

BATS in Your BELFRY



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Rules for Bats in Your Belfry

Object of the game:

To be the first player to successfully remove all their bats from their belfry.

The Cards

Cards that give bats:

Bat Cards: Bat Cards feature the bats that are in your belfry. They come in 1, 2, and 3 bat quantities. There are two versions of Bat Cards, ones with black numbers that the player must play directly to their belfry area, and cards with green numbers that the player may play to anybody else's belfry area unless the intended target has a Mothballs card in play in front of them.

Brood Cards: Brood cards represent a colony of bats having babies. These cards **MUST** be played immediately when drawn whether it is on the first draw OR the second draw of a player's turn. After a brood card is played, the drawing player will forego the rest of their turn.

Cards that remove bats:

Unfortunate Demise: Demise cards represent the passing away of bats in your belfry. Each Demise card will remove a specific number of bats (or closest to) from your belfry as stated. All bats removed in this fashion will be placed in a separate discard pile called the Bat Cemetery.

Pest Removal Services cards: These cards will remove a specified number of bats or bat cards from your belfry. Any bat cards removed in this way are placed in the Bat Cemetery. These cards include, Bubba's Pest Removal, City Animal Control, and Bat-Pros.

Moving Day cards: Each Moving Day card will remove a specific number of bats (or closest to) from your belfry as stated. Any bat cards removed with moving day will be placed in any neighboring player's belfry unless they have a Mothball card in front of them.

The Special cards:

Mothballs: Mothball cards block any other players from placing bat cards into the drawing player's belfry for one turn. Additionally, when they are drawn, the drawing player will take the top card from the Bat Cemetery and place it in any other player's belfry.

If an incoming or moving bat is blocked from being placed on all players due to Mothballs, place that bat into the Bat Cemetery.

Migration cards: Not all bats migrate, but for the purposes of 'Bats in Your Belfry', they do! When played to the table, ALL players will move ALL of their bat cards to their neighbor to either the right or left as the card states. If there is any confusion on which way to pass, move cards around the table in the direction that the bats are pointed on the card in play.

Set up:

Note: For a 2-3 player game, remove the following bat cards: Three black 1, three green 1, two black 2, two green 2, two black 3, and 1 green 3 bat cards. Leave the removed cards in the game box.

Find and place the 'Bat Cemetery' card near the middle of the table where all players may reach it.

Find and place a number of bat cards equal to the number of player plus one additional bat card into the Bat Cemetery.

Shuffle the rest of the deck together with exception of the rules cards.

Deal each player cards until they have three 1, 2, or 3 numbered Bat cards of any type in front of them. All other cards dealt to a player will be picked up by that player and held in their hand for later use.

Taking a turn:

Each turn has two phases.

In the **first phase**, a player will draw a card from the draw pile. This card, no matter what it is, **MUST BE PLAYED IMMEDIATELY** as directed on the card! As long as the card is not 'New Brood' or 'Big Brood', the player will then proceed to the second phase. If any of the Brood cards are drawn on the first draw, the player will add the stated number of cards to their belfry from the Bat Cemetery and will not play the second phase. The next player will then begin their turn.

In the **second phase**, the player will draw a second card. On this phase they have the options of A) playing the drawn card, B) playing a card from their hand, or C) passing and not playing any further cards until their next turn. It then becomes the next player's turn.

Play continues until a player has successfully removed all the bats from the belfry in front of them. The first player to achieve an empty belfry wins the game.

If the draw pile should run out during play, gather and reshuffle the discard pile. Do not gather up the bats in the bat cemetery when you do this. The Bat discard pile remains on the table when reshuffling is done.

Thanks for playing!