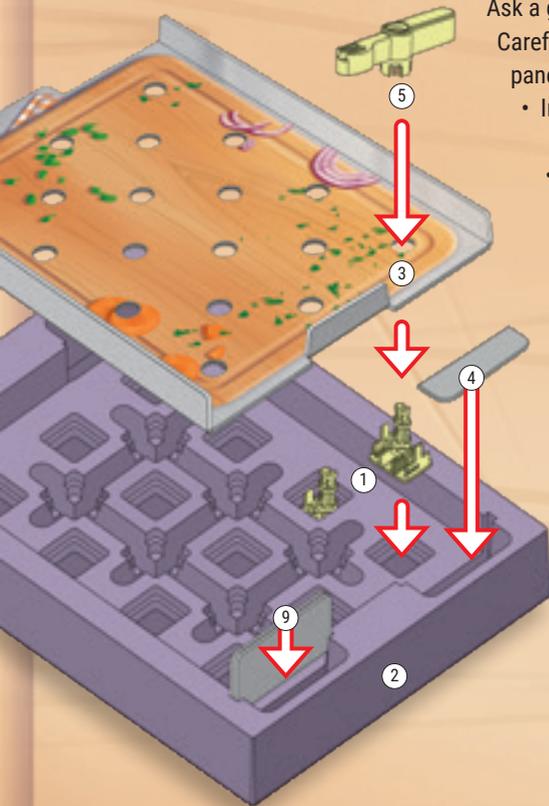
Be the first to collect five cockroach tokens.

### Contents

- 1 18 pegs
- 2 1 box inlay
- 3 1 game board
- 4 4 traps
- 5 18 utensils (6 knives, 6 forks, 6 spoons)
- 6 1 BrushBug®
- 7 20 cockroach 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 **box inlay** 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 **BrushBug**® ⑥, **cockroach 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 **trap 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 BrushBug®

The youngest player starts.

Turn on the the BrushBug® 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. If a player takes too long, the other players can tell them to hurry up.

Play continues in a clockwise direction. The next player rolls the die and turns the corresponding utensil.

### 4. Trap the BrushBug®

The BrushBug® 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 cockroach token.

Turn off the BrushBug® momentarily and set all the utensils back to form one of the starting positions. The player who won the last cockroach token begins the next round.

## End of game

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



#### Tips for playing with the BrushBug®:

- Please store the cockroach in its original packaging.
- 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.
- To clean the device, please turn it off and remove the batteries. Wipe the surface with a dry or slightly damp cloth. Do not use chemical solvents. After the device is completely dry, the batteries can be put back in and the device can be used.



# Hunt in the Dark



First, set up the game as usual with the lights on. Since only one side of the cockroach tokens glows in the dark, make sure that side is face up and no tokens are covered. Ideally, set up the game and let the luminescent paint and the cockroach charge for a while. Make sure the room can get completely dark. Let's get started!

*The rules of the Basic game apply with the following exceptions:*

- The first few rounds are played as usual, with the lights on.
- Once a player wins their third cockroach token, the hunt in the dark begins!
- Turn off the lights. Now the cockroach, the die and the utensils should all start to Glow in the Dark.
- Continue playing in the dark until a player has won their fifth and last token or the cockroach and other game materials disappear in the dark of the night and it's no longer possible to keep playing.
- The player with the most tokens wins. If there is a tie, all players who tied win.
- If you want to increase the difficulty, add the following rule: You can only win if a player manages to collect five tokens before the game material stops glowing. Otherwise the cockroach escaped and you all lose the game!

Can you handle the challenge?

*If the game doesn't Glow in the Dark brightly enough after the day phase, try the following:*

1. Place the light source as close to the game board as possible: During the day phase, for example, put a desk lamp on the game table to energize the luminescent paint. Or, energize the game materials for a minute from a close distance using a flashlight or a smartphone.
2. Use bright, cool lights: Light sources with high UV rays (white LEDs, daylight, halogen lamps, energysaving lamps) are best for charging the luminescent paint. Standard light bulbs or LEDs with a warm, yellow light take longer.
3. Make sure the room is dark: Get the room as dark as possible. If you're playing with small children, light a candle or use a night-light so it's a little less scary.

