

Bug Nic: print and play (4p)

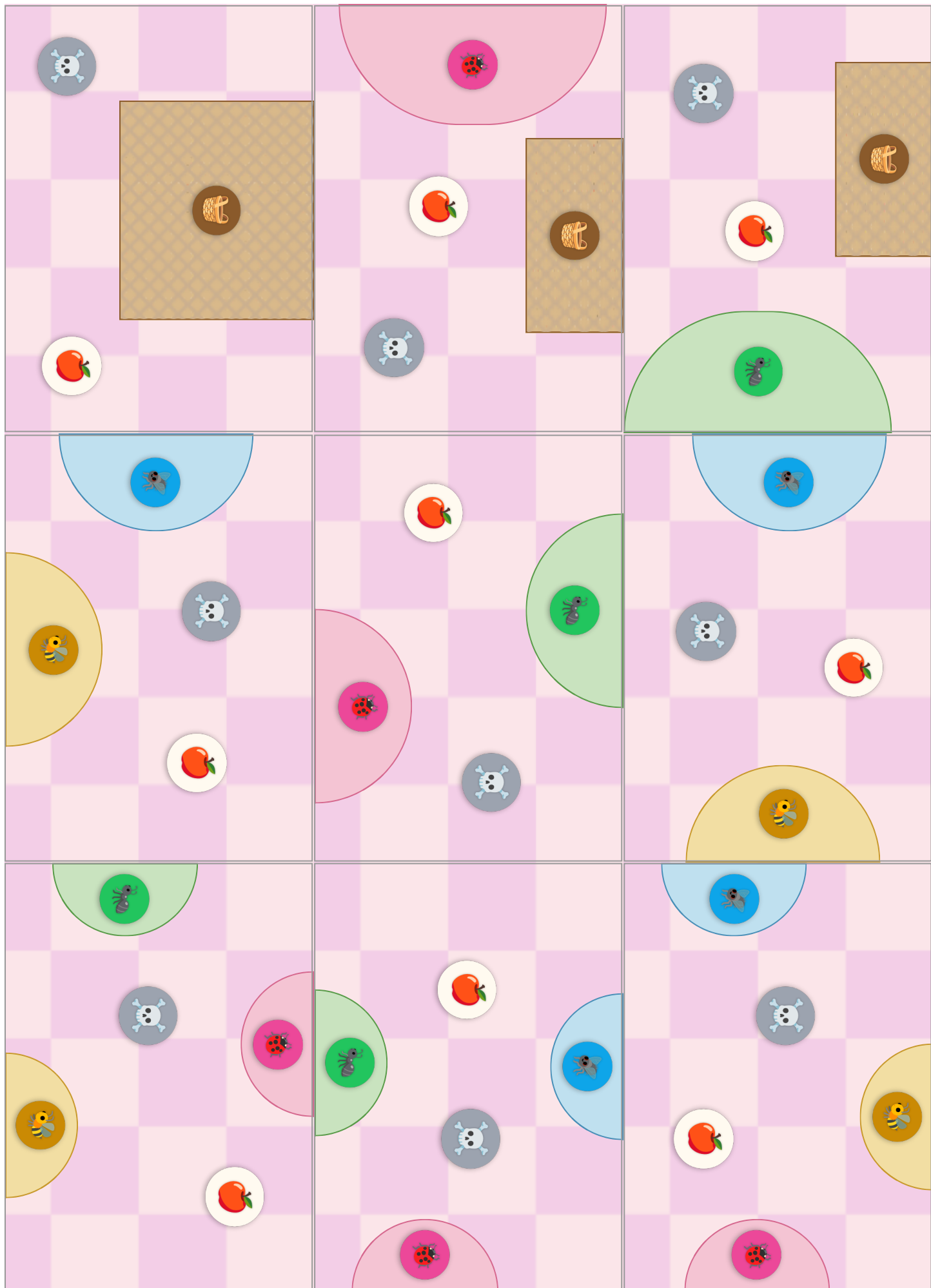
Draft and overlap cards to grow your own garden · fast-print profile (no bleed)

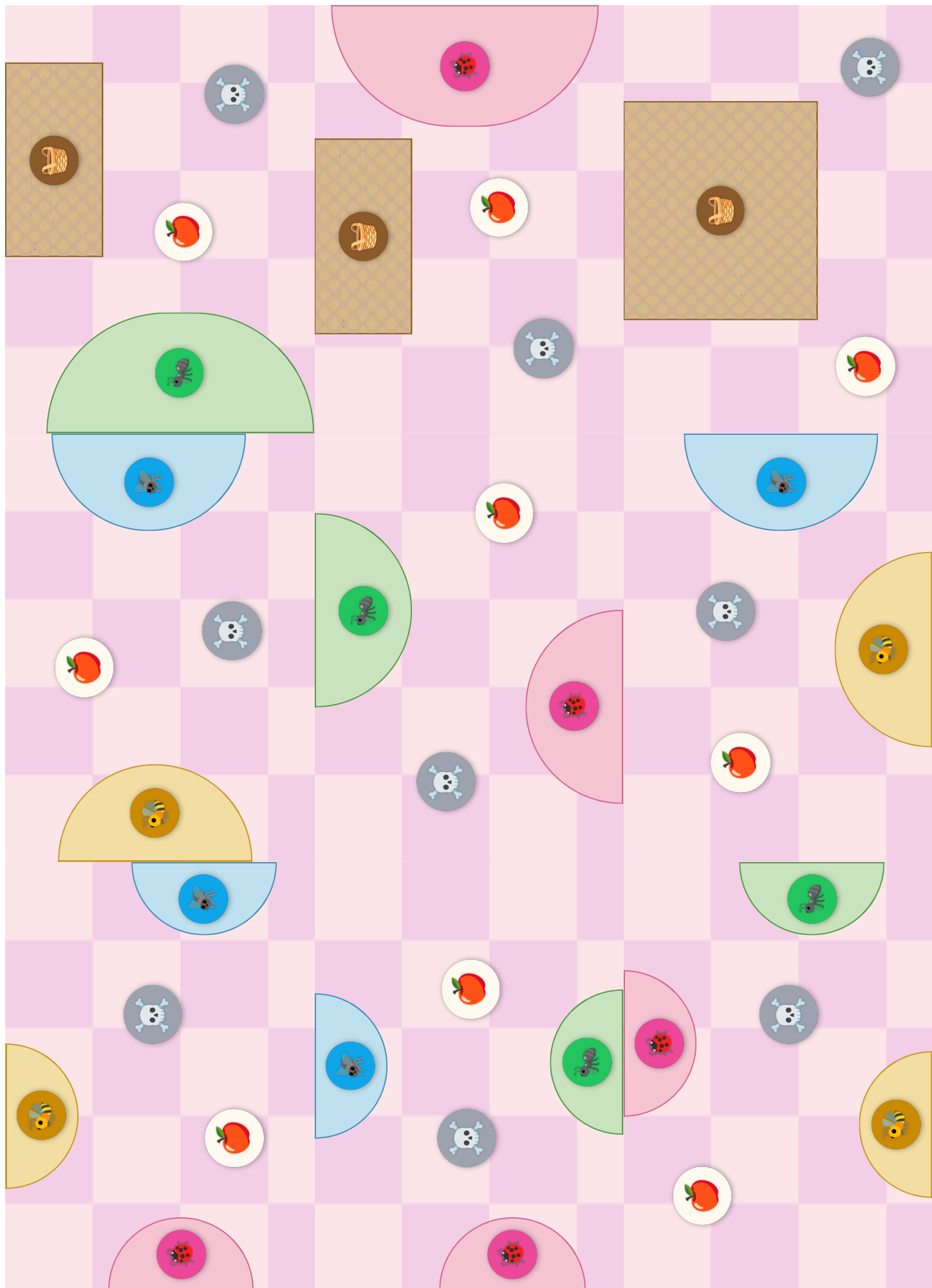
What you print	How many	Size of each	Paper	Sheets	Printer setting
Main deck	36	88×63.5mm	A4	4	both sides, flip on the long edge
Starter cards	4	88×63.5mm	A4	1 shared	both sides, flip on the long edge
Score cards	4	88×63.5mm	A4	1 shared	both sides, flip on the long edge
First-player card	1	88×63.5mm	A4	1 shared	both sides, flip on the long edge
cut to the same size	45	88×63.5mm			
Paper you will feed in				5	sheets of A4

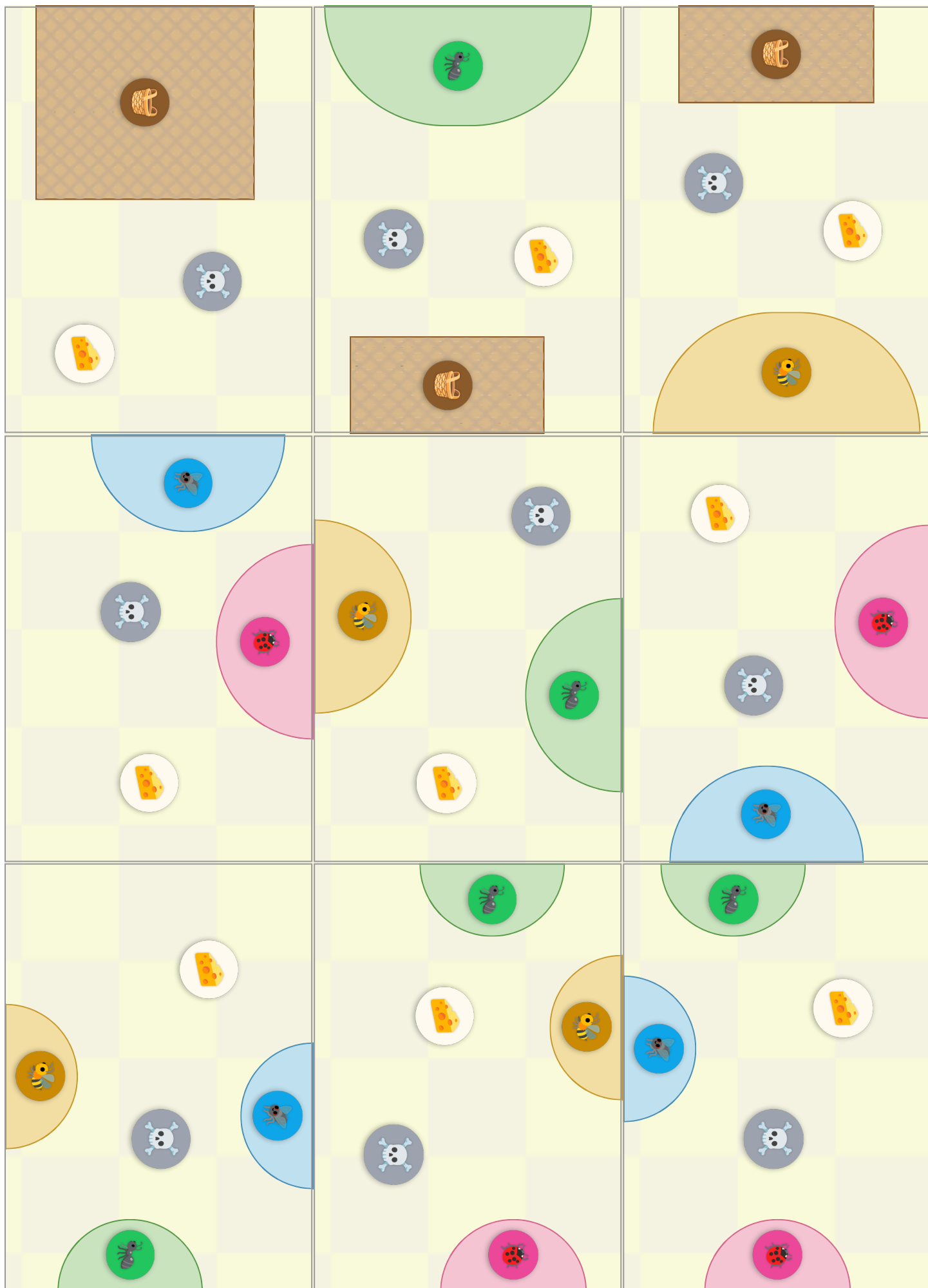
Different cards share the same sheets, so the counts above overlap. The total is the paper your printer actually uses.

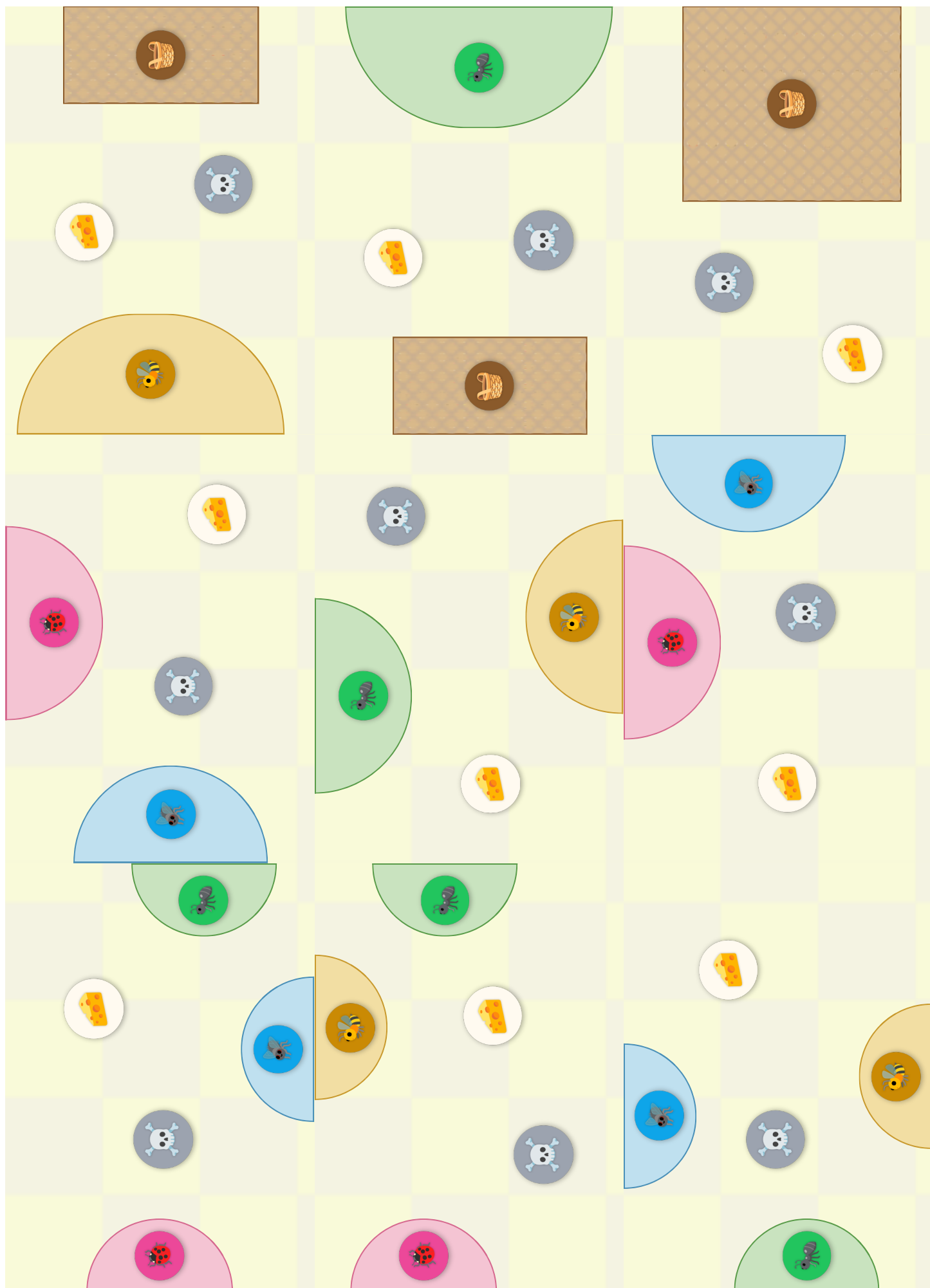
How to print

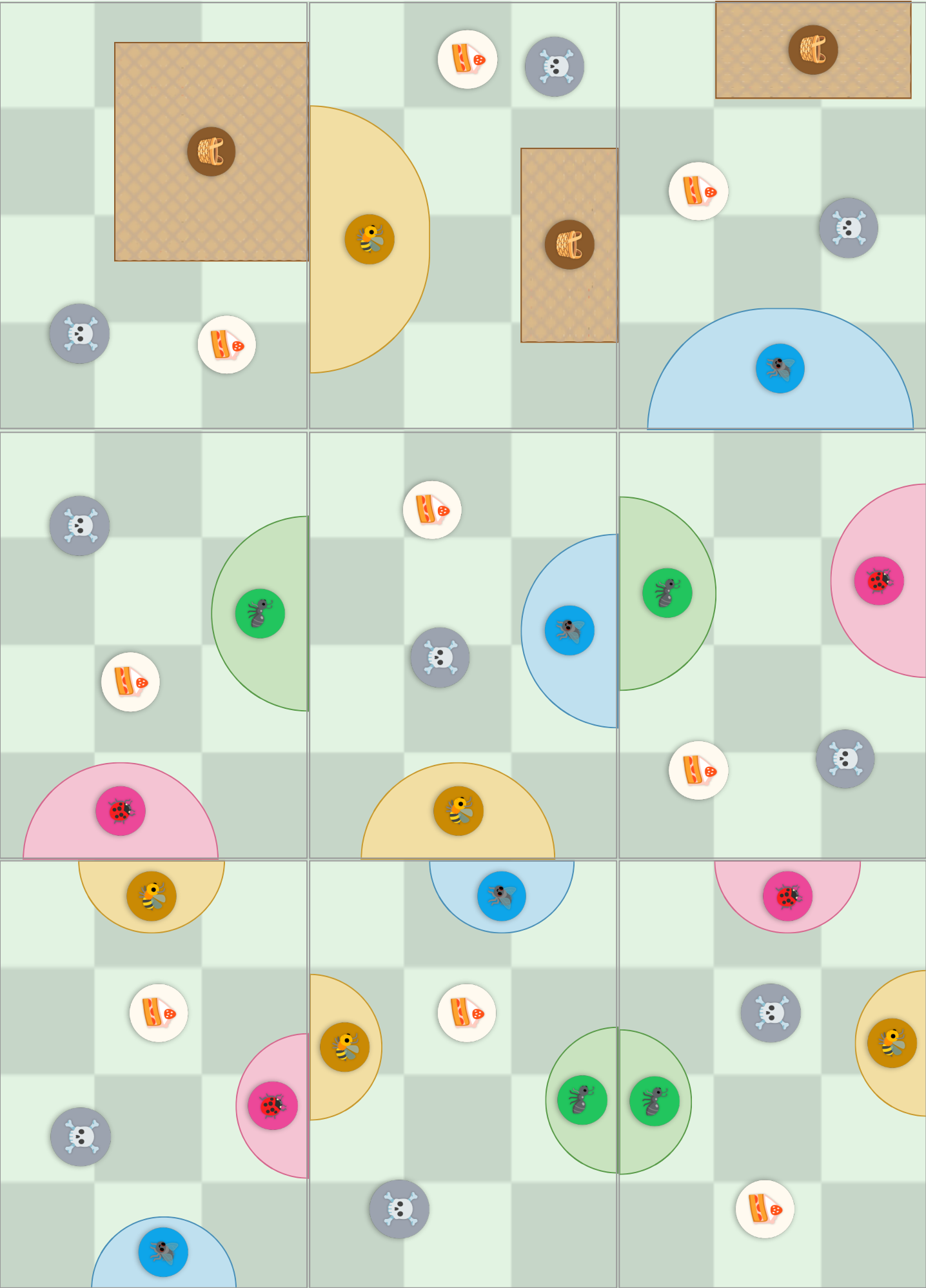
1. Open this file in Chrome and print to PDF. Scale **100%** (never "Fit to page"), margins **None**, **Background graphics ON**. Any of those three wrong and the millimetre sizes are wrong.
2. Print the **FRONT** pages of one run first, on their own.
3. Take that stack out, **flip it over on the long edge** (turn it like a page in a book, do not rotate it end over end), and put it back in the tray.
4. Print the **BACK** pages of the same run onto that stack.
5. **This layout has no room for the registration crosses**, so none are drawn and there is nothing to line up by eye. Print sheet 1 front and back only, cut one card out and look at it: front and back must sit square on the same piece. If the back is offset, your printer flips the other way. Change the flip direction in the print dialog and try that one sheet again before running the rest.
6. Cut along the **crop marks** at the sheet edges. They sit outside the parts, so they do not survive on the cut piece.
7. The main deck's back is the **same layout as the front, mirrored**. Each card is playable on either face, not just hidden pre-draw. Duplex alignment matters here as much as it does for Emoji's cards.
8. Starter cards and score cards have a **unique** back per card, the same duplex-alignment care as Emoji's cards.
9. The first-player card's back is identical to its front, so a small duplex offset is harmless there.

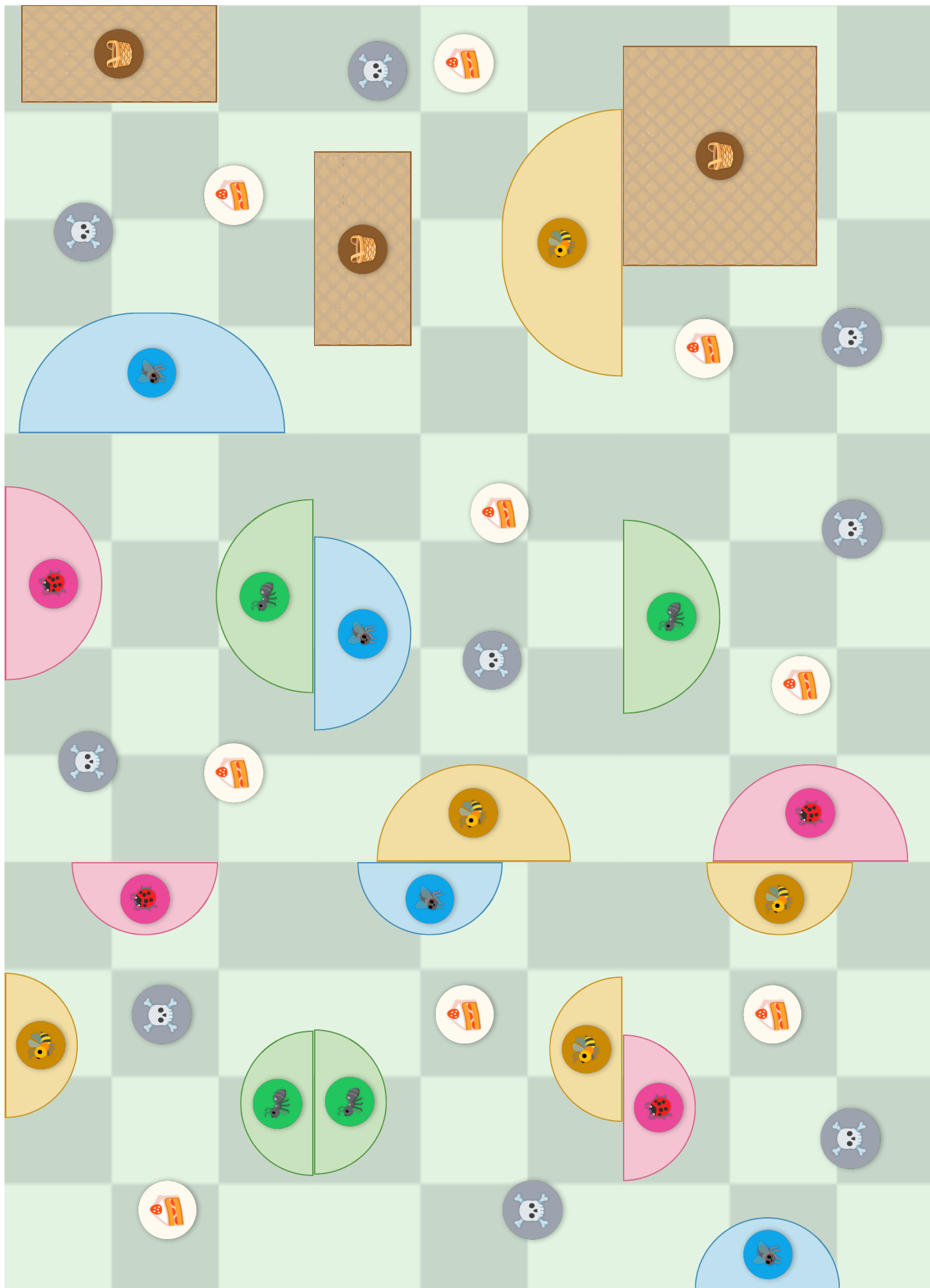


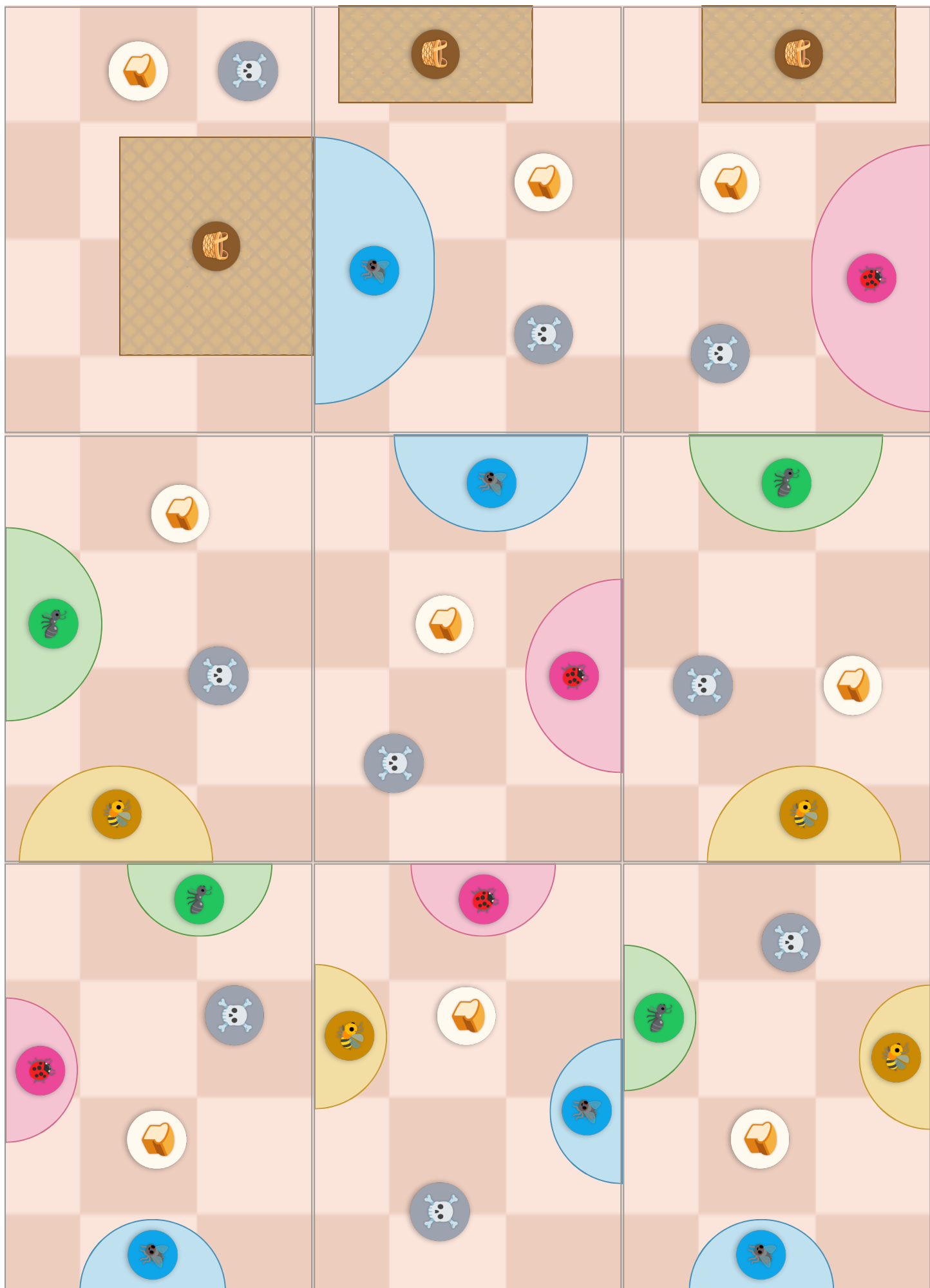


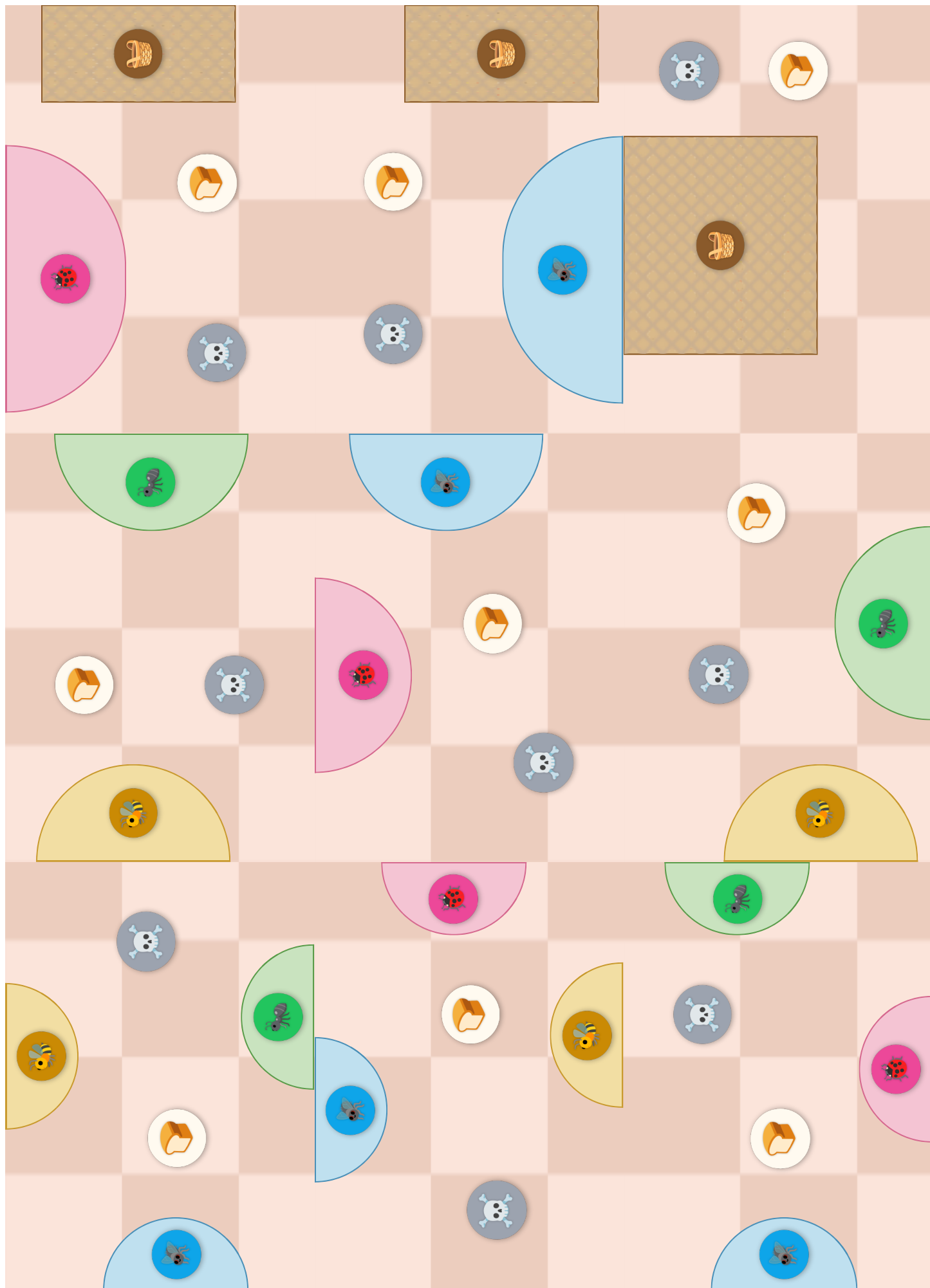


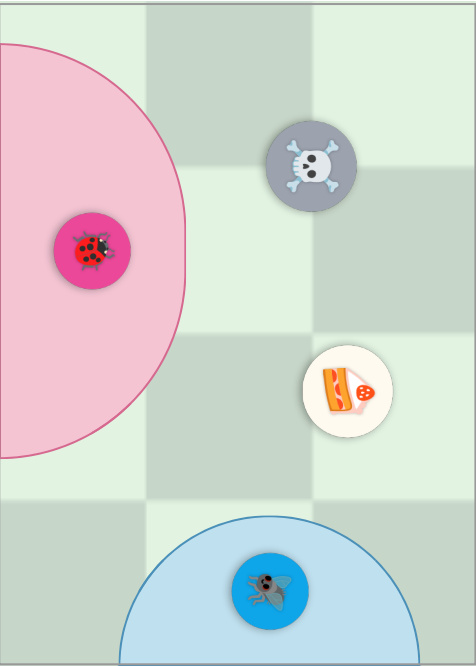












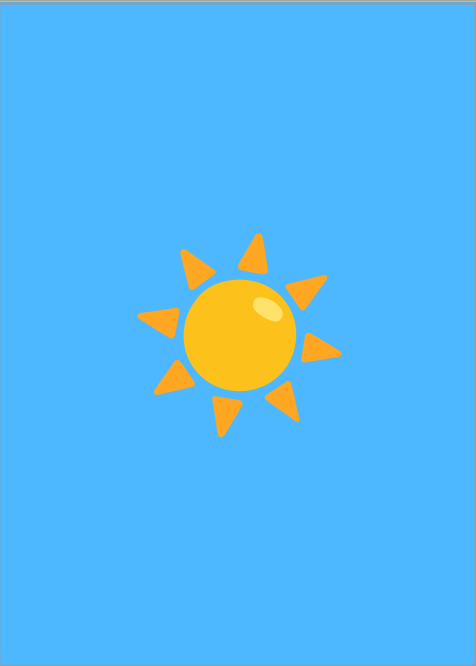
INSECT • SIDE A

3+



each set of 3+ same-insect areas adjacent

+2 pt



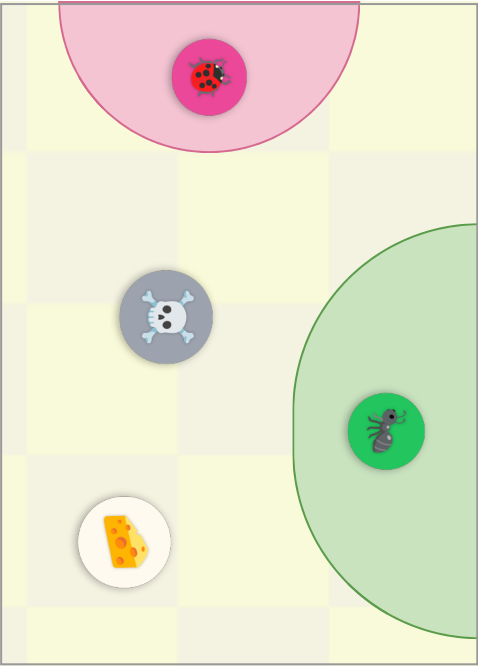
BASKET • SIDE A



Players with the most / second most fully visible baskets:

+5/2 pt

Solo: 5pt at 5+ fully visible baskets, 2pt at 3-4, 0 below 3.



FOOD • SIDE A

3+



each set of 3+ same-food areas connected

+2 pt



POISON • SIDE A



each poison, fully or partially visible

-1 pt



INSECT • SIDE B



each set of 2+ same-insect areas adjacent

+1 pt



BASKET • SIDE B

2pt per basket in your single largest
connected set of fully-visible baskets

+2 pt

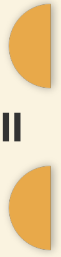


POISON • SIDE B

Players with the most / second most fully-
or-partially-visible poison:

-5/-2 pt

Solo: -5pt at 5+ fully-or-partially-visible poison, -2pt at 3-4, 0 below 3.



FOOD • SIDE B

each set of 2+ same-food areas connected

+1 pt



STARTER



STARTER



STARTER



STARTER