

LEARN TO PLAY



**SHARD
BUGS**

VER. 2.4
TERRAFORM



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TRYING TO FIND SOMETHING? CHECK THESE PAGES!

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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**, **Mars** and **Terra**. 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. Look on the next page for more info!

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.

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**, **terran**, 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.

When a bug is in your **Hive**, you may **exhaust** it (by turning it sideways) to generate one dust of its Shard Type. That dust stays until it's used or until the end of the phase it was generated.

DUST COST

NEUTRAL
COST

SHARD COST
& SHARD TYPE



Solar



Lunar



Meteor



Terra

DEVOTION

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? During your **Main Phase**, you may exhaust the bugs you control on your **Field** to add devotion equal to their **Devotion Value** to your total count. Bugs that just came into play—also known as **dizzy** bugs—can't be exhausted to devote while dizzy. A Bug must have a Devotion Value of at least 1 to be exhausted to Devote. Its Devotion Value is recorded when it Devotes, and you gain that much Devotion when the ability resolves, even if that Bug leaves the Field. By default, **token Bugs** have a Devotion Value of 0.



DEVOTION VALUE

PLAY AREA



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.

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.
and ♣ **Terra**, of the terran alliance.

In addition, they have abilities that can be activated from their Throne for a special effect! Avatars can't target bugs in a player's Hive unless a card says otherwise.

Each Avatar ability may normally be activated **once per turn** and only during your Main Phase unless that ability states otherwise.



BUG CARDS

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.



BUG CARDS, CONTINUED . . .

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, move to Hive, 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 put a bug from your hand into your Hive for free. Bugs can be exhausted to generate dust as soon as they are put into the Hive.
- Once per turn, you may **Promote** one readied Bug from your Hive by paying its Dust Cost. It can't Generate Dust to pay for its own Promote cost. A Promoted Bug becomes dizzy and **counts as being played** from the Hive.
- Once per turn, you may **Retreat** one non-dizzy, non-token Bug on your Field by exhausting it. Retreat uses the Web and moves that Bug into your Hive when it resolves.
- A **token bug** cannot be exhausted to be moved into the Hive.

Damage dealt to a Bug is marked on it and does not reduce its DEF. A Bug is Splat if it has damage marked on it equal to or greater than its DEF, or if its DEF is 0. If a **token Bug** would be Splat, it is removed from the game instead, but is still considered Splat.

BUG TRAITS

Some bugs have one or more **traits** and **resistances** that are indicated by icons found at the bottom of their card. 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

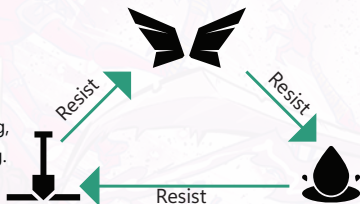
RESISTANCE



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:

Flying resists swimming,
swimming resists tunneling,
and tunneling resists flying.



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. 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 control any number of non-Relic Items with the same name. Relics are unique, so you may control only one Relic with a given name. Equipping an item requires you to target a bug on your Field, and a bug may be equipped with any number of items.



ITEM CARDS, CONTINUED . . .

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 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



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.

There are four item subtypes in **SHARD BUGS**: **weapon**, **armor**, **consumable**, and **relic**.

ACTION CARDS

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

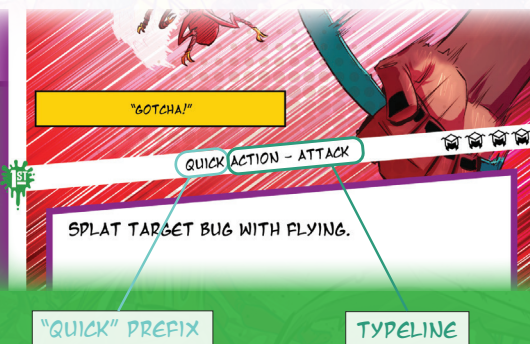
Unlike other cards in **SHARD BUGS**, Action cards are added to the **Web** when played. After an **Action resolves**, put it into its owner's **Splat Zone**. An Action put there this way is **not considered Splat**.



QUICK SPEED

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!

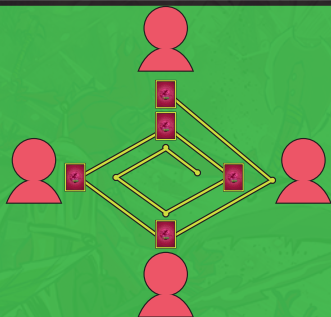
Any subtype of action card can have the “quick” prefix. Similarly, some **abilities** state that they can be activated at quick speed. Quick actions and quick speed abilities can also be played and activated normally during your **Main Phase**.



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. It's important to note, however, that generating dust does **not** create a 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** . . .



PRIORITY AND WEBS, CONTINUED . . .

Action cards and non-Dust activated or triggered abilities are added to the Web. Bugs, Items, and Supports enter the Field immediately when played and are not added to the Web. After a card is played or a non-Dust ability is activated or triggered, players receive priority to respond at Quick Speed. **Dust Abilities do not use the Web.**

When all players pass, the Web resolves one thread at a time, beginning with the most recently added thread - **“first in, last out.”** If resolving a thread creates another Web or priority sequence, finish the current thread, handle that Side Web completely, then return to the original Web.

While a web is resolving, priority does not change unless a new ability triggers, at which point a side web is spun and priority is then passed to players again starting in turn order. Once that side web resolves, the original web continues to resolve again, holding priority until the web is fully resolved or another new ability triggers.

Cards and abilities aren't the only thing that can create a web of priority, however! Whenever a **phase of a turn** or a **step of a phase** comes to an end, with the exception of the **End Phase**, each player also gains priority in turn order, again starting to the left of whoever's turn it currently is.

Priority and webs are one of the most complex parts of **SHARD BUGS** —but don't worry! Most two-player games are a lot simpler than this in practice. Generally, if a player wishes to respond, they will simply let you know after you play a card, activate an ability, or end a phase or step.

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**.

PHASES OF A TURN

BEGINNING PHASE

1. Your dizzy Bugs stop being dizzy.
2. Ready your exhausted cards.
3. Handle beginning-of-turn abilities.
4. 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.
- Retreat, non-token bug on your Field.
- Promote bug in your Hive by paying for it.
- Equip bugs and activate abilities.
- Exhaust bugs to gain devotion.
- Use your Avatar's ability (Once per turn)

COMBAT PHASE

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

END PHASE

1. Handle end-of-turn abilities.
2. Players receive priority.
3. Remove all damage from Bugs
4. Effects that last until end of turn expire.

STEPS OF COMBAT

1. START OF ATTACK STEP

- a. Start-of-combat abilities trigger, then players receive priority.

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. Abilities trigger, then players receive priority.
- d. Choose damage order for multiple blockers during the Block Step.

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.

3. DAMAGE STEP

- a. Attacking and blocking Bugs deal combat damage equal to their ATK. Damage dealt to Bugs is marked on them and does not reduce their DEF.
- b. Bugs with marked damage equal to or greater than their DEF, or with DEF 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.)
- e. End-of-combat abilities trigger, then players receive priority.

KEYWORD ABILITIES

Some abilities in **SHARD BUGS** are shortened to a single word for ease. Those abilities are:

Aggro: This bug is not dizzy.

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

Focus: Focus: When this Bug attacks, you may choose target readied enemy Bug that could block it. That Bug must block this Bug if able.

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

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

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

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!)

Camouflage: If this bug is readied, it can't be targeted by enemy **Actions** or **Abilities**.

Fury: This Bug gains +1 ATK while attacking.

Swarm: Swarm: If you played a Bug this turn, this Bug costs 1 Neutral Dust less to play.

KEYWORD ABILITIES (CONTINUED)

Ambush: You may play this Bug from your Hand at Quick Speed.

Lull: Exhaust that Bug. It doesn't ready at the beginning of its controller's next turn. Multiple Lulls before that turn don't cause it to skip additional turns.

Promote: Play a readied Bug from your Hive onto your Field by paying its Dust Cost. Normally, you may Promote once per turn.

Retreat: Exhaust an eligible Bug on your Field to move it into your Hive. Normally, you may Retreat once per turn.

Terraform: Make a Shardblossom, Drawshroom, or Dustweed token you don't already control. Terraform Tokens enter exhausted.

Metamorphosis - [cost]: [effect]. A Bug can activate its Metamorphosis only once. Metamorphosis is activated at normal speed and uses the Web. Moving between the Field and Hive **doesn't reset it**.

TERMINOLOGY

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

Damage: Damage can be dealt to Bugs or players. Damage dealt to a Bug is marked on it; damage dealt to a player lowers their Devotion. Damage is dealt by its source. If an equipped Item causes damage, that damage is dealt by the Bug it is equipped to unless the Item says otherwise.

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. Dizzy bugs can't be exhausted to attack, devote, move to Hive, or to activate its own abilities.

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 (⏏).

Generate: To produce, gain, or generate Dust from an ability or effect. Bugs in the Hive may exhaust to generate Dust of their alignment, or neutral Dust if they are unaligned.

TERMINOLOGY, CONTINUED . . .

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.

Played: When the costs of a bug, item, or support card have been paid for and it enters the Field, or when costs of an action card have been paid for.

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

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.

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

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 THE
PERSON WHO WINS!

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