

Explorer's Game Guide

(2 - 4 players)

Setup

Deck



Players can customise their own decks. Be strategic! Understand the different Card Effects, and form your deck based on your game strategy.

There is no limit to the deck size in normal play, but the average deck size is between 25 to 40 cards.

Deck restrictions apply in Competitive Play during the Book Bugs Playoffs. Please refer to the Playoff rules for more information.

Game Mat



To play the game, each player will need a game mat, which can be downloaded on go.gov.sg/BookBugs.

a. Draw pile

Each player has their own Draw pile. The Draw pile should be kept face-down.

b. Discard pile

Each player has their own Discard pile. Cards removed from play are placed face-up in the Discard pile. Anyone can look at these cards at any time.

c. Playing Field

Cards played are placed here. Cards should be arranged from left to right in the order in which they are played.

Order of Play

To determine the order of play, each player shuffles their deck and draws one card from the top of the deck. The player who draws the card with the largest Bug Number starts first.

All players will return their card to the deck and reshuffle the deck.

Card Anatomy



Note: You will find special bilingual Bugs! These have their trivia in both English and the Bug's mother tongue language: Chinese, Malay or Tamil.

Some of these are more powerful than others, so **keep a lookout!**



Gameplay

How to Play

1. Players will determine the order of play and reshuffle their decks.
2. All players will draw 5 cards from the top of the deck. The remaining cards now form their Draw piles.
3. The starting player, determined earlier, will play a turn.
 - a. **Start of turn**
Player draws a card from the top of the Draw pile.
 - b. **Card Effect**
The Card Effect takes place immediately, and only lasts one turn.
 - c. **End of turn**
Players can have a maximum of 7 cards in their Hand at the end of their turn. If players have more than 7 cards in their Hand, they have to choose excess cards to move to the Discard pile.
4. The player on the left will take their turn next, following the instructions in step 3.

Card Effects

Some cards do not possess Card Effects.

Bug 09 (King Coil), 27 (Woofer), 29 (Deerwan), 35 (Alya)

Card Effects end after the cards have been played with the exception of the following:

- a. This card cannot be discarded from the field or returned to the Hand/Draw pile.
 - b. This card will nullify the effect of the next card played.
 - c. All players may play an additional card. Effects for the additional cards are ignored.
 - d. You can play an additional card on this turn.
- *Note: For Bug 26 (Dranoble) and Bug 57 (Monkey Kong) with this Card Effect, you may not play these cards in succession (i.e. any combination of these two Bugs in a row).*

Nullify Card Effects

Bug 42 (Unidragan) and Bug 67 (Tameria) have Nullify Card Effects. If these cards are played, and the next player plays Bug 21 (Thorn) with the trivia "This card cannot be discarded from the field or returned to the Hand/Draw pile.", the Nullify Card Effect will not work.

If a player plays a Nullify Card Effect and the next player plays another Nullify Card Effect, the second Card Effect is nullified and nothing happens.



How to Win

There are two ways to win:

1. When a player reaches 20 Game Points, the game ends immediately and that player wins.
2. When any player draws the final card in their Draw pile, the game ends after that player plays a card and their turn ends. All players will tabulate the number of Game Points based on the cards that are left on their Playing Field. Cards in a player's Hand do not count. The player with the highest number of Game Points wins.

**You're ready for battle!
Assemble your Bugs and
challenge your friends!**



**From,
Your Navigators**

