

BUGSNAX

THE CARD GAME



GAME MANUAL

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COMPONENT LIST

- 28 Trap cards
- 22 Standard Snax cards
- 18 Advanced Snax cards
- 32 Standard Grampus cards
- 32 Advanced Grampus cards
- 44 Expert Grampus cards
- 4 Rules Reminder cards

WELCOME TO SNAKTOOTH!

Famed explorer Elizabeth Megafig made an incredible discovery: **BUGSNAX!** They're kinda bug, kinda snak, and all delicious!

Lizbert was eager to share her discovery with the world, and so she gathered a small group of followers to help her explore and settle the island.

They found the Bugsnax to be exactly as tasty as she promised, so good in fact that they craved more and more! Their bodies started to change as well, but there's probably no need to worry about that.

Anyway, civilization isn't built on an empty stomach, and they would need lots and lots of snax to get started. So Lizbert declared a contest: whoever could catch and eat their fill of Bugsnax first would be crowned Snakmaster General and win the respect and admiration of everyone in town!



CARD ANATOMY

TRAP CARD

Name

Power

Ability



SNAX CARD

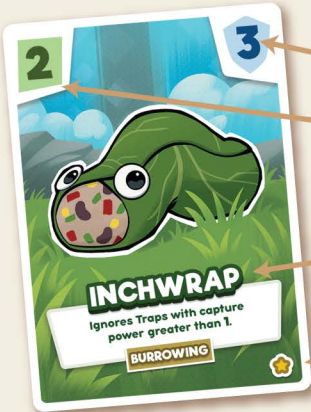
Difficulty

Point Value

Name

Ability

Advanced



GRUMPUS CARD

Name

Ability





HOW TO PLAY

THE GOAL

You and your fellow players are competing to see who is the fastest at catching and eating Bugsnax!

The first player to **REACH 6 POINTS** is the winner!

SETTING UP PLAY

- 1.** Separate the standard and advanced Bugsnax, then shuffle all of the standard Bugsnak cards together and set them at the center of the table. This is the Snax Deck!
- 2.** Draw 4 Bugsnak cards and place them face up at the center of the table. This forms The Field where you'll be hunting Bugsnax.
- 3.** Shuffle all of the Trap cards together and set them next to the Field. This is the Trap Deck!
- 4.** Each player draws 3 Trap cards to form their hand. You're free to look at your hand, but keep it secret from the other players!
- 5.** Each player should choose a Grumpus Deck to play! For first-time players, we recommend starting with one of the standard Grumpuses: **CHANDLO, SNORPY, FILBO, OR SHELDA**
- 6.** Set your chosen Grumpus next to you. Feel free to look through the cards before the game begins.
- 7.** Each player shuffles their Grumpus Deck then draws 1 card from it.
- 8.** Whoever most recently ate takes the first turn! (or feel free to decide by rock paper scissors)

NOW YOU'RE READY TO START PLAYING!

EXAMPLE PLAY SET UP

OTHER PLAYERS



THE FIELD

Snax Deck →



Trap Deck ↘



Trap Discard ↓



YOUR HAND



OTHER PLAYERS



THE FIELD

Bugsnax



YOUR CARDS

Snax Eaten



Grampus Deck



Grampus Discard



HOW TO PLAY

TAKING YOUR TURN

On your turn, you can take **3 ACTIONS**.

You can spend 1 of your actions to do any of the following things:

- Play a Trap or Grumpus card from your hand.
- Draw a card from the Trap Deck.
- Eat a Bugsnak in your hand.
- Use any ability on a card marked 'ACTION'

You may choose the same thing more than once!

Once you've used all of your actions, your turn is over! Discard any traps left on the field or non-attachment Grumpus cards you've played, then the player to your left starts their turn.

PLAYING TRAPS

As an action, place a trap in your hand in front of one of the Bugsnax on the field.

Bugsnax have a **DIFFICULTY** (top right of card), which represents how hard they are to catch.

Traps have a **POWER** (bottom of card), which represents how good they are at catching! You can place more than one trap in front of the same Bugsnak in order to combine their Powers together.

HOW TO PLAY

CATCHING BUGSNAX



If the total Power of your traps is equal to or greater than the Bugsnak's Difficulty, you catch the Bugsnak! Put that Snak in your hand and discard all traps that were played on it.

Then draw a new card from the Snax deck and place it face-up on the field to replace the Bugsnak that was just caught.

DRAWING TRAPS

As an action, take the top card of the Trap Deck and put it in your hand! There is no limit to how many cards you can have in hand.

If the Trap Deck is ever empty, shuffle the traps in the discard pile together and refill the deck.



EATING BUGSNAX

As an action, place a Bugsnak in your hand next to your Grumpus Deck face-up. You gain points equal to that Snak's Point Value! (shown in the top left)



REMEMBER: you don't get any points for having Bugsnax in your hand! You must eat them!


Immediately after eating, draw a card from **YOUR GRUMPUS DECK**. Their delicious taste motivates you to use your unique skills to the fullest!

NOTE: Instead of eating Bugsnax, Gramble donates them to his ranch. This works exactly like eating, but he feels much better about it.

HOW TO PLAY

ADVANCED MODE

After getting used to the standard game, if you'd like to play a longer and more strategic game of Bugsnax, do the following:

- Shuffle all of the Bugsnax cards marked **ADVANCED**  into the Snax deck.
- When choosing Grumpuses, choose any you like, including **STANDARD**, **ADVANCED**, or **EXPERT**.
- Instead of 6 points, victory goes to the first player to reach **10 POINTS!**

Advanced Mode usually takes 60 minutes.

If you draw The Snaksquatch when first creating the field: ignore its effects, shuffle it back into the Snax Deck, and draw another Snak to replace it.

PLAYING WITH MORE PLAYERS

Bugsnax: The Card Game is best played with 2-4 players. However you can play with up to 5 or 6 if you do the following:

- Place 6 Bugsnax on the field instead of 4.
- The player who goes first starts with only 2 Trap cards instead of 3.
- Whenever a player gets enough points to win, instead of ending the game instantly, keep going until the end of the round. Then after the round, compare everybody's points to see who won!

CREDITS

THE TEAM

ART

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SPECIAL THANKS

The rest of the Young Horses Team

The 2nd Friday Playtest Group

Daroch and Agnes

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KEYWORD REFERENCE

NAME	EFFECT
FLYING	Ignores traps with capture power less than 3.
SPICY	When you play a trap on this Snak, you become INJURED .
BURROWING	Ignores traps with capture power greater than 1.
FROSTY	Treats all traps as if they have capture power 1.
SPEEDY	If you play a trap on any other Snak on the field, this FLEES .
EVASIVE	If this would be STUNNED , instead it FLEES .
SAUCE WASHER	Sauce Slingers and Special Sauce have +1 Power against this Bugsnak.
STUNNED	Lose all abilities and reduce Difficulty by 1 until the end of this turn. NOTE: If already stunned, additional stuns do nothing.
INJURED	At the start of your turn, lose 1 action and heal your INJURY . NOTE: If already injured, additional injuries do nothing.
FLEE	Put this Bugsnak on the bottom of the Snak deck and replace it.
ACTION	This is a card or ability that can be used on your turn by spending an action.
FREE ACTION	This is a card or ability that can be used on your turn without spending an action.
ATTACHMENT	Cards that can stay in play past the turn they're played. Any attachment on a Bugsnak is discarded once that Snak is caught. NOTE: Traps are not attachments, and do not stay on the field.

