

# La Cucaracha

GB

A Creepy-Crawly Game  
for 2–4 Exterminators, Ages 6–99

Ravensburger® Game No. 22 228 5

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## Ahhhhh

there's a cockroach in the kitchen! Quick - get it! Use the utensils to lure it into your trap. Roll the die to see whether you can turn a fork, knife, or spoon. React fast and move the utensils in the right direction to guide the cockroach into your trap. Each cockroach you trap earns you one cockroach token. The first player to collect 5 tokens wins the game.



## Object of the game

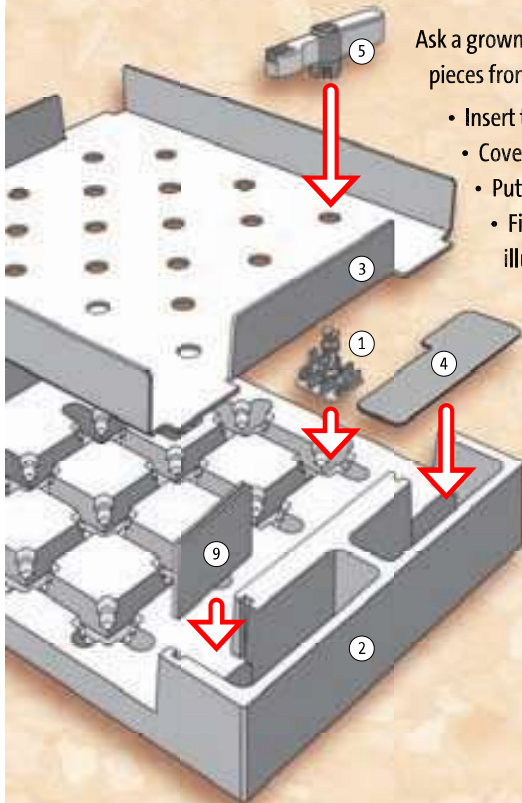
Be the first to collect five cockroach tokens.

## Contents

- ① 24 pegs
- ② 1 game device
- ③ 1 game board
- ④ 4 traps
- ⑤ 24 utensils (8 knives, 8 forks, 8 spoons)
- ⑥ 1 HEXBUG® nano®
- ⑦ 18 cockroach tokens
- ⑧ 1 die
- ⑨ 2 trap doors



## When playing for the first time



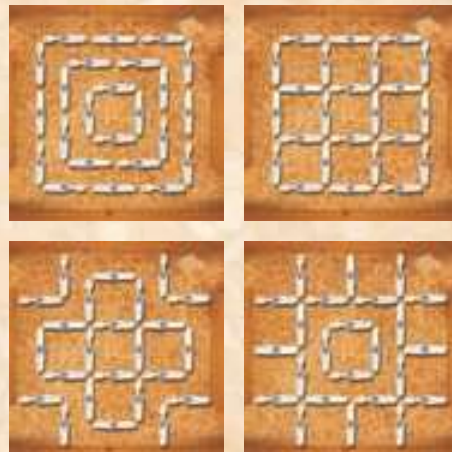
Ask a grown-up to help you set up the game. Carefully remove all the pieces from the perforated panels. To set up the game board:

- Insert the **pegs** (1) into the 24 holes of the **game device** (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 **HEXBUG® nano®** (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 **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.





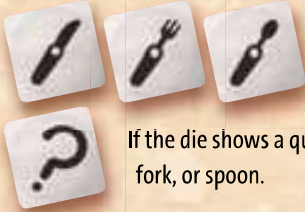
## Let the game begin

### 1. Start the HEXBUG® nano®

The youngest player starts. Turn on the the HEXBUG® nano® 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.

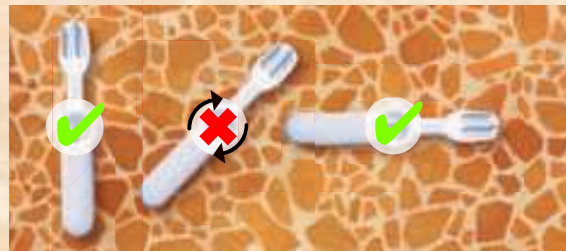
Example: if the die shows a knife, turn one knife.

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 HEXBUG® nano®

The HEXBUG® nano® 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 HEXBUG® nano® 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.

#### Tips for playing with the HEXBUG® nano®:

- 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.

## End of game

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



## Game variation

The rules of the game stay the same. However, in this variation, everyone tries to keep the cockroach out of their own trap. For every cockroach that falls into your trap, you receive a cockroach token. The first player to collect five cockroach tokens **loses** the game.

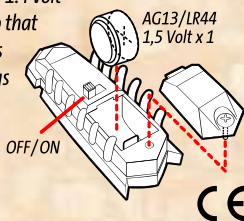
## Information for use of the electronic game device



### Changing the batteries:

Batteries should be inserted by a grown-up. The battery compartment is located at the bottom of the HEXBUG® nano®. Ensure that the switch is in the "OFF" position. Now open the battery compartment with a Phillips screwdriver.

Insert a type AG13/LR44 1.4 volt DC button cell battery so that the plus and minus poles match the label markings on the battery compartment lid. Then close the battery compartment and tighten the screw again.



### Operating instructions

- Once the game is finished, turn off the HEXBUG® nano® by flipping the switch at the bottom of the device.
- Do not disassemble the HEXBUG® nano®.
- Do not place the HEXBUG® nano® in direct sunlight or expose it to other heat sources.
- Ensure that the HEXBUG® nano® is not exposed to liquids.
- Please use a dry or lightly damp cloth to wipe the surface.
- Do not use any solvents.

### Safety instructions

- Non-rechargeable batteries may under no circumstances be recharged!
- Rechargeable batteries are only to be charged under adult supervision!
- Rechargeable batteries are to be removed from the toy before being charged!
- Different types of batteries or new and used batteries are not to be mixed!
- Insert the batteries in the correct "+" and "-" positions.
- Remove the batteries when they are empty or if the unit is not going to be used for a long period of time.
- The supply terminals are not to be short-circuited!
- We recommend the use of alkaline batteries.
- Only use batteries of the same or similar type.
- Always replace all the batteries at the same time, not just singly.



Dispose of any items marked with this symbol as follows:

Do not put any of the game's electronic components in your household waste, but take them to the appropriate collection point at your local waste disposal site. Please contact your council for further details.

**Important:** Please retain these instructions for reference!

Only valid for US consumers

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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