

Buzz Inn

Bee our guest!



2-4 players



Age 5+



15 min

Game Rules

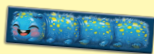
The autumn forest is abuzz — a brand new inn is being built... exclusively for BUGS! Bouncing grasshoppers, merry ladybugs, busy bees and even daydreaming spiders are already gathering in the clearing, waiting for the grand opening.

Goal of the Game

Search for bugs and comfy straw pillows under the leaves. Add tiles to your inn, place bugs on pillows, decorate your inn with colorful roofs and collect awards for your achievements. When there are fewer than 3 leaf tiles on the table, tally up your score for the bugs, roofs and awards in your inn. **The player with the highest score wins.**

Components

27 Bug tiles



4 Caterpillars



3 Spiders



3 Snails



6 Bees



6 Grasshoppers



5 Ladybugs

6 Roof tiles



Under construction side



Built side

3 Award tiles



Face



Back

64 Leaf tiles

37 tiles with pillows

27 tiles with bugs



Floor square

Pillow

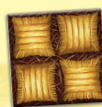


Face



Back

4 Starting tiles



Face



Back

Setup

The game has additional modes to add variety and adjust the difficulty. For younger players and for your first game, we recommend using the basic rules described below. See the additional game modes on page 6.

- 1 Each player takes a **Starting tile** and places it in front of them face up.
- 2 Shuffle all the **Leaf tiles** face down in the center of the table.
- 3 Place the **Bug tiles** and **Roof tiles** (under construction side up) within easy reach of all players. For convenience, separate Bugs into piles by type.
- 4 Return any unused Starting tiles, as well as the Award tiles to the game box (you won't need them in this mode). The youngest player starts, then the game proceeds in clockwise order.



Setup for a 3-player game

How to Play

On your turn draw a Leaf tile from the center of the table. Look at it but don't show it to other players.

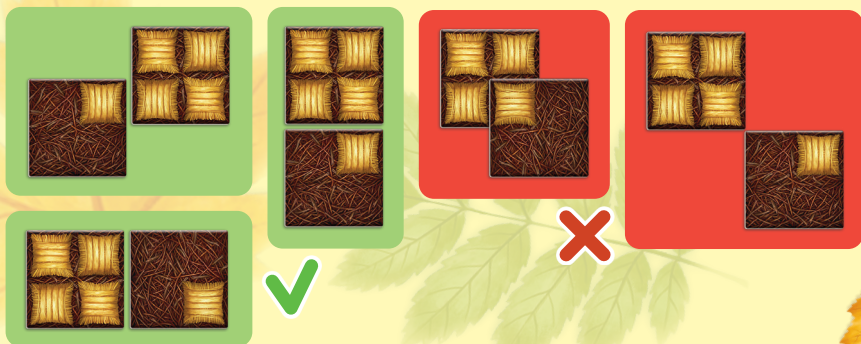
🍃 If you want to keep it, show it to other players and place it in front of you according to the rules below.

🍃 If you don't want to keep it, return it face down to the center of the table, then draw another tile. You may check **up to 3 tiles** per turn this way, however, you **must** keep the **last** of these tiles.

Note for a 2-player game: Instead of returning the tile to the center of the table, discard it in the game box.

Tile placement rules:

🍃 If there are **pillows** on the Leaf tile, place it adjacent to your **Starting tile** or any previously placed tile in your inn. You may rotate and place it as you like, but it must be connected to a previously placed tile by at least one square.



🍃 If there is a **bug** on the Leaf tile, take the same **Bug tile** from the corresponding pile.

◆ **If you have space for it**, immediately place the Bug in your inn and discard the Leaf tile in the box. Bugs can only be placed on the pillows. You may rotate and flip the Bug as you wish, but it may not overlap other Bugs, take up the floor squares or stick outside of your inn.



◆ **If there's no space** for the Bug in your inn, **set it aside** — put it on the Leaf tile you have just placed in front of you.

If later in the game you make space for it, **immediately** place it in your inn (if you have several Bugs set aside, place them in any order). After placing the Bug in your inn, discard the Leaf tile under it in the box.



Attention! Once placed, neither the Leaf tiles nor the Bugs in your inn may be moved later on.

Claiming a Roof

As soon as you have enough Bugs of the indicated type placed in your inn (set-aside Bugs do not count), you may claim the corresponding **Roof tile** and place it on an empty spot above any **Leaf tile** (or tiles), with its built side up. You will not be able to place a Leaf tile here anymore, but each Roof in your inn is worth an additional point at the end of the game. The roofs cannot overlap!



For example, to claim this roof, you need to place 3 bees in your inn:



The turn then passes to the next player.

Game End & Scoring

As soon as a player finishes their turn with **fewer than 3 Leaf tiles** in the center of the table, the game ends immediately.

Each player scores:

🍃 **1 point** for each **Bug tile** in their inn;

🍃 **1 point** for each **Roof tile** in their inn.

The player with the most points wins the game and becomes the **Most Tree-markable Host** of the forest!
In case of a tie, all the tied players share the victory.

Scoring example:



Lucy receives:

🍃 **8 points** for the Bugs in her inn. She does not receive points for the bee because she did not manage to place it in the inn;

🍃 **3 points** for the Roofs she constructed.

In total, Lucy scores **11 points**.

Additional Game Modes

Once the players are familiar with the basic rules of the game, try playing with Awards or Special effects. You may also combine both of these modes.

Awards

Add any or all Award tiles to the game. **During setup**, place the chosen **Award tiles** next to the roofs face up.

Each Award is given **at the end of the game** to the player who meets its condition.

In case of a tie, nobody gets the Award. Each Award is worth **2 Points** at the end of the game.



SNUG AS A BUG

The award is given to the player with the **most Bugs connected** (by at least one square) to one another. *In the example on the next page, the biggest group is made up of 5 Bugs (the left snail is not part of the group).*



BOOKED OUT

The award is given to the player with the **least number of unoccupied pillows** in their inn. *In the example on the next page, there are 5 empty pillows in the inn.*



MOTLEY CREW

The award is given to the player with the **most diverse group of Bugs** in their inn. The position and number of Bugs of each type do not matter. *In the example on the next page, there are 5 types of Bugs in the inn.*

Example:



Special effects

Each Leaf tile with a bug on it has a special icon in the **lower left corner**.

During the game, do not discard the Leaf tile after placing a Bug in your inn. Instead, you may apply its effect anytime during this or a later turn. Discard the Leaf tile as soon as you apply its effect.

You may apply multiple effects at a time, but you may only do it on your turn.

If, as a result, you gain a Leaf tile with pillows, immediately add it to your inn. If you gain a Bug, place it in the inn if possible, or set it aside, as usual.



Icon	Effect
	Reposition an empty Leaf tile with pillows in your inn. All your Leaf tiles must remain connected to each other by at least one square.
	Reposition a Bug in your inn respecting the Bug placement rules.
	Draw 1 Leaf tile and place it in front of you according to the rules.
	Draw 2 Leaf tiles, keep 1 and discard the other in the box.
	Play another turn after you finish your current turn.
	Take a Bug that an opponent has set aside (not yet placed in their inn) and immediately place it in your inn. The Leaf tile for that Bug remains with the opponent, who may still use its effect on their turn. Attention! You may not apply this effect if you do not have enough space for the Bug in your inn.

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