

Bug Nic — Rulebook



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👥 1 to 4 players

⌚ 20 minutes

⚖️ family game

Bugs were renegated from picnics for too long... It's finally their time! 🐜

In **Bug Nic**, your goal is to make a picnic feast for all the bugs that came to your garden.

Organically overlap cards to join groups of foods and insects, make sure you have some baskets around and remove all the poison you can. Choose not only your own card, but also what other players will have to place each turn.

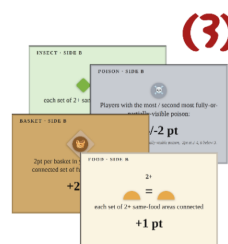
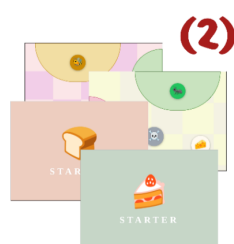
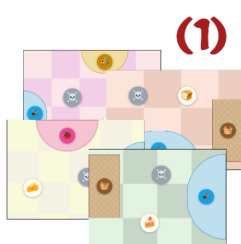
📦 Components

(1) 36 picnic cards

(2) 4 starter cards

(3) 4 scoring cards

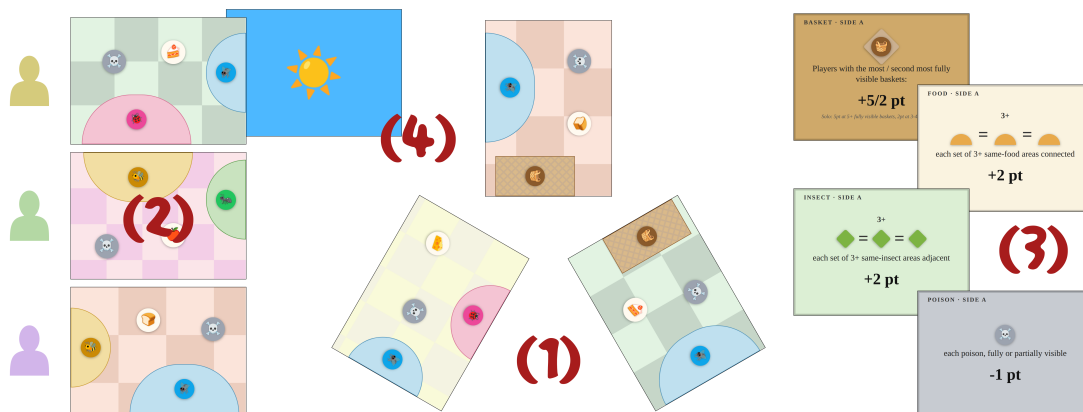
(4) 1 sun card



🔧 Setup

1. (for 2/3/4 players) Place 3/3/4 **piles of picnic cards**, each with 8/10/9 random cards, on the center of the table, equally spaced forming a circle. Return remaining cards, if any, to the box.
2. Give each player a random **starter card**, delimiting their play area. Return remaining to the box.
3. Place all scoring cards on the table, choosing which side to play with. *In your first game, flip all cards to Side A.*

4. Whoever went to a picnic most recently receives the **sun card**.



Example setup for 3 players.

Goal

Get more points for placing picnic cards and **connecting elements** on them, following the conditions shown on the scoring cards.

How to Play

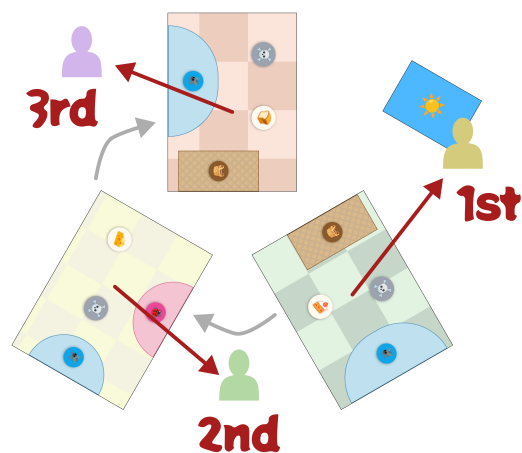
A game of **Bug Nic** takes place in a series of rounds until one or more piles runs out. In each round, follow those steps in the same order:

1. Select a card

The player with the sun card takes a picnic card from the top of any pile.

If you touch a card, you must take it! You can't touch the cards to see if it "fits" in your game, for example.

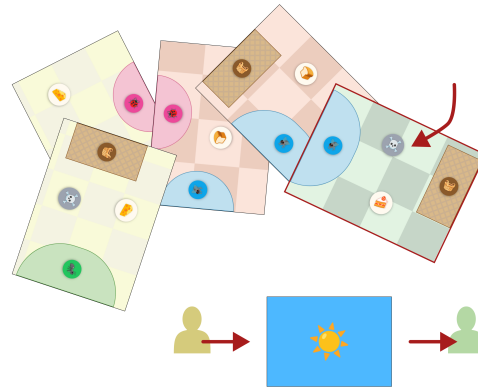
Then, other players **must** take the card from the top of the other piles, in **clockwise orientation**.



2. Place the card

Players simultaneously **place their drafted picnic card** on their own play area. It must at least partially cover one other card, and may **not be placed under** any other cards.

You **don't need to use any type of grid** — just place the card in the position and orientation that you like.



You may flip your card, as the back side has its mirrored content. You may also check the top of the piles to possibly plan for the next rounds.

After everyone has placed their own card, **pass the sun card clockwise**.



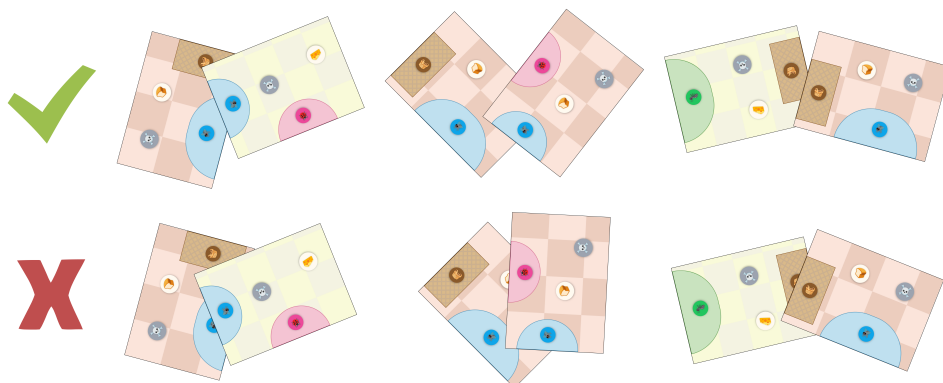
Game End

The game **ends** immediately **when a pile runs out of cards**. Then, players score their parks according to the four scoring rules shown on the scoring cards.

Scoring usually have to do with looking for **sets**:

- Card elements (foods, bugs and baskets) are **in the same set** as long as one of them shares at least one adjacency with another (in other words, their colored areas **must touch at least the colored area of other element**).
- That said, their **internal icons must be completely visible**, otherwise they can't be counted as part of the set.
- **Poison icons** are always worth negative points unless **completely covered**.

TIP: If a player has adjacent elements barely touching their icons and/or areas, or barely visible poison icons, don't subtract their points for that, c'mon!

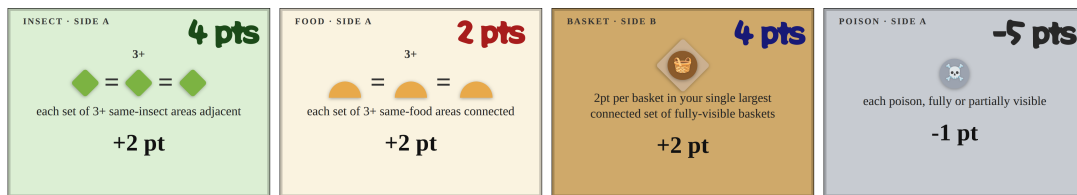


Examples of valid sets (touching colored areas of one another) and invalid sets (covering the internal icons). From left to right, examples of insect, food and basket areas.

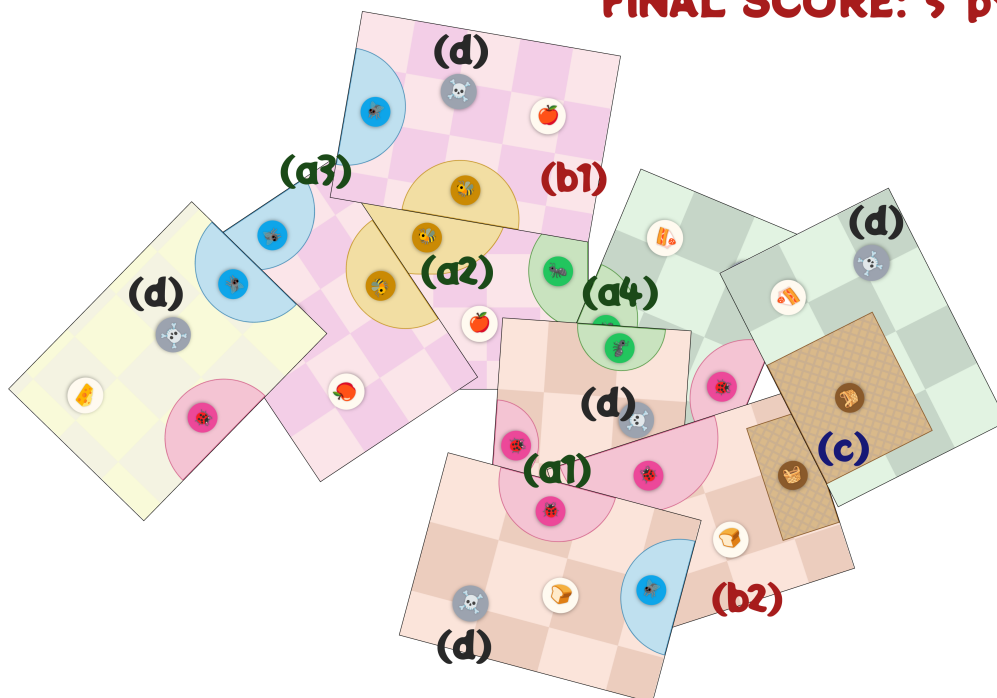
Add all the points you got from all 4 scoring cards to get your final score. **Whoever has the largest final score wins!**

Ties are broken by whoever has the highest insect scoring, then highest food scoring, then highest basket scoring. If it persists, tied players share the victory.

Scoring Example



FINAL SCORE: 5 pts



- Insect - Side A**: a set of 4 ladybugs **(a1)** and a set of 3 bees **(a2)** gives **4 points**. The flies on **(a3)** are not fully connected and the ant on **(a4)** have the internal icon covered, so they don't count for scoring.
 - Food - Side A**: a set of 3 apples **(b1)** gives **2 points**. The set of breads on **(b2)** have one internal icon covered, so it doesn't count for scoring.
 - Basket - Side B**: our largest (and only) basket set is shown on **(c)**, giving **4 points**.
 - Poison - Side A**: as indicated on **(d)**, 5 poison icons are visible, giving **-5 points**.
- The **final score** for this game is $4 + 2 + 4 - 5 = 5$ points!

Solo Mode

To play **Bug Nic** alone, use these specific rules:

- Setup the game as 2 players would play, but return the sun card to the box.
- After choosing a card, **discard the top card of the next pile in clockwise** orientation.
- The game still ends when one pile gets empty — because you are the only one drafting, you can manipulate the piles to have more cards in your play area at the end, if you want.
- Take note of your final score (and scoring cards' used sides) and try to beat it next time!

★ Scoring Cards

Each scoring card focus on a specific element of the picnic cards but has two sides (A & B) for replayability between games.

Insect scoring

Side A: Score 2 points per set of **3+ connected insect areas** of the same type.

Side B: Score 1 point per set of **2+ connected insect areas** of the same type.

Food scoring

Side A: Score 2 points per set of **3+ connected food areas** of the same type.

Side B: Score 1 point per set of **2+ connected food areas** of the same type.

Basket scoring

Side A: Score 5/2 points if you are among the players with the **highest/2nd highest number of visible baskets**. They don't need to be in a set. *(Solo mode: 5 points at 5+ baskets, 2 points at 3-4 baskets)*

Side B: Score 2 points per visible basket on your **largest set of connected baskets**.

Poison scoring

Side A: Score -1 point per **fully or partially visible poison** icon.

Side B: Score -5/-2 points if you are among the players with the highest/2nd **fully or partially visible poison fully or partially visible poison** icons. *(Solo mode: -5 points at 5+ poison, -2 points at 3-4 baskets)*

Credits

- designed by Danilo Valente and Gabriel Toschi
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