

Please note: when no cards are left in the main deck, the cards from the drawn card stack as well as all insect cards from the personal stacks of the players are collected. The cards are shuffled and put upside-down in the middle of the table so that the players can draw new cards.

WINNER OF THE GAME:

The game ends when the first player has six insects staying in his/her hotel. The player to achieve that first is the winner.



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Have you heard of Insect Hotel yet?

Insect hotel is a manmade structure serving as a nest and shelter for insects during their hibernation. Insect hotels date back to the 19th century, when the English made the first "wild bee houses". These box-like structures were mostly used for observations purposes and can be considered the predecessors of the modern insect hotels.

The term insect hotel was formed based on contemporary architecture distinguished by multi-storey buildings and eye-catching roof structures.

Ever since the nineties, insect hotels became popular among the representatives of organic gardening and schools which used them in biology classes.

There is a variety of insect hotels, all in different sizes and with distinct equipment.

Usually, insect hotels are built for "beneficial" insects, such as bumblebees, wild bees, ichneumon flies, the vespidae, spheciformes, spider wasps, chrysopidae or earwigs. These bugs are known to naturally pollinate many plants and protect our ecosystem by exterminating pests.



Dennis KIRPS & Christian KRUCHTEN

INSECT HOTEL

Fun game for 2-4 players
 from 7 years of age.
 Playing time: 15 min.



The Insect Hotel Blues:

*You take two flies under your wing and I'll take in two honeybees,
 A drop of honey sweet to lure them in, a roach to make them flee.
 But oh dear me, a guest is all alone to face his gruesome fate
 For an itsy bitsy spider's creeping up the walls and slowly closing in!*

CONTENTS:

- 4 insect hotels
- 72 cards, out of which:
 - 20 honey cards
 - 8 spiders
 - 8 cockroaches
 - 36 tourist insects (bees, ants, flies, ladybugs, butterflies and earwigs)



Cards



Insect hotel

Each player tries to be the first to accommodate his/her hotel with creepy-crawly guests. If insects do not come to the hotel by themselves, the players may attract them with honey. However, the players should beware of the ever ravenous cockroach which will try to steal the honey. Be vigilant and keep your eyes peeled as the terrifying spider can scare away the guests from the hotel!

GOAL OF THE GAME:

The goal of the game is to accommodate 6 insects (3 insect pairs) in the hotel. The first player to have no vacant rooms in his/her hotel is the winner.



GAME SETUP:

The players get an Insect Hotel card of preferred color and place it in front of themselves. The deck of the playing cards is shuffled and placed in the middle of the table upside-down. The player who last spent the night in the hotel starts the game.

GAMEPLAY RULES:

The players take turns clockwise.

The player who starts the game takes the top card from the main deck of cards and flips it over. During his/her turn, the player can choose whether to take another card or not. If the player chooses not to take the next card, his/her turn ends and the next player continues the game.

The current player can either:

use the previously collected honey cards to lure an insect, please see "Luring the Insects: F)" The player's turn ends automatically. The next player takes his/her turn.

or flip over the top card of the card stack, please see "Flipping over Cards: from A) to E)"

and

if his/her turn does not end automatically, the player can either draw another card or pass the turn.

If the player passes the turn, his/her turn ends and the next player continues the game.

Flip the card over

If the player decides to take a card, one of the following three situations may occur:

- A) If the card depicts an insect which can be accommodated in the hotel, the player puts the card next to the image of the insect in the hotel. The player's turn ends.
- B) If the card depicts an insect which cannot be placed in the hotel, the player puts the card upside-down next to his/her hotel. The player may continue playing.
- C) If a honey card is drawn, the player puts it front-side up next to his/her hotel. The player may continue playing.

Note: honey cards (no less than two) are used to lure insects of other players. The honey cards collected during one game round can only be used in the next round.

- D) If a player draws a cockroach card, he/she loses all the collected honey cards (if any). All the collected honey cards along with the cockroach card are placed onto the stack of drawn cards in the middle of the table. The player's turn ends.
- E) If a player draws a spider card, the player has to scare out one insect from any other player's hotel. The scared out insect and the spider card are placed onto the stack of drawn cards in the middle of the table. The player's turn ends.

Please note: only single-occupancy guests of the hotel can be scared out with a spider card. If two insects of the same kind are staying in the hotel, they cannot be scared out.

Example:

Two flies are staying in the blue hotel and one butterfly is in the green hotel. The yellow hotel is still vacant. The player running the red hotel draws a spider card. The guests of the blue hotel cannot be scared out because they are a pair of the same kind of insects. The yellow hotel has no guests that could be scared out. Therefore, the player running the red hotel can only scare out the butterfly from the green hotel.



Lure an insect

- F) If the player whose turn it is to draw a card has two (or more) honey cards collected during previous rounds, he/she can use two honey cards to lure an insect over to his/her hotel from the other player's stack of insect cards placed upside-down.

If the player guesses that another player has a suitable insect, he/she must name the insect and the player before luring it away.

- If the player's guess is correct, he/she takes the insect to his/her hotel. The player giving away the insect receives one honey card. The other honey card is placed onto the stack of drawn and used cards in the middle of the table.

- If the player's guess is incorrect, the named player still receives one honey card. The other honey card is placed onto the stack of drawn and used cards in the middle of the table. To win the game and be the first to fully accommodate their hotels, the players must try to memorize what insect other players have in their personal stacks of cards.

In both cases, the turn of the player ends.