

BUGS ON RUGS



8+



2-5



20 mins.

It's the perfect day to do some serious bug collecting! Take turns grabbing bugs from the floor... the last one left will fly to the wall and perform a special power. Each bug scores in a different way, so make sure you gather the cleverest collection of critters by the time the game ends!

Components

90 Bug cards

- 10 Ants
- 10 Beetles
- 10 Butterflies
- 10 Fireflies
- 12 Flies
- 10 Ladybugs
- 10 Larva
- 10 Mosquitos
- 8 Spiders



1 End card



1 Score pad



1 Start Player marker



Setup

Shuffle the Bug deck face down **without** the End card, then add the End card face down into the deck, in a spot depending on the number of players:

2 players



Make 3 even piles; stack them with the End beneath the top pile.

3 players



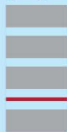
Make 2 even piles; stack them with the End between them.

4 players



Make 3 even piles; stack them with the End above the bottom pile.

5 players



Make 4 even piles; stack them with the End above the bottom pile.

Deal each player 1 bug to start their *hand*; *players keep their hands secret!*



Reveal 1 bug from the deck face up beside it to start the *Wall*.

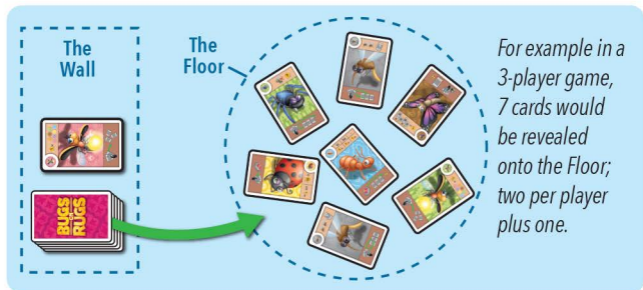


Choose a *start player*, give them the **start marker**, and begin!



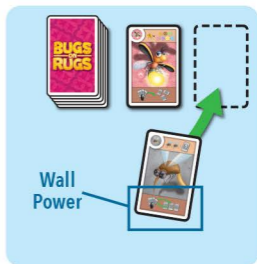
Gameplay

The start player deals (from the deck) 2 bugs per player plus 1 extra, face up into the middle (the Floor).



Beginning with the **start player** and going **clockwise**, each player picks **1 bug** from the Floor and adds it to their hand. Then beginning with the **last** player and going **counterclockwise**, everyone does it **again**.

There will be 1 bug left over. Move it to the Wall (to the **right** of the last card there), then perform the Wall Power displayed on the bottom of the card. **See the Bugopedia (pgs 5-8) for details on all the bug powers!**



Unless that was the final round (see below) pass the start player marker **clockwise**, and begin a new round!

Game End



When the **End card** is reached, it means that the upcoming round of choosing is the **final round!**

- This is true whether the End is reached while laying out the Floor, or if someone gains it from a Wall Power.
- The End card does **not** count as a bug, so discard it from the game and draw a new bug to take its place.

After the final round, tally your scores! Each player should group their cards by type in their hands.



Pairs of Mosquitos are wild; you have to group them with the bug they're copying before you reveal. See page 8 of the Bugopedia for details.

When everyone is ready, reveal your groups by laying all your cards face up (*include mosquito pairs with the type they are copying*), and score each bug type's unique scoring method using the score sheet. You **must** score the bug types from top to bottom in order on the score sheet! **Highest score wins!**



This collection includes 3 Fireflies, 4 Ants (counting the pair of Mosquitos as 1 Ant), 1 Spider, 2 Flies, and 3 Beetles. Will it be enough to win?

Ties are broken by the tied player with the highest score for any one bug type; if that's tied then the next highest score for any one bug type, and so on.

The Bugopedia - everything you need to know!

Butterfly



SCORING

Each Butterfly you have scores **1 point** for every **bug type** (including Butterflies) you have **exactly 1** of.

Scoring shortcut: Multiply your Butterflies by the number of bug types you have 1 of.

WALL POWER

The Start player chooses and **shows everyone** a bug from their hand, and **that** bug's Wall power is activated.

Firefly



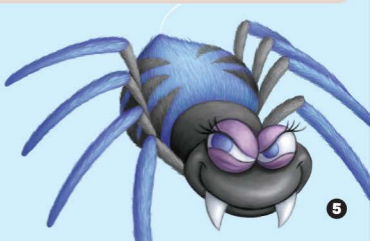
SCORING

Each Firefly you have scores **1 point** for each different **rug** you have, across all of your cards. (*Mosquitos do not count as having rugs, even when acting as another bug.*)

Scoring shortcut: Multiply your Fireflies by the number of rug types in your collection.

WALL POWER

In turn order, each player chooses and places a bug from their hand **face up** onto the **Floor**. (*These bugs are the beginning of the upcoming round's Floor.*)



Larva

SCORING

For **each** Larva, you may score **3 points** by **discarding 1 Mosquito** to "hatch" it. Unhatched Larva score zero.

You may **not** discard Mosquitos that already paired up to count as Butterflies or Fireflies in earlier scoring.

Likewise, Mosquitos discarded **now** for hatching Larva may **not** be counted later towards pairs for scoring other bugs.

WALL POWER

One Larva on the Wall does **nothing**. If there are now **2 or more** Larva on the Wall, discard them from the game, add a new bug from the deck to the Wall, and activate **its** power.

*This **only** happens when a Larva arrives as the leftover bug from a round; other Wall Powers might cause 2 or more Larva on the wall, and that's okay.*

SPECIAL POWER!



If you have **2 Larva in your hand**, at any point on your turn you may "hatch them" by discarding them **from the game** and taking 1 bug of your choice from the Wall into your hand.

Ant

SCORING

If you have (or tie for) the **most ants**, score **5 points** per Ant. If you have (or tie for) the **second-most ants**, score **3 points** per Ant. Otherwise, score **1 point** per Ant.

WALL POWER

Draw the next bug from the deck, add it to the Wall, and activate it.



Spider

SCORING

For **each** Spider, you may score **7 points** by discarding **1 Fly** to “feed” it. Unfed Spiders score zero.

WALL POWER

In turn order, each player chooses and places a bug from their hand at the **end** of the Wall, then takes the bug from the **start** of the Wall into their hand.



Fly

SCORING

Each leftover Fly (*that wasn't fed to a Spider*) is worth **2 points**.

WALL POWER

All players at the same time pass a bug from their hand to the player on their **right**. (*Never the bug they just got.*)



Beetle

SCORING

If you have an **even number** of Beetles, **each one** is worth **5 points**. If you have an **odd number** of Beetles, **each one** is worth **2 points**.

WALL POWER

All players at the same time pass a bug from their hand to the player on their **left**. (*Never the bug they just got.*)



Ladybug



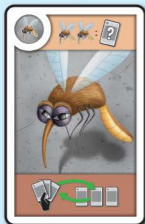
SCORING

If you have **exactly 4** Ladybugs, they are worth **25 points in total**. If you have **any other number** of Ladybugs, **each one** is worth **1 point**.

WALL POWER

In turn order, each player draws the next bug from the deck into their hand.

Mosquito



SCORING

Mosquitos do not score normally. However, when you are grouping your bugs, you may treat **each pair of 2 mosquitos** as 1 of any other bug **that you already hold**. Un-paired Mosquitos score nothing (*unless they are hatched to score Larva, see pg 6 for details*).

(Mosquitos never count as having rugs, even when they are acting as another bug.)

WALL POWER

In turn order, each player must **swap** a bug from their hand with a Wall bug. The swapped bug types must be **different** if possible. *(If impossible, you must show your hand to prove it.)*

Game Design

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Peter would like to thank Kevin Carmichael, Allysha Tulk, and Jon Gilmour. **KTBG would like to thank** playtesters Aubrey Cappel, Jory Cappel, Orly Gutstadt, Sadie Dudkiewicz, Adi Gutstadt, Noam Gutstadt, Rowan Cappel, Kaitlyn Feldman, Dustin Mayer, Jonah Carnevale, Jasen Robillard, Daniel Rocchi, Tim WK Brown, Dennis Ku, Isaac Shalev, Steven Sauer, Shainey Himal, Katy Korman, and Dana Cappel.



Published with love by KTBG
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