



AGE
10+ | 2-4 PLAYERS

YOUBESOFT

Game Manual

Story

The story is set in **New Bug City** 🏙️, a seemingly average garden except it's inhabited by different insect colonies who have been fighting for complete domination over **New Bug City** 🏙️.

Meet the different colonies

- **The Spiders** 🕷️, the mafia of **New Bug City** 🏙️
- **The Praying Mantis** 🦗, a guild of mercenaries and assassins
- **The Mosquitos** 🦟, the Law and Order of the city following the orders of the president
- **The Ants** 🐜, the citizens of **New Bug City** 🏙️, and leaders of the revolution

All colonies strive to be the last ones standing, by whatever means necessary. Who will you help gain control over **New Bug City** 🏙️?

This box contains:

- Game board of **New Bug City** 🏙️
- 19 troop cards & 19 troop pawns
 - 4 footsects
 - 2 katasects
 - 6 bowsects
 - 4 bucksects
 - 3 sharpsects
- 16 area cards
- 4 barricades
- This manual
- Online damage calculator

Setting up the game

Unfold the game board on top of a table and pick one of the four insect colonies. Place your starting footsect in one of the spawn corners of the board. The youngest player will be starting out with the First turn after which the turn rotates in clockwise direction. At the beginning of the game everyone gets one barricade to use later on in the game.

Your turn

At the start of your turn you press the button to see what weather type you will get, and after this you see what weather type you got and what the effect is. You get to choose whether you want to place a barricade or move and either attack another player or capture an area. You can decide to not move during your turn, however that would mean you can't attack an enemy or capture an area during your turn.

Barricade

You can protect any of your occupied spaces from a single shot on two adjacent sides of that space. There are no barricades allowed in any starting zone.

Barricades break down after:

- blocking 1 instance of damage;
- 1 turn of blocking no damage.

Once a barricade is destroyed a cooldown period of 3 turns starts until you can reuse it. Also, a katasect can shoot over a barricade.

Move

If you decide you want to **attack an enemy** or **capture an area** you must take at least one step in any direction with any of your troops. Reference your troops' cards to know their available walking range.


Attack an enemy

After making your move you can decide to attack with one of your deployed troops. Reference the troop cards to check your troops' Damage and Attack Range.


Capture an area


You can capture an area (indicated with the colored border lines) with any of your deployed troops. If an area has been captured and the owner of that area has died, the troops go back into the pile, and the area can be recaptured by the remaining players.

Weather Types

Foggy : decreased weapon hit chance

Rainy : you have less movement

Stormy : lucky shot, movement nerf

Sunny : you have extra movement

The different troops

Footsect (Handgun)

HP: 6

Damage: 2

Walking Range: 1-3

Shooting Range: 1-4

Sharpsect (Sniper)

HP: 4

Damage: 4

Walking Range: 1-2

Shooting Range: 4-7

Bucksect (Shotgun)

HP: 4

Damage: 5

Walking Range: 1-3

Shooting Range: 1-3

Bowsect (Bowman)

HP: 5

Damage: 3

Walking Range: 1-4

Shooting Range: 2-6

Katasect (Katapult)

HP: 6

Damage mid-point: 3

Damage top, right, bottom & left of mid-point: 1

Walking Range: 1

Shooting Range: 8