SHARDBUGS

COMPREHENSIVE RULEBOOK

V1.0

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INTRODUCTION TO SHARD BUGS

Welcome to the world of **Shard Bugs**— a fantasy trading card game where players command intelligent bugs from three distinct alliances, each devoted to one of the Cosmic Avatars: **Sol, Luna, and Mars.** These deities are embroiled in an eternal struggle for dominance, seeking servitude from their bug followers.

To secure victory, you must reach **20 devotion** by battling for control over a dynamic play area. Players gain devotion from each affiliated bug on their Field—but watch out! Your opponents can hinder your progress by attacking and reducing your devotion. If you try to draw a card when there are no cards left in your deck, your Avatar laughs at your feeble attempt and you instantly lose the game.

Shard Bugs offers strategic gameplay, diverse decks, and tons of surprises. Engage in epic bug warfare, harness the power of your chosen Cosmic Avatar, and lead your alliance to ultimate glory!

HOW TO BUILD A DECK

In **Shard Bugs**, a deck consists of—at minimum—**60 cards**, as well as one **Cosmic Avatar** of your choice.

All of the cards in your deck must either be of your Cosmic Avatar's alliance, or they must be unaligned. A card is **unaligned** if its Dust Cost contains **only** a number (called a Neutral Cost) and no Shard Cost (*see Dust, page 7*).

The number of copies of any card with the same name that can be put into that deck depends on that card's **rarity:**

🎓🎓🎓🎓🎓 **Common**: 5 copies.
🎓🎓🎓🎓 **Uncommon**: 4 copies.
🎓🎓🎓 **Rare:** 3 copies.
🎓🎓 **Cosmic Rare**: 2 copies.
🎓 **Avatar**: 1 copy.

1. **The Field:** Where bugs battle and cards are played.
2. **The Hive:** Where worker bugs make dust.
3. **Avatar's Throne:** Where the Cosmic Avatar sits.
4. **Splat Zone:** Where used actions and splat cards go.
5. **Deck Zone:** Where the deck is placed.

STARTING A GAME

To begin a game of **Shard Bugs**, players should do the following:

1. Reveal their Avatar.
2. Shuffle their decks thoroughly, and then present them to an opponent to be cut.
3. Roll dice or play a game of "fly-swim-tunnel" to determine who goes first. Turn order then begins with that player and moves leftward.
4. Each player draws 7 cards.
5. In turn order, each player may mulligan once. To mulligan, select any number of cards in your opening hand and put them on the bottom of your deck in any order. You then redraw that many cards.
6. The player going first begins their turn. Because this is the first turn of the game, that player does not draw during their **Beginning Phase** (*see Phases of a Turn, page 30*).

DUST

Dust is the resource used in **Shard Bugs** to play cards and activate abilities.

The **Shard Cost** present within a card's **Dust Cost** indicates which alliance it belongs to—solar, lunar, meteor, or unaligned if there is no Shard Cost—as well as how much dust of that specific **Shard Type** must be paid to play it. **Neutral Costs**, indicated by a number in the Dust Cost, can be paid for with dust of any Shard Type. Both costs must be paid to play a card.

DUST COST

NEUTRAL COST

SHARD COST & SHARD TYPE

RED FIGHTER ANTS

Sol Luna Meteor
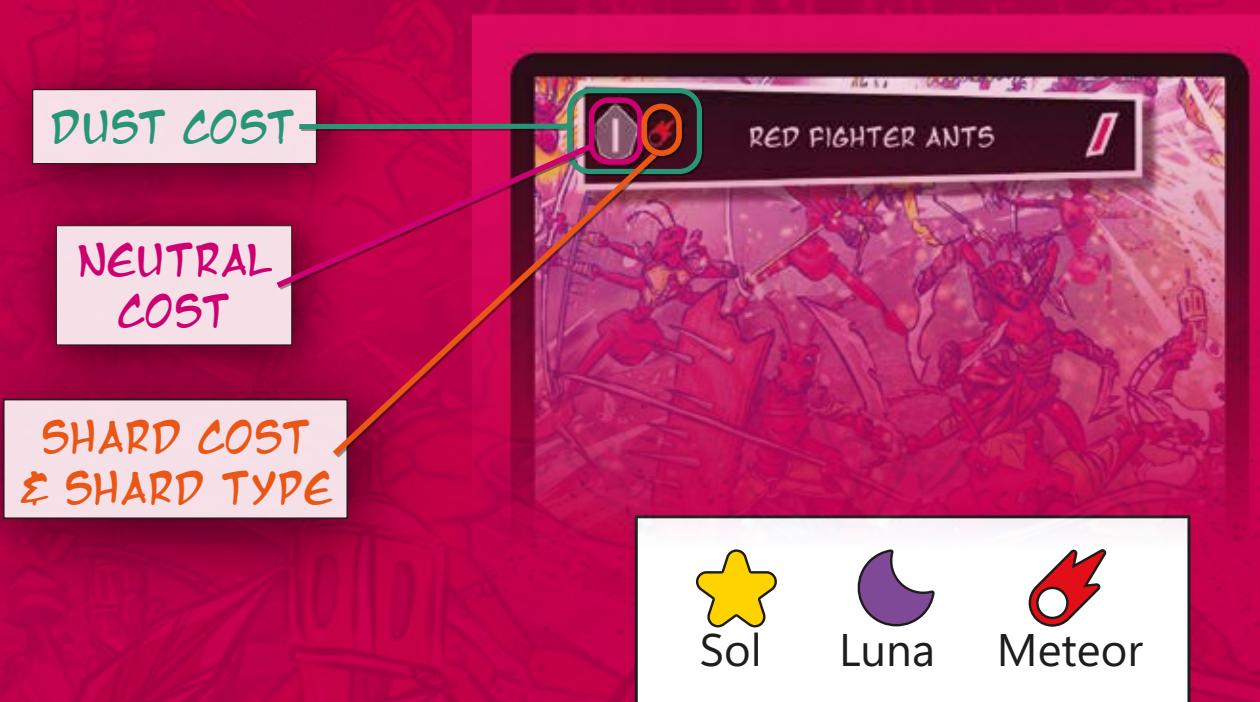
DUST GENERATION

When a bug is in your **Hive**, you may **exhaust** it (by turning it sideways) anytime you have priority (including on the opponent's turn) to activate its **Generate** ability and generate one dust of its Shard Type. That dust stays until it is used, or until the end of the phase that it was generated in.

Any ability that generates or allows the controller to gain Dust is considered a **"Dust Ability."** Dust generating **Activated Abilities** of bugs on your Field can only be activated on your own turn unless otherwise stated by an effect or ability.

Dust abilities **do not** create a web, nor are they added to an existing web when they are activated or triggered. This means that a player **cannot** respond to a dust ability being activated or triggered, because priority is not passed after a dust ability is activated or triggered.

Devotion is both a source of life and how you win in **Shard Bugs**. Unlike in other card games, you don't lose by having 0 devotion; instead, your goal is to reach **20 devotion first**. But be careful—opponents can lower your devotion by attacking it!

But how do you gain devotion? Every bug you control on the **Field** with a **Devotion Value** of at least 1 has the ability to exhaust it during your **Main Phase** in order to **Devote** with it and add devotion equal to their **Devotion Value** to your total devotion count. Bugs that just came into play—also known as **dizzy** bugs—can't be exhausted to Devote while dizzy. By default, **token bugs** have a Devotion Value of 0. A bug cannot have a Devotion Value lower than 0.

HONEY ALCHEMIST

DEVOTION VALUE

Your goal is to reach **20 devotion** first.

How exactly does the **Devote** ability work?

When a bug's controller chooses to activate their special ability to **Devote**, they must first exhaust that bug in order to pay the activation cost of the ability. After paying the ability's cost, a **web** is created (*see Priority and Webs, page 25*) and priority is passed in turn order, giving players an opportunity to respond to the activation of the ability. Once the ability successfully resolves on the web, that bug's controller gains Devotion equal to that bug's current Devotion Value.

The **current Devotion Value** of a bug is checked at the time that the bug is exhausted to activate the Devote ability. If the Devotion Value of that bug changes before the bug activates the Devote ability, the modified Devotion Value of that bug is recorded as the bug's current Devotion Value when the ability is activated. Once the Devote ability is activated and on the web, that devotion will be gained when the ability resolves by the player who activated the Devote ability, even if the bug that devoted is removed from the Field before the Devote ability resolves. A bug **cannot** exhaust to Devote from any other **Zone** other than the **Field.**

DEVOTION ADVANCED INTERACTION EXAMPLE 1

Example 1: A player has a non-dizzy **Adventurous Earthworm** already on the Field and plays another additional Adventurous Earthworm card to their Field this turn, granting both bugs an additional **+1** Devotion Value per their ability. The opponent responds to them playing a bug by playing a Quick Action card that splats the newly played Earthworm before the player has a chance to exhaust their non-dizzy Earthworm to activate the Devote ability. This results in the non-dizzy Earthworm losing the +1 Devotion Value buff.

Since the Earthworm now has a Devotion Value of 2 again, when the player exhausts it to activate the Devote ability, the player will only gain 2 Devotion.

ADVENTUROUS EARTHWORM
2

"I'M GOING ON AN ADVENTURE!"

BUG - WORM WARRIOR

THIS BUG GAINS +1 DEVOTION VALUE IF ANOTHER WORM IS ON YOUR FIELD.

2 TRAIT | RESIST 2

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Example 2: You have a bug on your Field with a Devotion Value of 1. You exhaust that bug to attempt to gain 1 Devotion. Your opponent responds with a **Scent of Nightshade** Quick Action card and targets your bug to forcibly exhaust it. Since exhausting that bug was the cost that must be paid to activate the Devote ability, that bug will already be exhausted when the opponent targets it to forcibly exhaust it, essentially having no effect since the ability is already on the web. The Devote ability will still resolve as normal, and you will gain 1 Devotion.

SCENT OF NIGHTSHADE

"SLEEP DEER"

QUICK ACTION - EFFECT

EXHAUST TARGET ENEMY BUG. THAT BUG DOES NOT READY AT THE BEGINNING OF ITS CONTROLLER'S NEXT TURN.

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The Devote ability will still resolve as normal, and the bug's controller will gain 1 Devotion.

Example 3: A player exhausts their bug to activate the Devote ability. In response, their opponent plays a **Poison Gas** Quick Action card, targeting that bug to be moved to its controller's **Hive**, and targeting a bug in that player's **Hive** to be moved onto their **Field**. When the Devote ability resolves on the web, the player will still gain that devotion because the ability was activated and added to the web before the bug was removed from the Field.

POISON GAS

"EVACUATE!"

QUICK ACTION – ATTACK

PUT TARGET ENEMY BUG INTO ITS CONTROLLER'S HIVE, THEN TARGET ANOTHER BUG IN THAT PLAYER'S HIVE. PUT THAT BUG ONTO THEIR FIELD.

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Only a bug on the Field can gain its controller Devotion via the Devote ability.

COSMIC AVATARS

Cosmic Avatars are the deities of **Shard Bugs** that inform what kinds of cards you may have in your deck:

Sol, of the **solar alliance**;
Luna, of the **lunar alliance**;
and **Mars**, of the **meteor alliance**.

In addition, they have abilities that can be activated from their **Throne** during a player's **Main Phase** (*see Phases of a Turn, page 30*) for a special effect! Avatars can't target bugs in a player's Hive unless a card says otherwise.

TYPELINE

NAME

ABILITY

RARITY & SET

ALLIANCE INDICATOR

DUST COST

NEUTRAL COST

NAME

TYPELINE

ABILITY PANEL

ATK

DEVOTION VALUE

FLAVOR TEXT

RARITY & SET

TRAIT PANEL

DEF

MOTH OF PEPPERED FLAME

"LUNA IS MY LANTERN."

BUG - MOTH DRUID

FOCUS.

WHEN THIS BUG IS SPLAT, YOU MAY DRAW A CARD.

TRAIT | RESIST

ART BY: ALMA FAUSTICA   SHARD BUGS, LLC ©2024 BUG 021/110

Bugs are the critters that make up your alliance's army in **Shard Bugs.** If they are on your **Field**, they can **attack** an opponent's devotion and they can **block** attacks if they aren't exhausted, but they **can't** attack other bugs.

Their **abilities** only exist when they're on the Field, unless they state otherwise. When they are in your Hive, they can be exhausted to **Generate** one **dust** of their indicated **Shard Type**; if they are unaligned and don't have a Shard Type, they Generate one **neutral dust** that can be used to pay for neutral costs.

Bugs that have just been played onto your Field or have changed control are **dizzy**, meaning that they can't be exhausted to attack, Devote, Retreat, or to activate their own abilities until the beginning of your next turn.

Any number of bugs can be **played** onto your Field from your hand during your Main Phase by paying their **Dust Cost**—but that's not the only thing you can do with them:

• Once per turn, you may place a bug from your hand into your Hive for free. Bugs can be exhausted to Generate dust as soon as they are placed into the Hive**.**

• Once per turn, you may play a **readied** (meaning non-exhausted) bug from your Hive to your Field by paying its Dust Cost (it can't pay for itself). It becomes dizzy. This counts as that bug being **played**.

• Once per turn, you may **Retreat** a non-dizzy, non-token bug from your Field into your Hive by exhausting it. A **token bug** cannot Retreat into the Hive.

When a bug's **DEF reaches 0**, it is sent to the Splat Zone and is considered to be splat. If a **token bug** would be sent to the Splat Zone, it is removed from the game instead, but is still considered to be splat. A bug's ATK, DEF, or DEV **cannot be less than 0**.

Some bugs have one or more **traits** and **resistances** that are indicated by icons found at the bottom of their card. Bugs may also gain new or temporary traits and resistances from outside sources as well, such as from **Items or abilities**. One thing to note is that if a bug gains a trait, it will automatically also gain that trait's natural resistance, but if a bug gains a resistance, it doesn't automatically gain the trait that naturally resists it. Traits and resistances are always active, but they usually only matter when a bug with one resistance is dealt combat damage by a bug with a matching trait. For each instance that this occurs, the bug being dealt damage receives 1 less damage than it usually would.

TRAIT

RESISTANCE

For instance: If a 3/3 bug with flying resistance blocks a 3/3 bug with a **flying trait**, the bug with **flying resistance** receives only 2 damage. There are three traits and resistances in total, and they use a simple "*rock-paper-scissors*" system:
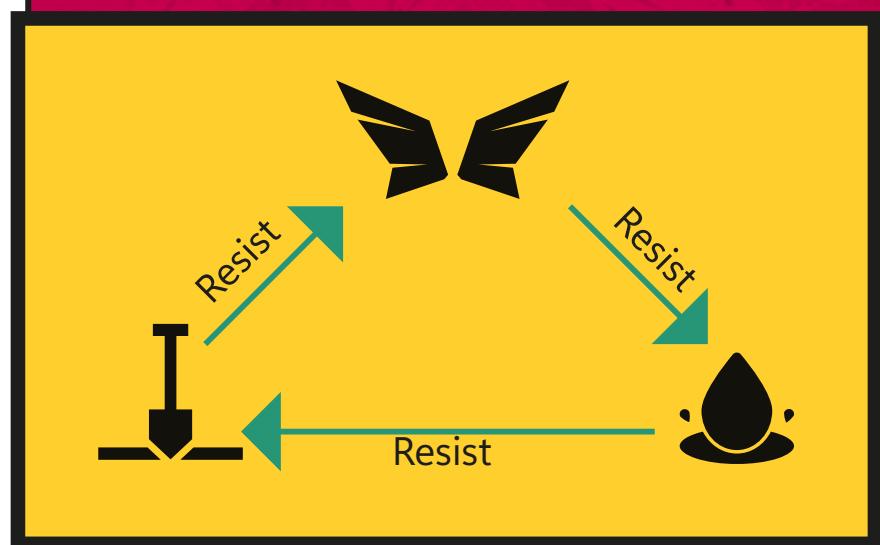
BUG STATS, NERFS, AND BUFFS

A bug's **ATK, DEF**, or **DEV** stats can be temporarily modified or affected by different card effects and abilities. They can also be permanently modified or affected by **passive abilities** or by things like **-1/-1** or **+1/+1** counters, which remain on the bug until they are removed or until that bug is moved to another Zone other than the **Field** or **Hive**.

A bug's ATK, DEF, or DEV can **never** fall below **0**. If a bug has a number of -1/-1 counters on it that it would result in its ATK, DEF, or DEV being less than 0, it will not drop lower than 0. If a bug receives a temporary effect that would drop its stats below 0, even though the stat itself cannot be less than 0, those effects will still persist for the sake of tracking effects (*example: if a 2/4 bug has 3 -1/-1 counters on it, bringing its stats to 0/2, it will still need to receive an ATK buff of +2 for its ATK to raise to 1 ATK in order to counteract the negative value of the -1/-1 counters*).

If a bug has counters on it and is moved from the Field to the Hive, or from the Hive to the Field, the counters remain on that bug. If a bug permanent with counters on it becomes a non-bug permanent, those counters will remain on the **permanent**. If at any time a permanent has both a **-1/-1** and a **+1/+1** counter on it, both counters will cancel each other out and be removed from the permanent.

If simultaneous buff/nerf effects are trying to resolve, they will always resolve according to turn priority order, starting with the first **non-active** player to the left of the **active** player.

SUPPORT CARDS

Support cards are the **locations** and **events** of **Shard Bugs**. In fact, those are the only two subtypes that can be found on them! Support cards can be played onto your Field in any number, and they stick around until they are splat.

DUST COST

NAME

TYPELINE

ABILITY PANEL

BLESSING OF SOL

"SOL SAID: LET THIS SHARD ILLUMINATE YOU!"

FLAVOR TEXT

RARITY & SET

SUPPORT - EVENT

①: ONCE PER TURN, TARGET BUG ON YOUR FIELD GAINS +2 DEVOTION VALUE UNTIL END OF TURN.

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Only one of any uniquely named support card can be on your **Field** at a time. That means you can't even attempt to play a second one!

ITEM CARDS

Item cards are similar to support cards in that they're played onto your **Field** and stick around until something splats them. But, unlike support cards, they usually need to be **equipped** to one of your bugs to be useful—the exception being **relics**—and you may have any number of them with the same name under your control. Equipping an item requires you to first pay the costs to activate the item's **Equip Ability** and target a bug on your Field to equip it to. After the ability resolves, the item will be equipped to the target if it still remains a valid target upon resolution. A bug may be equipped with any number of items.

DUST COST

NAME

TYPELINE

ABILITY PANEL

FLAVOR TEXT

RARITY & SET

EQUIP PANEL

LOLLIPOP WARHAMMER

"THAT'S A SWEET WEAPON!"

ITEM - WEAPON

EQUIPPED BUG GAINS +2 ATK AND STOMP.

BEETLE | SLUG | SNAIL

ART BY: RAY OF SAND

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Most items have an **Equip Requirement** below their ability panel; the species, class, trait, name, or Shard Type of a bug being equipped must match at least one of the requirements listed in the **Equip Panel**. To the left of the Equip Requirement is an **Equip Cost** that must be paid to activate the **Equip Ability** and equip the item to a bug. Items with the relic subtype, however, don't have an Equip Panel because they don't need to be equipped to be used. Some items may specify a bug's name; such an item may only be equipped to a bug whose full printed name begins with that specified name (*example: An item that equips to "Dave" can be equipped to Dave Swiftfoot or Dave, Hired Sword because their names begin with "Dave"*).

EQUIP COST

EQUIP REQUIREMENT

EQUIP PANEL

| 2 | BEETLE | SNAIL | TERMITE |
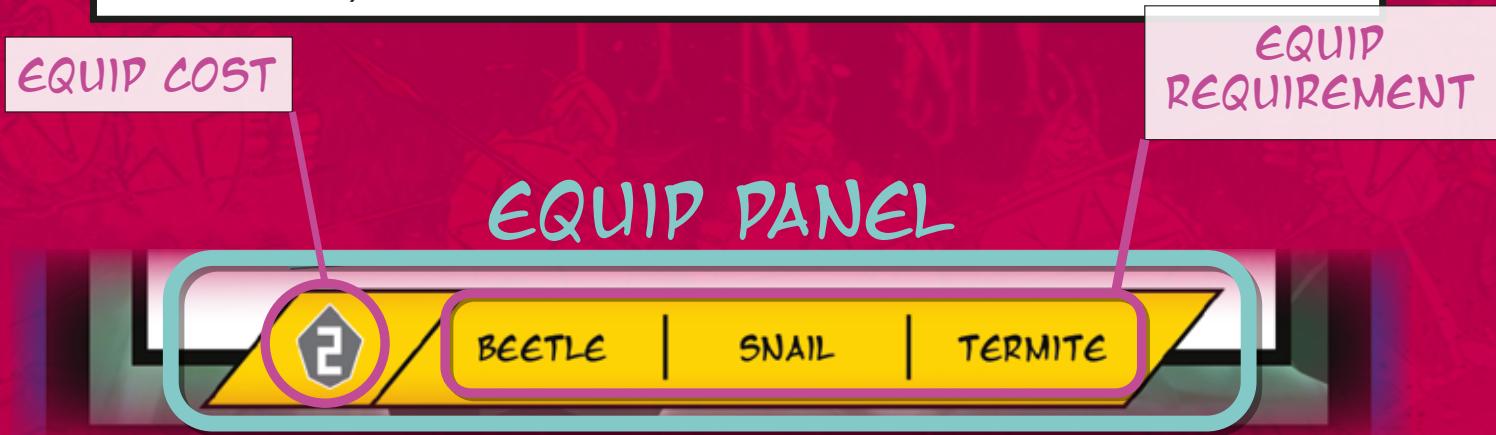
When an equipped bug moves from the Field to any other Zone, the item that was equipped to it falls off and remains on your Field to be equipped to something else. Item tokens cannot be moved to other Zones from the Field unless a card says otherwise.

There are four item subtypes in **Shard Bugs: weapon, armor, consumable**, and **relic**.

TOKENS

A **token** is a type of temporary game piece represented in the game by a token card. Tokens are always going to represent a **permanent**, and will be in the form of a token **bug** or a token **item**. Token bugs are similar to normal bugs except for a few key differences: token bugs cannot Retreat to your Hive, token bugs always have a Devotion Value of 0 by default, and tokens do not have a Dust Cost because they are always created by an effect or ability.

Bug Token

Item Token
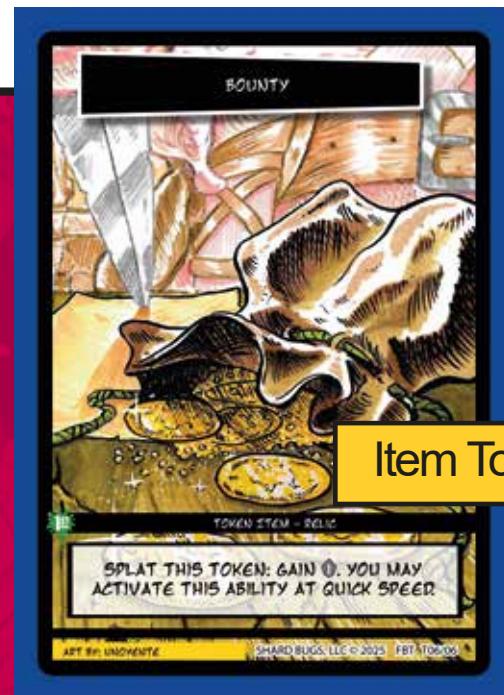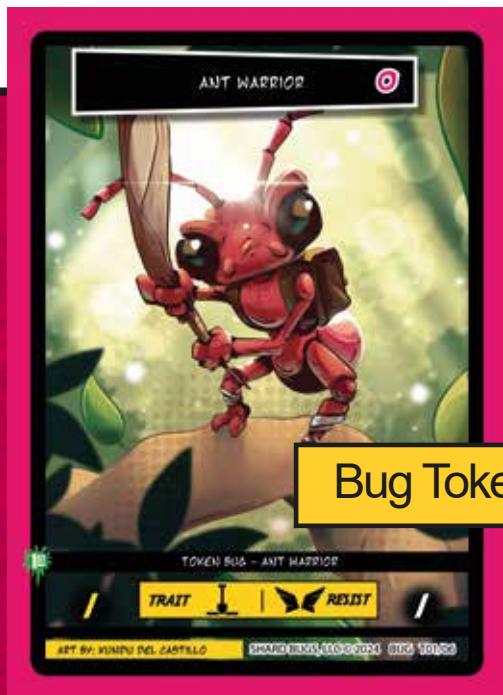
When a token moves to another **Zone** other than the **Field**, it will immediately be removed from the game. Tokens do not move to the **Splat Zone** when they are **splat**; they are instead removed from the game without changing zones, but are still considered to have been **splat** before they are removed. This includes both bug and item tokens whenever they are splat as a result of receiving damage or by effects that specify to splat them.

ACTION CARDS

Action cards are cards that you may play from hand to perform certain, well, actions! Actions can never target a permanent in a player's Hive unless a card says otherwise.

DUST COST

NAME

FLAVOR TEXT

ABILITY PANEL

TWILIGHT'S CHARM

"BREATHE IN THE SUMMER NIGHT!"

ACTION - EFFECT

EXHAUST UP TO 2 TARGET BUGS. THEY DON'T READY THE NEXT TIME THEY WOULD BE ABLE TO.

ART BY: ZIPDRAN   SHARD BUGS, LLC©2024   BUG 048/110

TYPELINE

RARITY & SET
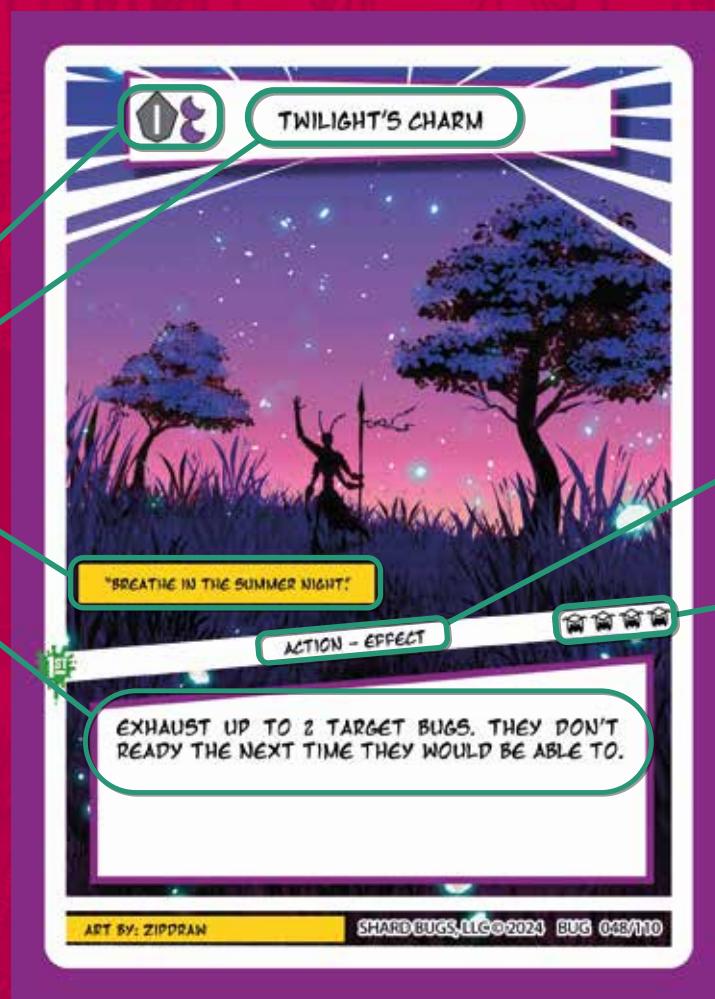
Unlike other cards in **Shard Bugs**, they go directly to your **Splat Zone** after being played, though they're not considered to have been splat. Actions cards can have one of two subtypes: **attack** or **effect**.

QUICK SPEED ACTIONS AND ABILITIES

Some action cards have the prefix "**quick.**" This means that they can be played at quick speed any time that you have **priority**. To learn more about priority, take a peek at the next page!


"GOTCHA!"

QUICK ACTION - ATTACK

SPLAT TARGET BUG WITH FLYING.

"QUICK" PREFIX

TYPELINE
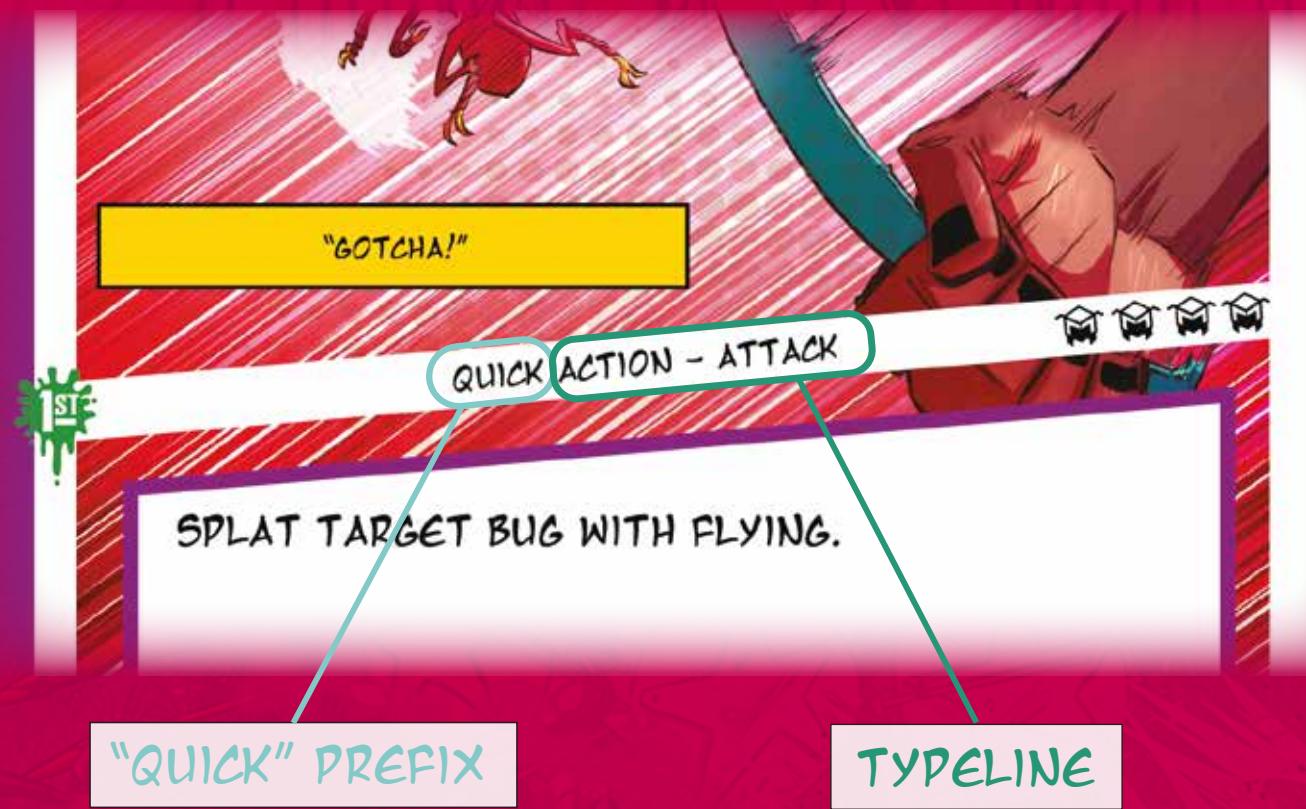
Any subtype of action card can have the "quick" prefix. Similarly, some **abilities** state that they can be activated at quick speed. Quick actions and quick speed abilities can also be played and activated normally during your **Main Phase**.

PRIORITY AND WEBS

When a player activates an ability, plays a card, or when an ability they control is triggered, a **web** is spun and each other player gains **priority** in turn order, starting with the player to the left of whoever spun the web. Whenever a **phase of a turn** or a **step of a phase** comes to an end, each player also gains priority in turn order, again starting to the left of whoever's turn it currently is. The exception to this is the **End Phase**, which includes a specific step (**Step 1**) in which priority is passed. It's important to note, however, that the **Generate** ability and other **Dust Abilities** (*see Terminology, page 37*) do **not** create a web and are not added to an existing web.

Having priority allows a player to create their own strand in the web by responding with a **quick action** card or an ability that can be activated at **quick speed**. Priority continues being passed in turn order until every player consecutively declares that they have nothing else to add to the web. At that point, everything on the web begins to fully **resolve**.
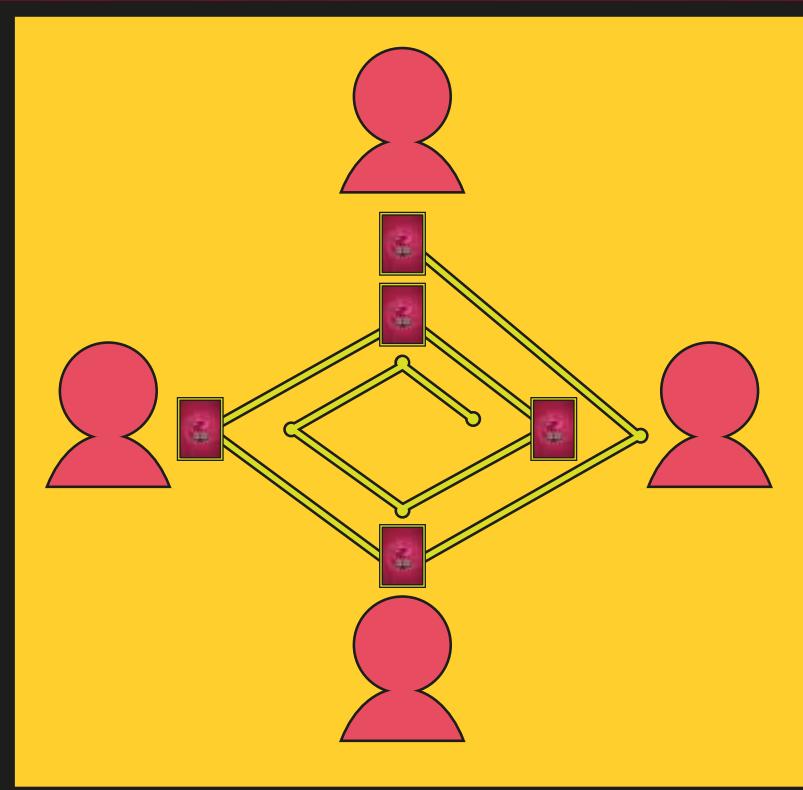
When a web resolves, it begins with the most recently played card or activated/triggered ability. It continues resolving in reverse order of what was played, activated, or triggered until the very first thing that spun the web resolves. An easy way to remember this is with the phrase: **"First in, last out."**

When a web is resolving, it must fully resolve back to the original action that initially created the web and at no time during the resolution of the web is priority passed except for if a resolved thread on the web triggers a **new** non-dust generating triggered ability that isn't already on the web. At this point, a **side web** is spun and priority is passed in turn order in response to this new triggered ability triggering. Once that side web has resolved, the original main web will continue to resolve again as normal until it either fully resolves or another new non-dust generating ability triggers (*example: if something resolves on the web that splats a Gold Field Ants, the ability of Gold Field Ants would trigger, attempting to create an ant token. When this ability triggers, a side web is spun and priority is passed to respond to this new trigger being added to the originally spun web*).

For simultaneous triggered abilities, the **active** player's abilities will trigger first and be added to the web, and then the **non-active** player's abilities will be added, so that when it resolves it resolves in reverse order; the non-active player's abilities will resolve first before the active player's resolve. If a player controls multiple simultaneous triggered abilities, that player may order their triggered abilities to be added to the web in whatever order they choose.

WEB THREAD STATUS

The **web thread status** keeps our web tidy by checking for things that need to be cleaned up! The web thread status is a system that **constantly** checks the game's **status** at specific moments in the game, looking for any game actions that need to be cleaned up and resolved before the game can progress further. These game actions are **always** processed before any triggered abilities are added to the web. Some examples of what the web thread status checks for are things like: a bug's DEF reaching 0 therefore being splat, if a player reaches 20 devotion to win, if a player loses by attempting to draw a card from an empty deck, or if the Devotion Value of a bug has been altered by an effect.

The web thread status is checked whenever a player would gain priority, **before** they receive priority:
1) At the end of any phase or step in the game, AFTER any **special actions** associated with that step/phase.
2) When a web is created as a result of a player playing a card or activating an ability, or when an ability they control is triggered.

The web thread status is also checked during some key moments that do not involve a shift in priority. These moments are:
1) After each **thread** of a web has resolved (a thread of a web is any game action added to a web).
2) After any player places a bug in their Hive.
3) At the end of each step of the End Phase.

Whenever the game performs a web thread status check:

1) It first checks for any **status** that needs to be finalized.

2) The game identifies all statuses that need to be finalized and adds the steps needed to finalize them to a **list**.

3) The game **executes** the list, finalizing all things on it simultaneously (*example: the game checks and sees that 3 bugs have 0 DEF, a player reached 20 Devotion, and a player was forced to draw from an empty deck*). The game identifies these and adds the steps to splat the 3 bugs, give a win to the player who reached 20 Devotion, and give a loss to the player who drew from an empty deck. All items on the list are finalized so the 3 bugs would be splat, the winning player would win, and the losing player would lose simultaneously.

4) The game repeats **step 1**, checking again to make sure all game statuses needing to be finalized have been finalized and if more remain, then the game repeats **step 2** and **step 3** again. If none remain then the game progresses.

WEB THREAD STATUS ADVANCED INTERACTION EXAMPLE

If a **Gilded Sentry Ants** and a **Gold Field Ants** are on the Field, and they would be **simultaneously** damaged by an **Acid Rain:**

1) 1 damage would be marked on each of the bugs **simultaneously**.

2) Gilded Sentry Ants has 2 DEF but would have 1 damage marked on it and Gold Field Ants has 1 DEF with 1 damage marked on it, bringing its DEF to 0.

3) Gold Field Ants would splat from having 0 DEF, however its triggered splat ability will **not** trigger yet.

4) With Gold Field Ants gone, Gilded Sentry Ants will now have 1 DEF with 1 damage still marked on it and thus will now have 0 DEF.

5) Gilded Sentry Ants would be **splat** from having 0 DEF.

6) The splat trigger from Gold Field Ants will now trigger, creating a web.

PHASES OF A TURN

Beginning Phase

1. Ready your exhausted cards (by turning them vertically).
2. Any **"beginning of turn"** effects happen.
3. Draw a card.

Main Phase

You may perform the following actions in any order:
• Play bugs, items, and support cards onto your Field.
• Play action cards.
• Place one bug into your Hive from your hand.
• Move one **non-dizzy, non-token** bug on your Field into your Hive by exhausting it to Retreat it.
• Play one readied bug from your Hive onto your Field by paying for it.
• Equip bugs and activate abilities.
• Exhaust bugs to Devote with them and gain devotion.

Combat Phase

Please refer to "Steps of Combat" on the next page!

End Phase

1. Priority is passed in turn order.
2. All damage is removed from bugs.
3. Any **"end of turn"** effects happen.

STEPS OF COMBAT

1. Attack Step

a. The player whose turn it is declares any **readied** bugs that they are attacking with and which enemy player each bug is attacking.
b. Attacking bugs are **exhausted**.
c. Any **attack triggers** are activated.

2. Block Step

a. In turn order, defending players may declare if any **readied** bugs will block attacking bugs. Multiple bugs may block one bug, but one bug can't block more than one bug unless an ability allows it to.
b. Any **block triggers** are activated.

> If a blocking bug is removed from combat before the Damage Step, the attacking bug that it was blocking is still considered to have been blocked.

3. Damage Step

a. The **ATK** of both attacking and blocking bugs are dealt as damage to the other's **DEF** (If multiple bugs are blocking an attacking bug, the **attacking** player decides in what order damage is dealt. If one bug is blocking multiple attacking bugs, the **defending** player decides in what order the damage is dealt back).
b. Bugs with a resulting **DEF** of **0** are splat.
c. Unblocked damage and excess damage from **Stomp** is dealt to the defending player's devotion.
d. Damage triggers are activated (An enemy is still considered to have received damage even if their devotion was at 0 and couldn't be lowered).

KEYWORD ABILITIES

Some abilities in **Shard Bugs** are shortened to a single **keyword** for ease. Keyword abilities can also be gained by effects. Those abilities are:

Aggro: This bug is not dizzy.

> If a bug that was just played or changed control has Aggro, but somehow loses the Aggro ability on the same turn it was played or changed control, it will become dizzy.
> If a dizzy bug gains Aggro via an effect or an ability, it is no longer dizzy while it has Aggro. If it then loses Aggro on that same turn it was gained, it will become dizzy again.

Bounty N: When this bug splats another bug on the Field or in a Hive, make **N** Bounty tokens.

> This ability triggers anytime a bug with Bounty splats another bug via combat damage, ability, or ability granted to it by an equipped item, support card, or action card.

Focus: When this bug attacks, you may force target enemy bug to block it if possible.

> (*See Focus Ability Clarifications on page 35 for a more in-depth breakdown of the Focus ability*).

Hardshell: This bug gains **+1 DEF** until end of turn when blocking.

> This ability triggers once whenever a bug with Hardshell is declared as a blocker of an attack for one or more bugs, and specifically triggers in **Block Step 2b** of the **Combat Phase.** This effect lasts until the end of the turn, **Step 3** of the **End Phase.**

Plink N: When this bug is played, it deals **N** damage to target bug.

A legal target for Plink must be chosen at the time that Plink is **triggered**. If there are no other bugs on the field, the bug with Plink will be forced to target **itself**. If there are somehow no legal targets to choose, the Plink ability will fizzle.

If the bug with the triggered Plink ability is removed from the Field before the Plink ability can successfully resolve, the Plink ability will fizzle. (The bug with Plink must remain on the Field when Plink resolves for it to successfully deal damage to a target.)

Stomp: This bug deals excess combat damage to defending player's devotion.

"Excess combat damage" refers to any combat damage that exceeds the amount of combat damage necessary to kill a blocking bug, taking into account any damage altering effects such as **Resistance** or **Hardshell** (*example: an attacking bug with Stomp and Flying has 5 ATK and is being blocked by a bug with Tunneling that has 2 DEF and Hardshell. The attacking bug must deal 4 damage to the blocking bug to splat it, resulting in 1 excess damage*).

If an attacking bug with Stomp is blocked by **multiple** bugs, it must deal enough damage to splat each individual blocking bug before excess combat damage is determined.

Venom: This bug deals combat damage to other bugs without Venom in the form of **-1/-1 counters** instead of normal damage. Combat damage dealt to players remains normal. (*Reminder: counters don't fall off when moving a bug from the Field to the Hive!*)

When a bug with Venom deals combat damage to a bug without Venom in Damage **Step 3a** of the **Combat Phase**, the -1/-1 counters are added in place of combat damage. First the combat damage amount is determined, and after the damage has "resolved," an amount of -1/-1 counters are added to the blocking bug equal to the amount of combat damage that bug received. This happens simultaneously when the **Web Thread Status** is checked by the game, and at no point during this moment is priority passed.

A blocking bug is still considered to have received combat damage even though the damage was in the form of -1/-1 counters.

FOCUS ABILITY CLARIFICATIONS

The Focus ability is a **Triggered Ability** that is triggered during the **Attack Step 1c** of the **Combat Phase** when the bug that has the Focus Keyword Ability successfully declares an attack.

When the Focus ability is triggered, the controller of the bug with Focus may decide to choose a target enemy bug to be **"Lured"** into blocking it. If the attacking player chooses to target an opponent's bug, that target must be chosen at the time that Focus is triggered, and must be a legal target (targeted bug must be Readied and legally able to block an attack). If no legal target is available at the time that Focus is triggered, the option to choose a target will automatically be declined.

A **"Lured"** bug is any bug that has been chosen as a legal target by a Focus ability trigger that has successfully resolved on the web during the **Attack Step 1c** of the **Combat Phase**, before it is automatically assigned as a blocking bug in the **Block Step 2a** of the **Combat Phase.**

If the attacking bug (referred to as bug A) with Focus is removed from the Field before the triggered Focus ability resolves on the web, any bug that was targeted to be "Lured" (referred to as bug B) by bug A's Focus ability is not considered to have been "Lured." If the Focus ability successfully resolves and bug B is successfully "Lured," but the attacking bug A is removed from combat before the start of the **Block Step 2** of the **Combat Phase**, bug B is no longer "Lured" and thus no longer forced to block the attack because there is no longer an attack from bug A to block when the Block Step begins. The controller of bug B may choose to assign it to block as it normally would now, assuming it is still legally able to do so during the **Block Step.**

Any bug that was successfully "Lured" during the **Attack Step**, and still remains on the Field and legally able to block an attack when **Block Step 2a** of the **Combat Phase** begins, will automatically be assigned to block the bug that "Lured" it in **Step 2a** of the **Combat Phase.** "Lured" bugs are automatically assigned to block **before** the defending player chooses to assign other non-"Lured" bugs to block attacking bugs. A defending player may still choose to assign additional bugs to block a single attacking bug with Focus in addition to the "Lured" bug that is already forced to block that bug; "Luring" a bug using Focus does not prevent an opponent from assigning additional bugs to block the attack.

If multiple attacking bugs have Focus, even though the attacking bugs are **simultaneously** attacking, the attacking player must choose in which order the multiple instances of Focus will trigger and be added to the **web.**

A single bug may be targeted by **multiple** instances of Focus triggers, however only the **first** successfully resolved instance of Focus will result in that bug being successfully "Lured," and any other instances of Focus targeting that same bug will fizzle upon attempting to resolve as you may not "Lure" a bug that has already been "Lured."

TERMINOLOGY

Ability: Any text printed within the ability panel of a card, or ability granted to a card based on that card's inherent characteristics (**special ability**). Some abilities may also be gained by a card via the effects of another card's ability, usually denoted by the term "**gains**". Any references by a card to "ability" or "abilities" do **not** include special abilities, unless specifically stated.

Any ability that says something **cannot** happen will always take precedence over an ability that says it **can** happen.

Activated Ability: A non-special ability that permanents can have or gain that can be activated by first paying any **costs** associated with the ability. Activated abilities of permanents can only be activated while that permanent is on the **Field** unless otherwise stated.

If the full legal costs of an activated ability cannot be paid to successfully activate the ability, then the ability cannot successfully be paid for and thus cannot resolve.

An activated ability may be activated as many times as the controller can afford to pay the full costs to activate the ability, unless the ability specifically states that there is a limit to the number of times it can be activated (*example: "Once per turn" being specified in the ability text after the activation cost*).

Example: "Splat this bug: Target enemy loses 1 Devotion."

Controller: The player who is currently able to take actions with a card.

Damage: The act of successfully attacking or dealing damage to an enemy or enemy bug. Damage does not require a player's devotion to change if it is already at 0. With the exception of equipped items, damage is considered to be dealt by its **source** (*example: if a support card states to "deal 3 damage," that damage has been dealt by that support card*). In the case of equipped items, damage is dealt by the bug that it is equipped to.

Devote: A special ability inherent to bug cards that a player may activate by exhausting a bug they control on their Field with a **Devotion Value** greater than **0**. When the Devote ability resolves, the bug's controller gains an amount of Devotion equal to that bug's **Devotion Value.**

Dizzy: The state of a bug which has just entered the **Field** and/or hasn't been under its controller's control since the beginning of its controller's turn. If a non-bug permanent becomes a bug, whether permanently or temporarily, that bug will be dizzy if the permanent wasn't under its controller's control since the beginning of its controller's turn. Dizzy bugs can't be exhausted to **attack**, **Devote**, **Retreat**, or to **activate its own abilities**. A dizzy bug may still be exhausted by other effects or abilities, or to pay for costs of abilities belonging to other cards.

Dust Ability: Any ability that generates or gains Dust, whether it is via an activated ability, triggered ability, or special ability.

Dust Abilities do not trigger a web, nor are they added to an existing web.

Example: "⤵: Gain 🌙"

Enemy: A player that is not you. Enemy cards refer to cards controlled by a player that is not you.

Exhaust: The act of turning a card **horizontally** to denote that it is exhausted and can't perform relevant actions. Some abilities may require their respective card to be exhausted to activate, which is denoted by a symbol ⤵ .

Equip Ability: An activated ability that is characteristic of non-relic item cards that, when activated, allows that item to be equipped to a target.

Generate: A special ability inherent to bug cards that allows it to exhaust specifically while in the Hive in order to generate Dust. An aligned bug generates Dust of their **alignment** or neutral Dust if they are **unaligned.** This ability is considered a Dust Ability.

Once per turn: A designation that an ability can only be activated or triggered once per turn. If pertaining to an activated ability, any costs associated with activation can only be paid once per turn. If pertaining to a triggered ability, the ability **must** be triggered the first time each turn that it's able to be.

Owner: The player whose deck is the deck from which a card originated.

Passive Ability: A non-special ability that permanents can have or gain that will remain in **constant** effect and does **not** need to be activated or triggered to take effect. Passive abilities of permanents are active only while that permanent is on the **Field** unless otherwise stated.

Example: "Your items cost 1 less to play."

Permanent: Any card that remains on the Field or in the Hive after being played, placed, or created; **Bugs, Items, Supports**, and **Tokens** are all permanents.

If an effect, such as **Twilight's Charm**, exhausts a bug until a specific time, it still applies to the permanent even if it stops being a bug.

Play/Played: A permanent is considered **"played"** when that permanent enters the **Field** from another **Zone** after its owner pays the dust costs and any other costs required to play that permanent. A non-permanent card (**action** card) is considered "played" when its owner pays the dust costs and any other costs required to play that card, and has chosen any required targets (if applicable).

A player cannot respond to the costs of a permanent card being paid before it enters the Field and is considered to have been played. A web is created and priority is passed **only** after the permanent enters the Field from another Zone after paying its costs.

If a permanent that was played has an ability that triggers when it is played, that ability triggers immediately as it is played and enters the Field. At no point does priority pass between that permanent being played and its ability being triggered. Priority is only passed after the triggered ability triggers, before it resolves.

A web is created and priority is passed after costs of a non-permanent card have been paid and any applicable targets have been chosen, **before** the card resolves on the web.

If a permanent moves to the Field from another Zone without the required costs being paid, it is not considered to have been played, it simply moved Zones (*example: Poison Gas*).

A bug card is never played to the Hive from another Zone, but rather it is considered to have been **moved** to the Hive or **placed** in the Hive.

When action cards are played that specify objects in a Zone, they only affect the objects in that Zone at the time they resolve. Action cards will not affect objects that appear in that Zone after the action card has resolved, unless they specify otherwise (*example: Antpocalypse will only affect Ants currently on the Field at the time it resolves; it will not affect Ants that enter the Field after it has already resolved on the web*).

Ready: The act of turning a card vertically to denote that a card is readied (non-exhausted) and can perform relevant actions.

Retreat: An special ability inherent to bug cards that a player may activate by exhausting a non-dizzy, non-token bug on their Field to move it from the Field into their Hive.

Special Ability: An ability of a card that is not located or gained within the ability panel, but rather is granted to the card based on that card's special inherent characteristics. Any references by a card to "ability" or "abilities" do not include special abilities, unless specifically stated.

Bug cards have 3 different special abilities: **Devote** and **Retreat** which may be activated while on the Field, and **Generate** from within the Hive.

Splat: The act of sending a card to the **Splat Zone**. With the exception of played action cards, a card that is sent to the Splat Zone is considered to have been splat. If a token would be sent to the Splat Zone, it is removed from the game instead, but is still considered to have been splat before it is removed.

Splat Ability: A triggered non-special ability found within the ability panel of a permanent, or gained by a permanent via a separate ability or effect, that specifies an effect or effects that will trigger once that permanent has successfully been splat, no matter where it was splat from (Field, Hive, Hand, or Deck).

Example: "When this bug is splat, gain 2 Devotion."

Target: A selected card or player. Only permanents on a player's **Field** can be targeted unless otherwise stated.

If an ability or effect specifies for a player to choose a target, a valid target must be chosen. If a target cannot be chosen, that part of the ability or effect **fizzles**.

If an action card requires you to choose a target as it is played, a valid target must be chosen. If a valid target cannot be chosen, it cannot be played.

If a card has a modular ability that allows you to choose different options for a target when it is played, and a target that was chosen is no longer valid upon the ability resolving, then the ability cannot successfully resolve and thus it fizzles (*example: you play **Magnifying Blast,** targeting your **Antonio** that you control on your Field to deal 5 damage to it, but in response your opponent plays **Poison Gas.** Your opponent chooses to move your Antonio into your Hive and move another bug out of your Hive onto your Field. When Magnifying Blast tries to resolve, it is still targeting your Antonio which is no longer a valid target as you chose the option to deal 5 damage to a bug on the Field, and now he is no longer on the Field so the ability cannot successfully resolve and the Magnifying Blast will fizzle*).

Triggered Ability: A non-special ability that permanents can have or gain that will **automatically** be triggered when a specific condition is met, and only trigger while that permanent is on the **Field** unless otherwise stated.

If a player controls multiple simultaneous triggered abilities, that player may order the triggered abilities to be added to the web in whatever order they choose.

Example: "When this bug attacks, gain 1 Devotion."

Zone: A specific location that game pieces may occupy in a game. The available Zones are: **Hand**, **Hive**, **Field, Splat Zone**, **Deck Zone**, and **Avatar's Throne**.

A player has a Hand even if they have no cards in it.
A player has a Deck even if they have no cards in it.
A player can fail to find a card when searching through a Hand, Deck, or Splat Zone, even if a card exists that can be chosen, unless it is specifically required.

TURNS AND TIE BREAKERS

If playing a **timed** match, and the round timer runs out, players will move to the final turns of the round. Whichever player is actively taking their turn when the timer runs out will be on **Turn 0.**

Starting with Turn 0, the players continue to play for **3** more consecutive turns between them, and then the round concludes after Turn 3 has ended. Turn 3 will **always** be played by the opponent of the player who started on Turn 0.

Whichever player has the most Devotion by the end of Turn 3 **wins** the game. If both players are still tied for Devotion by the end of Turn 3, the game results in a **tie**.

HOW TO DRAFT

Drafting is easy! You just need a minimum of **35** cards in your deck -but you can have more than that if you want!

Each player gets **4** packs. Whenever you receive a pack or open a new pack, pick a card and pass the rest. No need to worry about a token slot, all of the tokens you need are included in a token pack that can be found in every box!

Everyone's first pack is passed to the **left** until there are no cards left. Everyone's second pack goes to the **right**. The third pack goes to the **left**. And, finally, the fourth pack goes to the **right**.

Feel free to pick any cards that look good. In draft, aligned bugs generate **Draft Dust** – that's dust that can be used to pay any dust cost! But remember, unaligned bugs still only generate neutral dust.

When all 4 packs are done, choose a cosmic avatar to lead your deck. The boxtopper pack will contain token versions you can use, as well as a prize card for whoever wins!