



HUNGRY HUGO

Authors: **Jens Merkl & Jean-Claude Pellin**
Illustration: **Gediminas Akelaitis**

For 2-4 players from 6 years of age.
Duration of the game: 15 minutes.

The set includes:

- 1 x Hugo (wooden figure)
- 4 x garden spaces
- 4 x self-assembly huts
- 20 x garden decor standees (with base)
- 50 x action cards
- 1 x dice
- the rules

The locals of Hugo's Island take huge pride in their beautiful gardens. The residents of this small island cannot stop competing over whose garden is the most attractive. Would you like to join them? Grab your spade and hurry up to the garden...

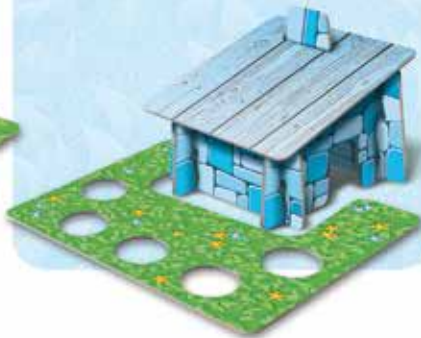
By the way, there is a little snag, whose name is Hugo. Hugo is giant monkey who peacefully sleeps most of the time. Unfortunately, he always wakes up starving. And when Hugo is hungry, he destroys everything that appears on his way.

GAME SETUP

Each player takes one **garden**, which has a slot for a hut and 5 slots for garden decorations. The players will decorate their gardens trying to make each of them the most beautiful one.



Each player takes a hut of **preferred color**, which consists of 5 separate pieces. Each player has to assemble the **hut** and place it in own garden.



Next, prepare all **20 garden decorations**: put their bases on and place them in the middle of the table, making them **the stock**.



Shuffle the **action cards** and deal 3 cards to each player. Place the deck of the remaining cards face down in the middle of the table. All players pick up their cards.

The oldest player starts the game by placing Hugo in front of his/her garden.



GOAL OF THE GAME

The goal is to be the first to collect **5 garden decorations**.

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.

***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.*



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.



Meanings of the dice:



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.

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.

