



HUNGRY HUGO

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For 2 to 4 players ages 6 and above
Playing time: 15'

COMPONENTS:

- 1 Hugo (wooden figure)
- 4 garden spaces
- 4 huts
- 20 standees (garden decors)
- 20 transparent holders
- 50 action cards
- 1 dice
- rules

OBJECT OF THE GAME:

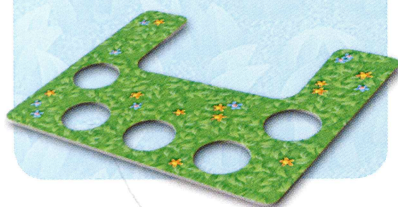
The object of the game is to be the first to **own 5 garden decorations**. But beware! Hugo is always hungry.

BEFORE THE FIRST GAME:

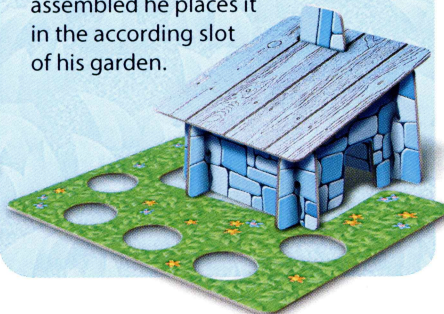
Carefully mount the 20 standees on the transparent holders.

SETUP:

Each player takes a garden which has 6 slots, 1 for a hut and 5 for garden decors.



Each player chooses a hut which consists of 5 separate pieces. Once assembled he places it in the according slot of his garden.



Place the 20 garden decors in the middle of the table as common deco-stock.



Shuffle the action cards and deal 3 face down to each player. The remaining cards are placed face down as a common draw-pile next to the deko-stock.

The oldest player becomes the first player and places Hugo in front of his garden.



HOW TO PLAY: Starting with the first player, all players take turns to do the following:

1. Place an action card and follow its instructions
2. Draw an action card

1. Placing an action card

The active player places one of his/her action cards face up on the table (into the discarded pile of cards) and follows the instructions shown on the card.



Construction. Take one garden decoration from the ones available in the stock and place it in your garden.

PLEASE NOTE! You cannot take a garden decoration if:

- **you lack at least one piece of your hut.** You must first finish building your hut!
- **Hugo is standing in front of your garden.** You can place an action card on the table but you cannot build anything (neither the hut nor the garden decoration)!



Relocating Hugo.

You must transfer Hugo to another player of your choice.

If you play this card, you **must** transfer Hugo to another player garden.



Banana. If the hungry Hugo is rampaging in your garden, you **can** prevent him from doing so by giving him a banana.

Please note! If you wish, you can discard the banana card to the pile of discarded cards even if Hugo is not attacking your garden.



Wake Hugo Up. If you used the Wake Hugo Up card, you **must** roll the **Hugo dice** to see what Hugo is going to do next.

If you play this card, you **must** wake Hugo up, even if he is standing right in front of your own garden.



A little piece of advice: when Hugo falls asleep, you can take him to your neighbor's garden. He won't wake up unless one of you wants to wake him up. In the meantime, the owner of the garden should have a banana ready to feed the starving Hugo once he wakes up.

Dice actions:

Hugo sleeps. The player with Hugo standing by his/her hut has just gotten very lucky. You do not take any action.

Hugo sees you. Oops, Hugo has seen you and has chased you right to your hut. You must place Hugo near your own garden. If Hugo has already been standing next to your garden, you do not need to do anything.

Hugo attacks the garden.

Oh, no! Hugo is starving and wants to take a bite of something from your garden.

Important: Hugo always eats from the players hut he is standing in front of!

If hungry Hugo is standing by your hut, one of the following things may happen:

- If you **have a banana card**, you can calm Hugo down by feeding him a banana. The giant monkey will be satisfied and leave you in peace. (You must discard the used banana card into the box)
- If you **do not have a banana card**, Hugo will grab one of your garden decorations. (The destroyed garden decorations must be placed separately and cannot be brought back into the game)
- If you **have no banana cards and no garden decorations**, Hugo will destroy a part of your hut. (The dismantled pieces of the hut should be placed next to the player who may be able to reassemble it later. If the hut has already been destroyed completely, Hugo cannot do anything.)

2. Drawing more action cards

At the end of the turn, having used an action card or several of them if the dice was rolled, the player draws more action cards until he/she has 3 action cards in the hands. The player who placed the banana card also takes an action card to replace the discarded one.

END OF THE GAME:

The game ends when at least one player places **5 garden decorations** in his/her garden or if no garden decorations are left in the stock. In this case, the player who has the most decorations in the garden wins the game.

If several players have collected the same quantity of garden decorations, the player who is the farthest one from Hugo clockwise wins the game. The player who has the monkey standing next to his/her garden is considered the closest one to Hugo.



LOGIS

