

BUG HUNT

A GAME BY CARLO A. ROSSI

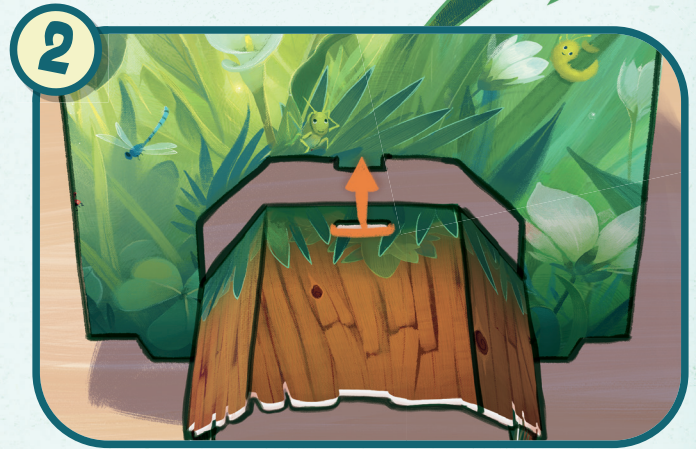
COMPONENTS

Shrub Screen, Shrub Tunnel, Shrub Floor, Cloth Pouch, 10 Red Bugs, 10 Blue Bugs, 10 Yellow Bugs, 10 Purple Bugs, 10 White Bugs, and 4 Magnifying Glasses

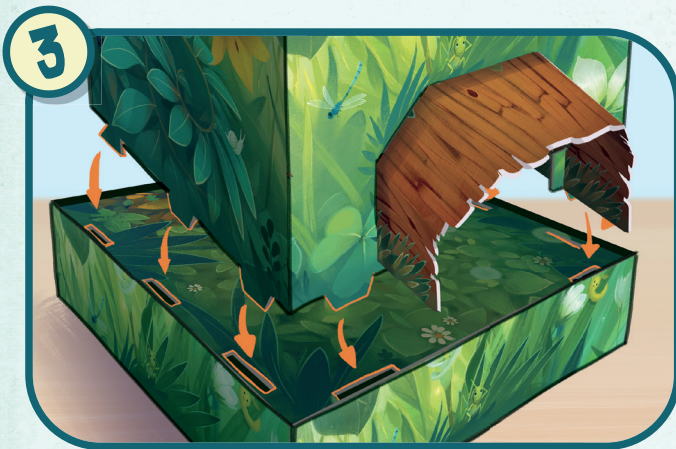
SETTING UP



Place the Shrub Floor on the box.



Assemble the Shrub Tunnel on the Shrub Screen.



Fix the Shrub Screen onto the Shrub Floor.



Throw all the bugs onto the Shrub Floor randomly!



MAGNIFYING GLASSES

Each player gets a magnifying glass of a different color. Place the bugs you collect on yours!



HOW TO PLAY

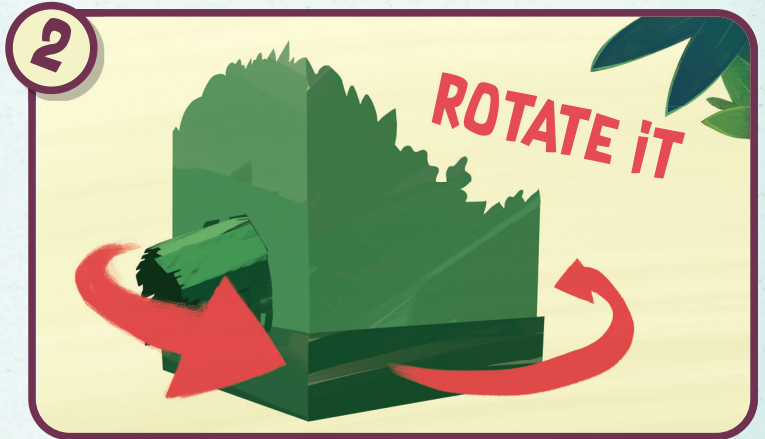
The youngest player goes first. Players take turns looking inside the Shrub, then reaching in to grab a bug. The first player to collect all bugs of their color **wins the game!** But watch out for the poisonous white bugs!

ON YOUR TURN...

1 LOOK INTO THE SHRUB FOR 10 SECONDS...



2 ROTATE IT



3 AND PICK A BUG WITHOUT LOOKING

OH NO! THAT'S NOT MINE!

If the bug belongs to another player, give it to them. Otherwise, return it to the shrub. The next player then takes their turn.



**OUCH!
IT BIT ME!**

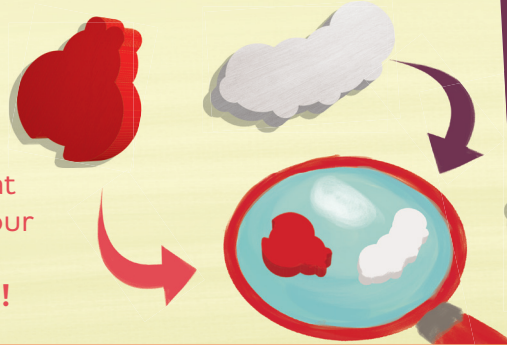
White bugs go on your magnifying glass. The next player then takes their turn.

WARNING!

Three white bugs on your magnifying glass means you're out of the game!

**ALRIGHT!
IT'S MY COLOR!
PICK AGAIN!**

If you picked a bug that matches the color of your magnifying glass, you get to pick again!



If you collect **all your bugs** or if you're the **only player** left in the game,

YOU WIN!

CREDITS

Game Design: Carlo A. Rossi
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Art: Jérôme Pelissier
Graphic Design: Gabriel Burghi (Lead) and Max Duarte
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Production: Rebecca Ho (Lead), Safuan Tay (Lead), Thiago Aranha, Marcela Fabreti, Raquel Fukuda, Guilherme Goulart, Isadora Leite, Aaron Lurie, and Ana Theodoro
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Publisher: David Preti

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