



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** 🏙️?

(SUBJECT TO CHANGE) This box contains:

- Game board of **New Bug City** 🏙️
- 4 insect colony pawns
- X amount of cards
- This manual
- 1 die (optional)

Setting up the game

Unfold the game board on top of a table and pick one of the four insect colonies. 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 2 barricades (consumable or ability), and instead of moving and attacking they can place this barricade to defend themselves from incoming attacks.

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, move/attack or capture an area.

Move/Attack

If you decide you want to attack an enemy or capture a point you have make at least one step forward, if you decide you don't want to move on your turn that is fine but that would mean you can't attack or capture.

Barricade

You can protect any of your occupied spaces from a single shot on two adjacent sides of that space. This barricade breaks down after:

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

Capture area

You can capture a point with anyone of your troops. If a point has been captured and the owner has died the troops go back into the pile, and the area can be recaptured.

Weather Types

Foggy 🌫️: decreased weapon hit chance

Rainy ☁️: you have less movement

Stormy 🌩️: lucky shot, movement nerf (and area block)

Sunny ☀️: you have extra movement

The different troops

Footsect (Handgun)

HP: 6

Damage: 2

Walking Range: 3

Attack Range:

Sharpsect (Sniper)

HP: 4

Damage: 3

Walking Range: 2

Attack Range:

Bucksect (Shotgun)

HP: 6

Damage: 4

Walking Range: 3

Attack Range:

Bowsect (Bowman)

HP: 5

Damage: 2

Walking Range: 4

Attack Range:

Katasect (Katapult)

HP: 5

Damage mid-point: 3

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

Walking Range: 1

Attack Range: 8