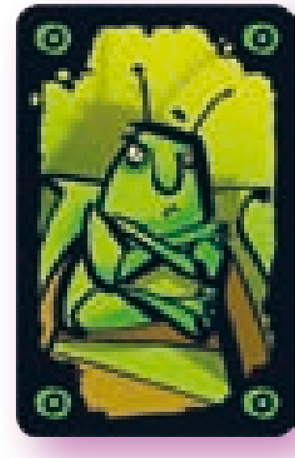
GB

CHEATING MOTH



Cheating Moth



Guard Bug



Number cards



Action cards

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Number of players: **3 - 5**
Age: **from age 7**
Duration of game: **15-25 minutes**

Materials

- 72 playing cards:
  - 20 Action cards (5 each spider, mosquito, cockroach, ant)
  - 43 number cards
  - 8 Cheating Moths
  - 1 Guard Bug
- Rules of the game

Objective of the game

Cheating at games is forbidden. But not in this game! In this case, by cheating skilfully and discarding cleverly, you try to be the first player to get rid of all your cards.

Preparing for the game

The oldest player receives the Guard Bug and places it face-up in front of him. He shuffles the remaining cards well and deals eight cards to each player without revealing them. Put these cards in your hand and place the remaining cards facing down in the centre as the draw pile. Turn over the top card on the pile and place it next to it facing up as the discard pile. If that card is an Action card, the Action is cancelled. The numerical value applies.

How to play

The players take turns. The player with the Guard Bug begins. When it's your turn, place one of the cards in your hand on the discard pile. The following applies: The card from your hand must be one number **higher** or **lower** than the card at the top of the discard pile.

Example: If the card is a 2 you can only discard a 1 or a 3.

The 1 and the 5 are exceptions. You may place a 2 or a 5 on top of a 1, and a 4 or a 1 can be placed on a 5.

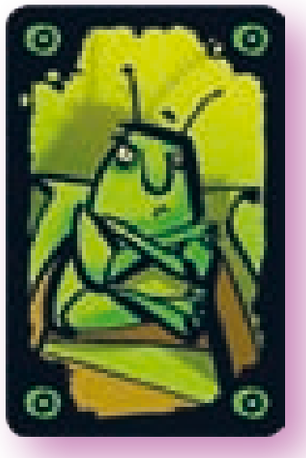
You haven't got a card in your hand that fits? Then draw a card from the draw pile. It is then the next player's turn.

Cheating

You can shrewdly make individual cards (no matter if it is a Cheating Moth, Action card or Numbers card) disappear by, for example, dropping them under the table, throwing them over your shoulder or hiding them up your sleeve... **You can do anything that's fun!** But there are still rules even for cheating:

- The hand of cards must always be held above the table.
- You are not allowed to cheat by making more than one card disappear.
- If a player is caught cheating, there may be no cheating while the matter is being settled.
- You must never cheat by making the last card in your hand disappear.

Guard Bug



If you hold this card, you are the Guard Bug for this round. You join in the game quite normally, but you keep a close eye on the other players. They will all try to make cards disappear secretly. As the Guard Bug, you must always play honestly and you are not allowed to cheat. If you catch another player in the act, you call out loud: "Caught!"

Caught!

If the player with the Guard Bug has caught you in the act of cheating, the game is interrupted to settle the matter.

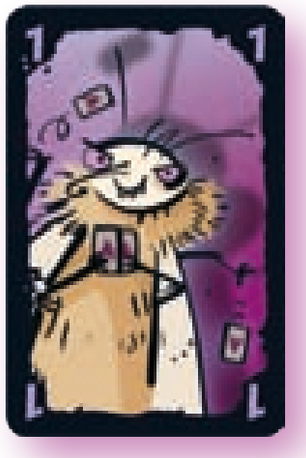
You have been rightly accused? Then you must immediately put the card you wanted to make disappear back in your hand, and the Guard player gives you one of his cards. You also get the card with the Guard Bug. From now on you are the new watchdog!

You have been wrongly accused? Then the Guard must take a card from the draw pile. He continues to be the Guard.

It is forbidden to split on other players!



Cheating Moth



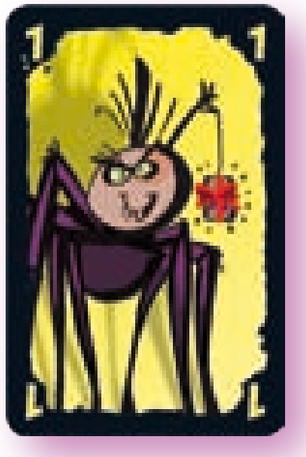
The cheeky Cheating Moth must **not** be played onto the discard pile and may **not** be given away. The only way to get rid of it is by means of skilful cheating!

Exception: The player with the Guard Bug is allowed to play it onto the discard pile.

Tip: Try to get rid of the Moth in good time!

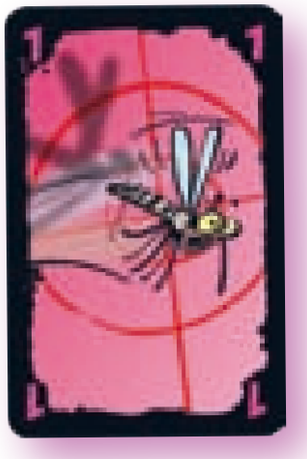
Action cards

... are played according to the discard rule.



Spider

Anyone who plays a Spider may then immediately give away **one of the cards in his hand** (but not the Cheating Moth) to one of the other players.



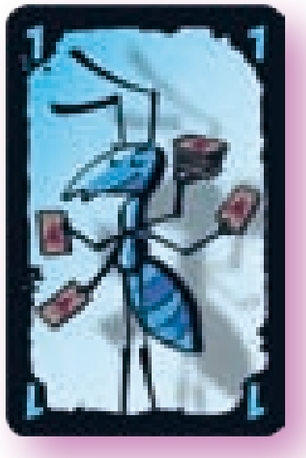
Mosquito

If a Mosquito is played, everyone – except the active player – hits the Mosquito card with their flat hands. The slowest player is given a card from the hand of each other player (but not the Cheating Moth).



Cockroach

If a Cockroach is played, **all** the players **at once** try to place a **number card of the same value** on top of it. Only the fastest player is allowed to leave his or her card in place. If nobody can discard a card, the game continues normally.



Ant

If an ant is played, all the players must take a card from the discard pile except for the active player.

If the draw pile is empty, the discard pile is shuffled and placed down as the new draw pile.

End of round

If a player has no cards left in his hand, the round ends.

Round score
Each number card scores 1 minus point, each Action card 5 minus points and each Cheating Moth 10 minus points.

In the next round the player to the left of the player who started in the last round gets the Guard Bug.

End of Game

The game lasts for as many rounds as there are players.
Whoever has the fewest minus points at the end wins the game!