

GAME END AND FINAL SCORING

The game ends immediately once the sixth BUG OFF card is played. This means that all BUG cards on the table get discarded. Everyone now scores one point for each BUG in their own points pile. Whoever has the most points wins!

Ties are broken by the player who has the most BUGS of the color as the bottom BUG OFF card (the one revealed first) and so on up the stack until the tie is broken.

Exciting Mashup Alternative -

It's Light, Unusual & Surprising! Around your home or outside, collect what's Needed: Dry leaves and some Different bugs. Especially crawling ones like Centipedes, Larvae, Ants, or Rolly-pollies work best. Each player needs 5 leaves and 1 bug.

(note - play normally with these 2 exceptions.)^{1st} – release your bug to crawl freely. Any time it touches an opponent's card, you May... steal that card. All leaves can be used only once per game and each time you toss one, if you cover someone's BUG, you may take it, if you succeed in catching all the bugs, yell "haha! KING!" and immediately win.

CREDITS

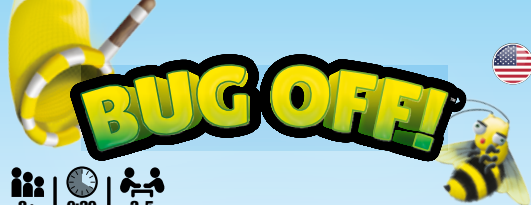
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CONTENTS

120 BUG cards
(20 per color)



6 BUG OFF cards
(1 per bug)



GOAL

Collect the most BUG cards and win!

SETUP

- Shuffle all the cards together.
- Deal 3 cards to each player. (If any player says they received a BUG OFF card, shuffle it back into the deck and deal that player another card.)
- Place remaining cards face down on the table. This is your draw deck.
- The last player to have seen a BUG goes first.



ON YOUR TURN – DRAW A NEW CARD

IF YOU DRAW A BUG CARD – Choose one of 2 options:

PLACE A BUG: Select one of the four cards in your hand and place it face up in front of you. (All of your face up cards should be arranged by color in front of you. *Ex. 1*).

OR

SCORE BUGS: Select one of the four cards in your hand and place it face up in the center of the table. This is the Score pile. EVERYONE who has face up cards matching this card will now score points! Players with matching bug cards take them off the table and place them face down into their own points pile. (*Ex. 2*)

After this, your turn ends. Turn passes clockwise to the next player.

IF YOU DRAW A BUG OFF CARD – Do the following:

Immediately place this card face up in the center of the table next to the Score Pile. This is a BUG OFF! All face up cards matching this card are permanently removed from play. Stack these cards in a discard pile. They are out of the game. (This includes all matching cards, even cards from the player that placed the BUG OFF card). Also, if there are previously played BUG OFF cards, any of those matching BUG cards must also now be removed! Be sure to place any new BUG OFF cards overlapping the previous ones so that they can be seen during a BUG OFF. (*Ex. 3*)

IMPORTANT: A BUG OFF card does not count as a player's draw card. After a BUG OFF card is resolved, the current player gets to start again at ON YOUR TURN.

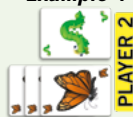
PLACE A BUG

Place a BUG card face up in front of you.

(As more cards are placed, stack them in front of you by color.)



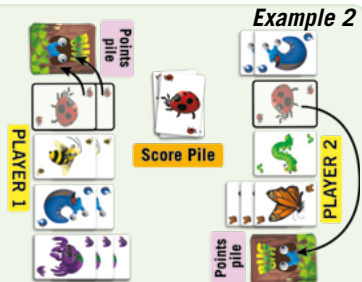
Example 1



SCORE BUGS

A **Red** BUG is played to the Score Pile.

ALL the **Red** BUGS on the table go to each player's points pile.



Example 2

BUG OFF CARD

A **Blue** BUG OFF card is played to the BUG OFF pile. All **Blue** BUGS are taken out of play.

Also, a **Red** BUG OFF card was already in the BUG OFF pile, so all **Red** Bugs are also taken out of play.



Example 3