

Hungry Bats - Long instructions to be put on IYNF website

N. of players: 2-6

Age: 6+ years

Duration: 5 minutes

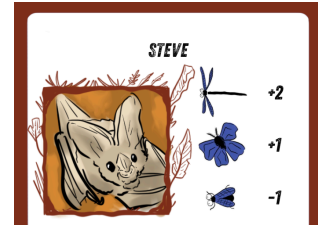
Materials you need to play: cards + scissors + calculator

Objective

- In this game, players play as bats that need to catch as many bugs as possible in the night without destroying their ecosystem.
- Bats have individual diets, and not all bugs are good for each. Each bat has bugs that add points and bugs that remove them. Being greedy doesn't always pay!
- The goal of the game for every individual player is to eat the highest number of good bugs while minimising the number of harmful bugs.

Cards: 32

- **3 Bat Cards** (2 bat characters per card to be cut with scissors so you end up with 6 different bat characters in total)
 - On the front, the cards say which bugs give you points (+) and which take them (-).
 - On the back, you can find more info on your bat's species and their biology.
- **2 Special Berry Powers** cards (3 Berry Powers per card to be cut with scissors so you end up with 6 Berry Powers in total)
 - **Greedy:** you are the only one who can slap the last card of the deck, but be careful, because the bat with the "Restore" card will try to stop you. If you slap the card, the game is over, you keep it and everyone else loses -3 points.
 - **Restore:** when only one insect card is left in one of the piles, the player with the "Greedy" card is the only one who can grab it. You have to stop them by sacrificing one of your cards and put it on top of the last one on the table, before he is able to slap the last card. If you manage, the game is over, you successfully saved the ecosystem and you get 3 points. The card you sacrificed is lost to you, so choose a less valuable one.
 - **Steal:** If someone just slapped the card you wanted, shout "steal!", and you can stop them and get the card for yourself. You cannot steal a card that features a dragonfly.
 - **Freeze:** shout "freeze!" at any point except if there is only one card left. Everyone else stops for 5s and counts "1,2,3,4,5". During this, you can look and pick one card from the centre of the table or from the cards of the other



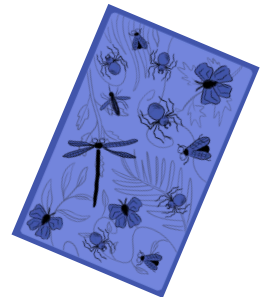
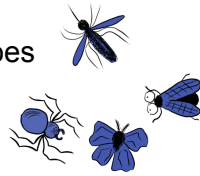
players. If you don't pick one in time (5s), you lose your chance. You cannot pick a card that features a dragonfly. ✂

- **Yummy:** if you catch a card with a dragonfly on it, after slapping, shout "yummy!". When the game is over, you will be able to steal one card from one of the other players. You cannot steal a card with a dragonfly on it. ✂
- **Double:** if you slap a card, shout "double!" any time except if there is only one card left. You can get the other card that is underneath, look at it and put it aside. At the end of the game, you can either keep the second card you got or give it to another player to damage their score.

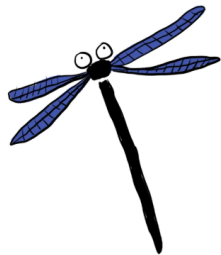
- **27 Insect Cards**

- They feature the bugs that players need to catch to gain or lose points.

- Mosquitoes
- Flies
- Spiders
- Moths



- 3 Cards feature a **dragonfly**, the only insect that benefits all bats. Get it fast!



Gameplay = 1 match

1. Card preparation

- Each player draws a Bat Card randomly.
 - This is their character, and the card reveals its special diet, i.e. which bugs are good (+ points) and which are harmful (- points).
 - On the back of each Bat Card, players can find extra information on the species of bat they are playing (diet, habitat, curiosities).
- Each player draws a Special Berry Power card randomly.
 - These powers offer unique advantages to get extra points. Each one can be used only once per match. Some of them are activated at specific moments.
 - The powers "Greedy" and "Restore" are mandatory in every game. If there are only 2 players, one uses "Greedy" and one uses "Restore". The more players who participate, the more Special Berry Powers can be distributed.
 - To activate a Special Berry Power, a player must slap it on the table and shout its name.

- The 27 Insect Cards are put all together in one pile (1-4 players) or two piles (5-6 players) at the centre of the table. The cards face down.
2. Playing a turn
 - When playing, the cards are flipped by a player fast shouting “Go... Bat!” (flipping the top card at the “Bat”). All players have to quickly look and estimate if the card is good for them based on what bugs are on it.
 - The players that want the card have to slap on it fast to get it before the others. The fastest gets it and keeps it in front of them so that it is visible to everyone.
 - The player that won the last card flips the next one. The pace is fast, players flip and slap quickly.
 3. Final showdown and game over
 - When only one Insect card is left, the ecosystem is about to be destroyed, and there will be no more food for anyone. The bat with the “Greedy” Berry card doesn’t care and will go for the last card anyway. The other bats want to prevent it, so they will stay back and let the bat with the “Restore” Berry card restore the ecosystem to save it from the “Greedy”.
 - When the last card is flipped, the “Greedy” bat must slap it fast, while the “Restore” bat has to quickly discard one of the cards they got and put it on top of the last card to restore the ecosystem. Only the players with the “Greedy” and “Restore” cards play, the other players stay back.
 - If the “Greedy” bat is faster, the ecosystem is destroyed. The “Greedy” bat will keep the last Insect card and every other player will lose 3 points. If the “Restore” bat is faster, the ecosystem is saved, the other bats get no penalties and the Restore bat loses a card, but wins 3 points.
 - After this final showdown, the game is over. If the player with the “Restore” Berry card won, the 2 cards at the centre stay untouched.
 4. Score counting
 - Everyone counts their points with a calculator based on the cards they collected, their bat's preferences and the result of the finale.
 - The player with the highest score wins.

Special versions (2-5 players)

- Capitalist: after a match, the winner gets an extra Special Berry Power Card for the next match.
- Socialist: after a match, a random player gets an extra Special Berry Power Card