

INFESTED INSIDER

BUG WEB NEWS
#3 | HOLIDAY 2025



RAW

INFESTED INSIDER BUG WEB NEWS

COMMUNITY MANAGER'S CORNER - SHARD BUGS \$10K SPLAT ROYALE CHAMPIONSHIP TOURNAMENT

GREETINGS HIVE!

KEVMO HERE. SINCE THE LAST ISSUE OF INFESTED INSIDER, WE'VE HAD MAJOR HAPPENINGS IN THE WORLD OF SHARD BUGS. WE HELD SEVERAL MORE \$1K TOURNAMENTS, WHICH BROUGHT IN NEW PLAYERS AND STORE CHAMPIONS. WE ALSO ONBOARDED SEVERAL GAME STORES TO OUR GROWING LIST OF RETAIL LGS PARTNERS. PERHAPS THE BIGGEST EVENT TO TAKE PLACE RECENTLY, HOWEVER, WAS OUR \$10K TOURNAMENT. ON OCTOBER 8TH, THE VERY FIRST ANNUAL \$10K SPLAT ROYALE CHAMPIONSHIP TOURNAMENT TOOK PLACE AT THE CHARLOTTE COUNTY FAIRGROUNDS, IN PORT CHARLOTTE, FL, DURING WHICH WE ALSO PREMIERED THE STANDARD EDITION OF SET 1: THE BUG-INNING, AS WELL AS AN EARLY SNEAK PEAK OF OUR UPCOMING SET RELEASE SCHEDULE.



KEVMO, SHARD BUGS TCG COMMUNITY MANAGER

OVER 30 SHARD BUGS PLAYERS GATHERED FOR THE KICKOFF \$10K TOURNAMENT, WITH MOST COMING IN FROM THE EAST COAST. ONE OF OUR RETAIL STORE PARTNERS, MYSTIC FORGE, LOCATED

IN PORT CHARLOTTE, WAS SET UP AS A VENDOR. SHARD BUGS ARTIST ARIEL AKA RAY OF SAND WAS ALSO IN ATTENDANCE, SIGNING CARDS AND SELLING ART PRINTS AND ARTIST PROOFS. ARIEL TRAVELED ALL THE WAY FROM CHILE JUST TO BE A PART OF THIS EVENT, AND THE PLAYERS WERE VERY EXCITED TO HAVE THE CHANCE TO MEET THE ARTIST BEHIND SOME OF THEIR FAVORITE CARDS. FELLOW SHARD BUGS ARTIST ZIPDRAW WAS SCHEDULED TO ATTEND, HOWEVER, DUE TO SOME UNFORTUNATE ISSUES WITH HIS FLIGHT, HE WAS UNABLE TO ATTEND. ZIPDRAW WAS VERY MUCH MISSED BY EVERYONE, AND WE HOPE TO HAVE HIM JOIN US FOR NEXT YEAR'S EVENT. LAST, BUT NOT LEAST, THE ENTIRE SHARD BUGS DEV TEAM WAS ALSO IN ATTENDANCE. THIS WAS A RARE MOMENT INDEED, AS OUR FULL TEAM IS SPREAD ACROSS THE COUNTRY, SO IT WAS VERY EXCITING FOR SOME OF THE PLAYERS TO BE ABLE TO MEET AND GREET WITH THE ENTIRE TEAM IN ONE PLACE. WE ALSO HAD A VARIETY OF SHARD BUGS BRANDED SHIRTS AND HATS FOR THOSE WHO WANTED TO REP THE SHARD BUGS BRAND, AS WELL AS A SUPPLY OF ACRYLIC CASES, PROVIDED TO US BY OUR PARTNER, BEARISH CASES.

WE HAD SEVERAL SPECIAL AND EXCLUSIVE MOMENTS DURING THIS EVENT, THE FIRST OF WHICH WAS THE PRE-RELEASE OF THE STANDARD EDITION OF SET 1: THE BUG-INNING. MYSTIC FORGE WAS SELLING BOOSTER BOXES A HANDFUL OF DAYS AHEAD OF THE OFFICIAL LAUNCH DAY, AND PLAYERS WERE VERY EXCITED AND EAGER TO GET THEIR HANDS ON IT. THE FEEDBACK WAS AMAZING, AND THE PLAYERS LOVED



CRACKING PACKS ON THE SPOT, CHASING THE NEW SECRET RARES, ALTERNATE ARTS, AND SERIALIZED CARDS. ABOUT HALFWAY THROUGH THE EVENT, WE TOOK A BREAK TO SHARE SOME EXCLUSIVE PREVIEWS OF ARTWORK FROM OUR NEXT UPCOMING SET, AS WELL AS A BREAKDOWN OF THE NAMES AND THEMES FOR THE NEXT UPCOMING HANDFUL OF SETS, INCLUDING SOME BRAND NEW AVATARS. THE PLAYERS WENT NUTS OVER THESE SPOILERS, AND THEY VERY QUICKLY FOUND THEIR WAY TO THE SHARD BUGS DISCORD SERVER, BRINGING WITH THEM A WHOLE BUZZ OF EXCITEMENT FROM THE COMMUNITY. FINALLY, THIS WAS ALSO THE VERY FIRST EVENT IN WHICH WE INTRODUCED EXCLUSIVE CHAMPION PLAYMATS FOR THE TOP WINNERS. THESE WERE SHIPPED POST-EVENT TO THE TOP 8 PLAYERS, WITH A VERY SPECIAL VERSION FOR THE 1ST PLACE WINNER. THESE SPARKED A LOT OF EXCITEMENT FOR THE COMPETITIVE PLAYERS IN THE COMMUNITY.

OVERALL, THE EVENT WAS A BIG SUCCESS, AND WE ARE QUITE HAPPY WITH THE AMOUNT OF POSITIVE FEEDBACK WE RECEIVED FROM THE PLAYERS WHO ATTENDED, AS WELL AS THE EXCITEMENT WE'VE ALREADY SEEN FROM THE COMMUNITY FOR NEXT YEAR'S \$10K. THOUGH AS SUCCESSFUL AS IT WAS, WE LEARNED A LOT FROM THIS EVENT, AND WE HOPE TO USE OUR EXPERIENCES THERE TO UP THE GAME AND MAKE NEXT YEAR'S \$10K SPLAT ROYALE EVEN BETTER. WE ARE ALREADY WORKING DILIGENTLY BEHIND THE SCENES, AND WE CANNOT WAIT FOR THE COMMUNITY TO SEE WHAT WE HAVE IN STORE FOR THE NEXT ONE.

AS FOR WHAT'S NEXT? WE HAVE THE STANDARD EDITION OF SET 2: FIRST

BOUNTY RELEASING EARLY NEXT YEAR, INTRODUCING NEW ALTERNATE ART SECRET RARES TO CHASE, AND SERIALIZED CARDS TO FIND. UNTIL THEN, THAT'S ALL FOR NOW, STAY TUNED FOR MORE EXCITING NEWS FROM THE WORLD OF SHARD BUGS!

- KEVIN, AKA KEVMO, SHARD BUGS COMMUNITY MANAGER

FIRST BOUNTY REDEMPTION CARDS

IN CASE YOU MISSED THE BIG NEWS, SOMETHING NEW TO SHARD BUGS WITH THE FIRST BOUNTY EXPANSION WAS THE INCLUSION OF REDEMPTION CARDS. REDEMPTION CARDS, AS THE NAME IMPLIES, CAN BE REDEEMED FOR ONE OF TWO EXTRA COOL SHARD BUGS PRIZES. YOU MAY BE ASKING YOURSELF "HOW DO I OPEN A REDEMPTION CARD, AND WHAT ARE THE PRIZES?"



WANTED SPLAT! FIRST BOUNTY REDEMPTION
CARD 1 OF 15.



REDEMPTION CARDS CAN BE FOUND INSIDE OF TOKEN PACKS, WHICH CAN BE FOUND IN 1ST EDITION FIRST BOUNTY BOOSTER BOXES. YOU MUST BE SUPER LUCKY TO OPEN A REDEMPTION CARD, AS ONLY 15 OF THEM CAN BE FOUND WITHIN THE 2,500 1ST EDITION FIRST BOUNTY BOOSTER BOXES THAT WERE PRODUCED. IN ADDITION, THE REDEMPTION CARDS ARE SERIALIZED, ADDING A DEGREE OF COLLECTABILITY, IF ONE WERE TO NOT TRADE IT IN FOR ONE OF THE TWO INCREDIBLE PRIZES.

THERE ARE TWO DIFFERENT PRIZES SHARD BUGS COLLECTORS CAN TRADE THEIR REDEMPTION CARD IN FOR. ONE IS A SET OF UNCUT CARD SHEETS FROM FIRST BOUNTY. THE SEEMINGLY MORE DESIRABLE PRIZE, HOWEVER, IS THE OPTION TO CREATE A CARD FOR AN UPCOMING SHARD BUGS EXPANSION. AS OF DECEMBER 10TH, REDEMPTION CARDS 1, 4, 7, 8, 10 AND 13 HAVE BEEN FOUND. UNSURPRISINGLY, FOUR OF THE SIX SHARD BUGS PLAYERS HAVE OPTED TO CREATE A CARD. WHO WILL BE THE COLLECTOR LUCKY ENOUGH TO LEAVE THEIR MARK ON SHARD BUGS HISTORY?

IF YOU'D LIKE TO KEEP TRACK OF WHICH FIRST BOUNTY REDEMPTION CARDS HAVE BEEN FOUND, VISIT THE #WANTED-REDEMPTION-CARDS CHANNEL ON THE OFFICIAL SHARD BUGS DISCORD SERVER.

SOL'S RADIANCE, RINFAP THE FIREBREATHING, & URAMA THE DESTROYER MAIL-IN REPLACEMENT CARDS

IN THE CASE YOU PURCHASED ANY 1ST EDITION FIRST BOUNTY OR STANDARD

EDITION THE BUG-INNING BOOSTER PACKS, PLEASE BE AWARE THAT BOTH PRODUCTS HAD COSMIC RARE(S) THAT WERE MISPRINTED.

SOL'S RADIANCE, FROM FIRST BOUNTY, RECEIVED THE WRONG CARD TYPE AND RULES TEXT. IT SHOULD BE TREATED AS A QUICK ACTION - EFFECT THAT READS "ENEMY BUGS CAN'T BE EXHAUSTED FOR DEVOTION THIS TURN."

TWO CARDS WERE REGRETTABLY MISPRINTED IN THE-BEGINNING'S STANDARD EDITION. RINFAP THE FIREBREATHING HAS INCORRECT STATS AND THE WRONG KEYWORD ABILITY. HE SHOULD BE PLAYED AS A 4/4 WITH AGGRO, RATHER THAN A 5/5 WITH FOCUS. THE REST OF HIS RULES TEXT IS CORRECT. URAMA THE DESTROYER'S ABILITY SHOULD READ "E: SPLAT THE TOP 3 CARDS OF TARGET PLAYER'S DECK."

PLAYERS THAT ARE IN POSSESSION OF THE MISPRINTED SOL'S RADIANCE MAY MAIL THEM INTO THE FOLLOWING ADDRESS, AND IN TURN, THEY WILL RECEIVE THE CORRECTED VERSION. IN THE CASE OF RINFAP AND URAMA, CORRECTED VERSIONS ARE ON THEIR WAY TO SHARD BUGS HQ. MORE DETAILS WILL BE MADE PUBLIC AS THEY ARE AVAILABLE ON THE OFFICIAL SHARD BUGS DISCORD SERVER, AS WELL AS THE INFESTED INSIDER.

SHARD BUGS LLC
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PORT CHARLOTTE, FL 33952

PLAYERS MAY ALSO CONTACT THE SHARD BUGS TEAM VIA EMAIL AT:

INFO@SHARDBUGSTCG.COM.



INSECTS: THE PUZZLE-ING

B Z L M E T E O R V E E Z X Q H K R A K
 P K K I A R L T M Z L A V R C J A H M M
 I V B L A E I W X J T S A O E N M V A W
 R A P U I N A J A O E Q N V U D W S R Y
 T S X H P C S N P K E K T L X T I A U Q
 V F P N D A U B A M B D O G R R G P L R
 Y O Q V Z B R X K G Y P N K D E Q R S A
 J D E T S E F N I N R S I R K Y Y I X T
 E O Q H P B D Z Q L L O O G K T Z I H A
 J B G C U E A Z N O K U M N D P N Q Q V
 W B R I N F A F C M L A P E R B X B L A
 E P D L D I Y U M F L A V S F B P X U M
 Y J M I L P S K B Q L O P T T N M A G R
 O B I B K T A P D P T S C W D J H Z I O
 V K D J Q N Z Z T I D H Y P O S J B H A
 E V A D W O J J O S Z B E F H O R Z I C
 M G M U I Z I N M A O B I M O E L U R H
 N K A P S H N H V X T L B K X U P L K E
 N L W R V A R S J K Y L A E T J Y C Y S
 Y L H F J C N O R C X U J R O F F E Y J

ANTONIO

DAVE

JOPHIEL

MABUA

RINFAP

SOLAR

URAMA

AVATAR

DEVOTION

LOCUST

METEOR

ROACHES

SPIDER

WOOLLY

BEETLE

INFESTED

LUNAR

MORGANA

SNAIL

SPLAT



SHARD BUGS COMIC BOOK RECAP - ISSUE #2 - DAVE'S FIRST BOUNTY

DAVE'S FIRST BOUNTY, ISSUE #2 OF THE SHARD BUGS COMIC BOOK, RELEASED ALONGSIDE THE FIRST BOUNTY EXPANSION. IF YOU HAVEN'T CAUGHT UP WITH THE SECOND EXCITING ISSUE, HERE'S A RECAP!

THE ISSUE STARTS OFF BY INTRODUCING DAVE, A RUN OF THE MILL SNAIL. HOWEVER, HIS LIFE IS SOON CHANGED FOREVER. DAVE SOON ENCOUNTERS A SHARD, AND AFTER MAKING CONTACT WITH IT, FINDS HE HAS GAINED SENTIENCE. DETERMINED TO SEE MORE OF THE WORLD, HE LEAVES THE MEADOW HE CALLS HOME, AND EMBARKS ON AN EXCITING JOURNEY.

DAVE'S FIRST ENCOUNTER IS WITH A VILLAGE, FILLED WITH OTHER SENTIENT BUGS. DISCOVERING THAT THE BUGS IN THE VILLAGE ARE CAPABLE OF CRAFTING TOOLS AND WEAPONS, HE DECIDES TO FORGE A UNIQUE SWORD OF HIS OWN. WITH HIS NEWFOUND WEAPON, DAVE DECIDES TO TAKE UP ARMS AS A MERCENARY. HE SOON LEARNS OF A VICIOUS CREATURE TERRORIZING THE TOWN, AND EMBARKS ON A QUEST TO DEFEAT IT.

DAVE SOON ENCOUNTERS THE BEAST, A LARGE LIZARD THAT RESEMBLES A VELOCIRAPTOR. THE TWO ENGAGE IN COMBAT. DURING THE BATTLE, DAVE SEEMS TO EXPERIENCE FLASHBACKS OF HIS MOTHER BEING ABDUCTED BY A BIRD AS A CHILD. DAVE EVENTUALLY INJURES THE LIZARD, DRIVING IT AWAY FROM THE VILLAGE. RECOGNIZING DAVE'S PROWESS IN BATTLE, THE VILLAGERS SUGGEST HE TRAVEL TO THE NEARBY METEOR CLAN

OUTPOST TO FIND HIS NEXT BOUNTY.

IF YOU'D LIKE TO OWN YOUR OWN COPY OF DAVE'S FIRST BOUNTY, VISIT YOUR LOCAL SHARD BUGS RETAILER.

SHARD BUGS 2026 & EARLY 2027 EXPANSION ROADMAP

DURING THE SHARD BUGS SPLAT ROYALE \$10K TOURNAMENT, SHARD BUGS CREATOR LUIS SILVA GAVE A PRESENTATION WHERE HE WENT OVER DETAILS REGARDING EVERY SHARD BUGS EXPANSION FOR 2026, AS WELL AS THE FIRST FOR 2027. WE'LL BRIEFLY DISCUSS EACH OF THOSE HERE IN THE INFESTED INSIDER.



INFESTATION (Q1 2026) - INFESTATION IS CENTERED AROUND BUILDING LARGE ARMIES OF BUGS, AND INTRODUCES THE LARVA CARD TYPE. MASS CASUALTIES MAY BE AHEAD.



TERRAFORM (Q2 2026) - TERRAFORM WILL BE THE DEBUT OF THE LONG AWAITED FOURTH ALIGNMENT, TERRAN, AND IS REPRESENTED BY THE COLOR GREEN. THE TERRAN CLAN IS LEAD BY TERRA THE TERRAN. TERRAFORM



MARKS THE RETURN OF ANTONIO THE EXILED, WHO IS NOW ALIGNED WITH THE TERRAN. TERRAFORM WILL BE JAMPACKED WITH A VARIETY OF DRUIDIC INSECTS. TERRAN, AS WELL AS THE OTHER TWO ALIGNMENTS THAT WILL DEBUT IN 2026 AND 2027, ARE DEVOTED TO THE PLANET EARTH, RATHER THAN THE COSMOS.



NIGHT OF THE LIVING SWARM (Q3 2026) - NIGHT OF THE LIVING SWARM WILL BE SHARD BUGS' FIRST MINI SET. INSECTS THAT HAVE BEEN OVERTAKEN BY THE DEADLY CORDYCEPS FUNGUS WILL BE THE FOCUS OF THIS EXPANSION, WHICH HAS BEEN HEAVILY REQUESTED BY THE HIVE. NIGHT OF THE LIVING SWARM WILL ALSO INTRODUCE THE INFECTED ZONE TO SHARD BUGS.



ANCIENT SANDS (Q4 2026) - SET IN EARTH'S DRY AND SCORCHING DESERT BIOME, ANCIENT SANDS WILL DEBUT THE SECOND OF THE EARTHEN ALIGNMENTS, HARENA, AND IS REPRESENTED BY THE COLOR ORANGE. SETH IS THE LEADER OF THE HARENA. ANCIENT SANDS WILL FEATURE A VARIETY OF DIFFERENT ARACHNIDS. AH, SCORPIONS!



FROST BITE (Q1 2027) - FROST BITE WILL DEBUT THE FINAL SHARD BUGS ALIGNMENT, GLACIUS. GLACIUS IS LED BY SKADI, AND IS REPRESENTED BY THE COLOR BLUE. FROST BITE WILL FEATURE THE RETURN OF THE POWERFUL ENGINE OF DESTRUCTION, THE BLUE EYES, WHITE DRAGONFLY! WHAT OTHER ICY INSECTS AWAIT US?

BUGS WITH BRIGHT - THE WORLD'S CUTEST SPIDER?

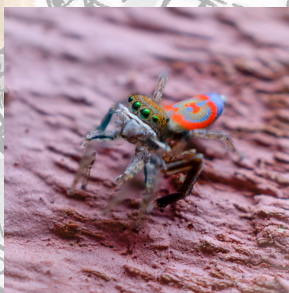
IN THIS SEGMENT OF BUGS WITH BRIGHT, I WILL BE DISCUSSING THE INCREDIBLY COOL SPIDER BEHIND THE CARD WALLACE, FREEDOM SPOODER FROM THE LATEST SHARD BUGS EXPANSION, FIRST BOUNTY. THIS CARD IS NOTED IN THE CURRENT METAGAME FOR ITS ABILITY TO KEEP LOW DEFENSE BUGS ALIVE ON YOUR FIELD. THIS CARD IS BASED ON MARATUS PERSONATUS, ALSO KNOWN AS THE MASKED PEACOCK JUMPING SPIDER.



A JUMPING PEACOCK SPIDER GOES IN FOR A SIP OF WATER.



THE MASKED PEACOCK JUMPING SPIDER, A MEMBER OF THE GENUS MARATUS, IS PART OF THE FAMILY SALTICIDAE, WHICH INCLUDES ALL JUMPING SPIDERS. OTHER THAN ONE SPECIES FOUND IN CHINA, ALL MEMBERS OF THE GENUS MARATUS ARE NATIVE TO AUSTRALIA. PEACOCK SPIDERS ARE WELL KNOWN FOR THEIR BRIGHT COLORATION AND IRIDESCENT PATTERNS ON THE MALES. THESE SPIDERS ARE ALSO RATHER SMALL, RANGING AROUND 4-5MM (0.2 INCHES).



A SEEMINGLY ANXIOUS JUMPING PEACOCK SPIDER.

IN ADDITION TO THEIR BRIGHT COLORATION, THESE SPIDERS ARE WELL KNOWN FOR THEIR ICONIC COURTSHIP DANCES. THIS DANCE CAN BE A MATTER OF LIFE AND DEATH FOR THE MALE JUMPING SPIDERS. THESE COURTSHIP DANCES CAN LAST FOR UP TO AN HOUR. IF THE FEMALE IS NOT IMPRESSED BY THE DANCE, OR IF THE FEMALE IS HUNGRY, THE MALE WILL BECOME HER DINNER.

IN ADDITION TO ALL THESE AMAZING TRAITS, JUMPING SPIDERS IN GENERAL HAVE BEEN THE SUBJECT OF A VARIETY OF STUDIES IN RECENT YEARS. FROM THESE STUDIES, IT HAS BEEN DISCOVERED THAT JUMPING SPIDERS CAN RECOGNIZE OTHERS THEY HAVE PREVIOUSLY ENCOUNTERED. IN ADDITION, A PAPER FROM ROBLES ET AL (2022) DEMONSTRATED THAT JUMPING SPIDERS SEEM TO EXHIBIT REM-LIKE

SLEEPING PATTERNS.

- BRIGHT REED/@BRIGHT_ENTOMOLOGY

EXAMINING THE FIRST 8 WEEKS OF THE FIRST BOUNTY ONLINE METAGAME

THE SHARD BUGS ONLINE LEAGUE HAS COMPLETED ITS FIRST 8 WEEKS WITH FIRST BOUNTY AS PART OF THE METAGAME. WE WILL BE EXAMINING THIS PERIOD OF TIME IN TWO PIECES - THE FIRST, BEFORE FOR THE CAUSE WAS BANNED, AND THE SECOND, CLEARLY AFTER.

FOR THE CAUSE WAS LIMITED FOR THREE OF THE FIRST FOUR WEEKS FIRST BOUNTY WAS LEGAL FOR PLAY IN THAT TIME, LUNAR DECKS DOMINATED THE META, TAKING 50% OF THE TOP 4 FINISHES IN THE FIRST FOUR WEEKS. METEOR AND SOLAR DECKS LAGGED BEHIND, TAKING 31% AND 19% OF THE METAGAME, RESPECTIVELY. IT SHOULD BE NOTED VIRTUALLY ALL OF THESE DECKS WE'RE PLAYING THE BUG-INNING VERSION OF THEIR RESPECTIVE AVATAR. MUCH OF THIS CAN BE ATTRIBUTED TO THE SHEER POWER OF LUNAR DECKS PLAYING FOR THE CAUSE. EVEN FOLLOWING THE LIMITING OF SAID CARD THE SECOND WEEK IN DID LITTLE TO STOP THE CONSISTENCY OF LUNAR FOR THE CAUSE DECKS. IT IS ONE OF THE MOST CONSISTENT HYBRID MIDRANGE-COMBO DECKS THAT I'VE EXPERIENCED IN MY 25 YEARS OF PLAYING TCGS.

FOLLOWING THE BANNING OF FOR THE CAUSE ON NOVEMBER 11TH, THE METAGAME HAS SMOOTHED OUT, WITH ALL THREE ALIGNMENTS SHARING THE METAGAME NEARLY EQUALLY, WITH SOLAR TAKING THE



LEAD WITH 38%, AND LUNAR AND METEOR EACH TAKING AN EQUAL 31%. NOTABLY, PLAYER @RYES ABOVE HAS EARNED TWO TOP FOUR FINISHES WITH SOL, AVATAR OF BRILLIANCE SINCE FOR THE CAUSE WAS BANNED. HERE'S A LOOK AT HIS FIRST PLACE DECKLIST FROM WEEK 6:

AVATAR - SOL, AVATAR OF BRILLIANCE

BUGS - 36

- 4 ANTONIO THE EXILED
- 2 ARMED ARMADILLO
- 4 BEETLE BOOKIE
- 4 CINDER AND SPARKY
- 2 DAVE, HIRED SWORD
- 3 CLOAKED GHOST
- 5 DAVE, AWAKENED
- 5 DIVING BELL SENTRY
- 3 SHADY LADY
- 4 SLUGSMITH

ACTION - 13

- 4 COLLECT BOUNTY
- 3 HERO'S CELEBRATION
- 3 TAKE HOSTAGES
- 3 THE BOOT

QUICK ACTION - 8

- 4 GOOD FORTUNE
- 4 MORNING DEW

SUPPORT - 3

- 3 DISPOSABLE HIDEOUT

FIRST PLACE FINISHERS - \$10K SPLAT ROYALE AND THE DARK SIDE \$1K

\$10K SPLAT ROYALE - 1ST PLACE

PLAYER - @DAKOTA

AVATAR - MARS

BUGS - 57

- 3 BLOODWORM BISHOP
- 3 BULLDOG BULLY
- 3 CLOAKED GHOST
- 5 DESERT LOCUST
- 5 FANATICAL LOCUST
- 5 FAULTLINE MENDER
- 4 METEOR MAMMOTH
- 3 PILLBUG PARAGON
- 3 RAMPAGING RHINO
- 5 RED-HOT HORNET
- 1 RINFAF THE FIREBREATH
- 5 SEA TREE SEER
- 4 SHADY LADY
- 4 SUKE THE ELDER
- 2 TIGERBEAST
- 2 TREACHEROUS ANNELID

ACTIONS - 3

- 3 PANIC

THE DARK SIDE \$1K - 1ST PLACE

PLAYER - @SCRIBEY (DONALD)

AVATAR - LUNA

BUGS - 38

- 4 ANTONIO THE EXILED
- 3 BOBBIT LEVIATHAN
- 4 BOMBER BOTFLY
- 3 CLOAKED GHOST
- 4 DARKNESS DEVOTEE

INFESTED INSIDER
BUG WEB NEWS



3 DARWIN, DEMOLITION EXPERT
3 HAZE GUARDIAN
5 MOTH OF PEPPERED FLAME
5 MOUNTAIN CALLER
4 SPARK RANGER

SUPPORT - 3
3 BLESSING OF LUNA

ACTIONS - 7
1 FOR THE CAUSE
3 MOON BEAM
1 OPEN THE ARCHIVES
1 TORRENTIAL DOWNPOUR
1 TWILIGHT'S CHARM

QUICK ACTIONS - 12
1 FLY SWATTER
4 MORNING DEW
3 STATIC CHARGE
2 THE BOOT
2 VENOMOUS ASSAULT

HIVE MEMBER SPOTLIGHT - EMMETT STOKES/ @SAVAGEKNUCKLER

INFESTED INSIDER - HOW DID YOU GET INTO SHARD BUGS?

EMMETT STOKES - KEVMO AND I, AMONGST OTHER THINGS, PLAY SORCERY: CONTESTED REALM AND ORGAZINE SORCERY EVENTS TOGETHER. WHEN HE STARTED DABBLING IN SHARD BUGS, IT WASN'T LONG AFTER THAT I STARTED MYSELF

II - WHERE SPECIFICALLY ON THE WEST COAST HAVE YOU AND KEVMO SPECIFICALLY GROWN SHARD BUGS?

ES - KEVMO AND I ARE ON THE PRECIPICE

OF ONBOARDING SOME STORES IN OUR AREA. THERE'S SOME PLAYERS I PLAY PAPER WITH AT A STARBUCKS IN SACRAMENTO, BUT I MOSTLY PLAY SHARD BUGS ONLINE JUST 'CAUSE THERE'S MORE PEOPLE TO PLAY WITH THERE. SACRAMENTO IS A GREAT PLACE FOR TABLETOP GAMERS. THERE'S 17 LGS AND GAME PUBS WITHIN 15 MILES OF MY HOUSE.

II - SO WHAT DID YOU LEARN FROM TRYING TO HELP GROW SORCERY THAT YOU WERE ABLE TO APPLY TO SHARD BUGS?

ES - ONE OF MY JUMPING OFF POINTS FOR A NEW STORE IS HOSTING WHAT I CALL COMMUNITY DAYS. IT'S A LEARN TO PLAY WITH A FREE, OR VERY AFFORDABLE, LIMITED EVENT. IT'S A GREAT JUMPSTART ACTIVITY TO GET SOMEONE INTERESTED IN A TCG. TEACHING THEM, AND THEN THROWING THEM INTO A LIMITED EVENT, IS VERY ENGAGING. I ALSO TRY TO MAKE USE OF MY BULK FROM OPENING LOTS OF PACKS AND USING THAT TO RUN EVENTS OR GET NEW PLAYERS INTERESTED BY GIVING OUT PLAYSETS OF THE CARDS FROM LOWER RARITIES. I WILL SAY THAT GIVEN MY EXPERIENCE RUNNING ONBOARDING EVENTS OF MY OWN, SHARD BUGS IS DOING A GREAT JOB IN THAT AREA ON THEIR OWN AS WELL. MAKING YOUR LEARN TO PLAY EVENTS FEELS PERSONABLE, AND GIVING AWAY A LOT OF CARDS [LAUGHS] GOES A LONG WAY. THERE'S A LOT OF OTHER GREAT HELPERS IN THE COMMUNITY, LIKE BUCCEE AND BRIGHT.

II - WHAT ABOUT SHARD BUGS APPEALS THE MOST TO YOU?

ES - IT'S THE GAMEPLAY, AND THE MORE I PLAY, THE MORE I APPRECIATE THE



RESOURCE MANAGEMENT AND THE TEMPO OF THE GAME. THE THING THAT I REALLY LIKE IS HAVING TO THINK MULTIPLE TURNS AHEAD AS FAR AS WHAT YOU PLAN TO DO WITH YOUR HIVE AND YOUR FIELD. NOT GETTING BOTTLENECKED IN THE HIVE MIDGAME IS KEY. BUT AT THE SAME TIME, MAKING SURE THAT YOU BUILD UP RESOURCES SO THAT YOU CAN STILL WIN.

II - WHAT DO YOU LIKE MOST ABOUT FIRST BOUNTY?

ES - I WAS LUCKY ENOUGH TO BE ONE OF THE PEOPLE TO DESIGN A CARD FOR FIRST BOUNTY. I REALLY ENJOYED WORKING ON IT. IT'S AMAZING FINALLY GETTING MY HANDS ON RIPPER ROACH, BEING THAT I'M NOT A GAME DESIGNER AT ALL. I SPECIFICALLY WANTED TO DESIGN AN UNCOMMON. IT SEEMED LIKE ALMOST EVERYONE WENT FOR A RARE, AND I WAS FIGURING THAT MAYBE IF I WENT WITH A LOWER RARITY, THEY MIGHT LET ME UP THE POWER LEVEL A LITTLE BIT.

II - SO WHEN YOU WERE DESIGNING RIPPER ROACH, WAS IT WITH A TOP-DOWN OR BOTTOM-UP APPROACH?

ES - WELL, I THINK IT WAS DIFFERENT FOR EVERYONE. I HAD AN IDEA I WANTED TO GO WITH THAT WAS TOP-DOWN, BUT IT GOT REJECTED FOR FLAVOR REASONS. RIPPER ROACH WAS A BOTTOM-UP APPROACH.

II - DID YOU HAVE ANY INPUT ON THE ART DIRECTION?

ES - YEAH, A LITTLE BIT. IT WAS SO AWESOME. I HAD THE ABILITY TO REACH OUT TO AN ARTIST, PITCH MY IDEA, AND IF THEY BITE, THEN THERE YOU GO. I WAS A

PLAY TESTER FOR FIRST BOUNTY, AND THAT'S WHERE I FELL IN LOVE WITH RECON ROACH. IT'S JUST SO GRITTY. I'M ALSO A BIG FALLOUT FAN, AND I WHEN I SAW RECON ROACH, I WAS JUST LIKE, YOU KNOW, THIS KIND OF FITS IN THAT WHEELHOUSE OF RAD ROACHES, OR SOMETHING ELSE YOU MIGHT SEE IN FALLOUT. IT'S TOTALLY AWESOME.

II - ANYTHING ELSE YOU WANT TO TELL THE HIVE TO CLOSE OUT?

ES - THE SHARD BUGS COMMUNITY IS TOTALLY AWESOME. IT'S ANOTHER SMALL, TIGHT KNIT COMMUNITY LIKE SORCERY HAS. THERE IS A LOT OF PASSION AMONGST US.

THE ARTIST'S PALETTE - AN INTERVIEW WITH SHARD BUGS ARTIST ZIPDAW

INFESTED INSIDER - TELL US ABOUT THE FIRST PIECE OF ART THAT YOU PROFESSIONALLY PRODUCED.

ZIPDAW - OH, MAN. WHEN I WAS IN MIDDLE SCHOOL, I USED TO GET HIRED BY HIGH SCHOOLERS TO DRAW MALE CHARACTERS (LAUGHS). I WOULD SAY THAT WAS MY FIRST PAID GIG. BUT THEN AFTER THAT, I WORKED FOR MY EYE DOCTOR. I MADE A COMIC BOOK FOR MY EYE DOCTOR AFTER HE DID LASIK ON MY EYES. HE DIDN'T NEGOTIATE WITH ME ON MY PRICES, WHICH WERE ALREADY LOW THEN. . I FELT LIKE, "WHOA, I'M A PRO NOW!"

II - WHAT WAS THE COMIC ABOUT?

ZD - SO I HAD LASIK SURGERY. I WOULD TAKE MY SKETCHBOOK IN WITH ME AND



DRAW WHILE I WAS AT THE DOCTOR'S OFFICE. ONE DAY, THE DOCTOR TOLD ME HE LIKED MY WORK, AND THEN ASKED ME "DO YOU MAKE COMIC BOOKS?" I LIED, "YES. I MAKE A LOT OF THEM." HE ASKED ME TO MAKE A FIVE PAGE COMIC. I FORGOT HIS NAME, BUT HE WAS A SUPERHERO DOCTOR WHO FOUGHT A BAD GUY NAMED ASTIGMATISM (LAUGH). IT WAS REALLY DUMB, BUT HE REALLY LOVED IT. EVERY TIME I WENT OVER THERE, THEY HAD IT WITH THE MAGAZINES. HE HAD A WHOLE BUNCH OF THOSE PRINTED.

II - WHAT DEVELOPED YOUR INTEREST IN ART AND COMIC BOOKS?

ZD - ODDLY ENOUGH, I WAS NEVER LOOKING TO GET INTO COMICS OR ANIMATION. I'VE ALWAYS DRAWN. EVEN WHEN I USED TO TEACH KICKBOXING, I WOULD SKETCH MY STUDENTS DOING THEIR FORMS. I ALWAYS WANTED TO BE A FILM DIRECTOR. I TRIED TO GO TO SCHOOL FOR FILM, BUT THE FILM SECTION OF THE SCHOOL THAT I WENT TO WASN'T BUILT YET. THEY NOTICED I COULD DRAW WELL, AND SUGGESTED I ENROLL IN THEIR ANIMATION PROGRAM. I GOT A BUNCH OF SCHOLARSHIPS FOR THAT. I SHOWED THEM MY ARTWORK AND ACCORDING TO THEM, I WAS ALREADY AT "PRO LEVEL." I STILL DON'T THINK I'M AT PRO LEVEL NOW.

EITHER WAY, THEY LIKED MY STUFF. I FOUND THAT IT WAS SOMETHING THAT I WAS REALLY GOOD AT AND I LIKED DOING. AFTER FINISHING SCHOOL, I STARTED WORKING ON INDIE PROJECTS FOR MULTIPLE FILM DIRECTORS. I MOSTLY WORKED ON STORYBOARDS. I GOT REALLY INTO ANATOMY. I USED TO NOT BE INTO DRAWING THE SHAPES AND THEN COMPLETING THE

FULL FIGURES, BUT NOW, I LOVE IT. THAT'S MY FAVORITE PART OF THE DRAWING, DRAWING GESTURES WITH CIRCLES AND SHAPES. I HAD A BRIEF INTERNSHIP AT LUCASARTS, BEFORE THEY GOT BOUGHT UP BY DISNEY.

II - WHAT DID YOU WORK ON AT LUCASARTS?

ZD - I WAS AN ASSET ARTIST. I WOULD DO THINGS LIKE DRAW A BUNCH OF REBELS, OR WALLS, OR JUST OTHER MISCELLANEOUS ASSETS, LIKE 90 DIFFERENT BOLTS FOR A PROJECT. I WASN'T DRAWING THE COOLEST THINGS IN THE WORLD. I NEVER GOT TO DRAW WEAPONS OR CHARACTERS. THAT'S WHAT I REALLY WANTED TO DO. I WANTED TO WORK ON CHARACTER DESIGN. ALTHOUGH, JEDI ALWAYS LOOK BORING TO ME, SO THAT'S PROBABLY WHY THEY DIDN'T HIRE ME FOR THAT (LAUGH).

II - LEARNING TO DRAW ANATOMICAL DRAWINGS CAN BE DIFFICULT. WHEN YOU WERE STARTING OUT, WHAT WAS HELPFUL TO YOU?

ZD - WELL, I'VE ALWAYS DRAWN FROM THE MOMENT I COULD PICK UP A PENCIL. I'VE ALWAYS BEEN SKETCHING. I GOT IN TROUBLE IN SCHOOL FOR IT. I FAILED ART BECAUSE OF IT. IT'S A CRAZY STORY.

II - HOW DID YOU GO ABOUT FAILING ART?

ZD - I WAS ALWAYS A GOOD STUDENT, BUT I USED TO GET IN TROUBLE ALL THE TIME FOR DRAWING IN CLASS. LIKE, EVEN WHEN I'M IN SHARD BUGS MEETINGS, I'M ALWAYS DRAWING. EVEN RIGHT NOW, I HAVE MY SKETCHBOOK OUT RIGHT NOW, AND I KEEP WANTING TO START DRAWING. IT'S



JUST SOMETHING I ALWAYS DO. IN AN ART CLASS, THEY GIVE YOU AN ASSIGNMENT AND YOU GOTTA DO THAT ASSIGNMENT, AND IF I THOUGHT THE ASSIGNMENT WAS STUPID, I WASN'T GONNA DO IT [LAUGHS]. "THIS IS DUMB. I'M GONNA PAINT AN ALIEN!" THEY DIDN'T LIKE THAT.

THE ONLY WAY I WAS ABLE TO PASS THAT CLASS WAS BY FILLING OUT A SKETCHBOOK AT HOME. SO I DREW A 50 PAGE COMIC BOOK. I WOULD TURN ONE IN EVERY WEEK. THAT WAS THE ONLY REASON WHY I PASSED. SHOUTOUT TO MS. WILLIAMS.

II - WAS THERE ANY MAJOR STORYTELLING OR CONTINUITY IN THEM?

ZD - IT WAS A STORY CALLED CRIMSON BLADE. IT WAS POWER RANGERS MEETS SPAWN MEETS DRAGON BALL. IT WAS VERY DUMB, BUT MY CURRENT REBOOT IS MORE GROUNDED IN SCI-FI, AS WELL AS BEING MUCH BETTER [LAUGHS]. BACK THEN, IT FEATURED ME AS A CHARACTER ALONG WITH MY FRIENDS AND THEIR ENEMIES. I WROTE MY WIFE INTO THE REBOOT AS A VILLAIN. SHE'S THE ONLY CLOSE PERSON IN MY LIFE THAT I EVER WROTE AS A VILLAIN. SHE EVEN ASKED TO BE A VILLAIN.

I ALSO REALLY LOVE DRAWING DEMONS AND ROBOTS. I LOVE ROBOTS.

II - WHAT ROBOT MEDIA DO YOU LIKE THE MOST?

ZD - RECENTLY THERE WAS A MOVIE CALLED THE SAD ROBOT. I REALLY LOVED THE ROBOT DESIGN. IT WAS ABOUT A ROBOT LANDING, BREAKING DOWN AND BEING STRANDED ON AN ISLAND. I DIDN'T SEE IT IN THE THEATER, AND I WISH I HAD.

II - HOW EXACTLY DID YOU GET RECRUITED FOR SHARD BUGS?

ZD - I WAS WORKING ON ANOTHER CARD GAME THAT LUIS WAS A FAN OF VANQUISH TCG. I WAS AT THE VERGE OF QUITTING ART AT THE TIME, AND THEN VANQUISH GOT IN CONTACT WITH ME. I IGNORED THEM FOR SEVERAL MONTHS UNTIL SOMEONE TOLD ME THEY WERE LEGIT. I ENDED UP CALLING THEM BACK, ENDED UP WORKING ON VANQUISH, AND THEN I STARTED GETTING MORE WORK AGAIN. THEN LUIS GOT IN TOUCH WITH ME, AND ASKED ME TO SKETCH SOME BUGS. THE REST IS HISTORY.

II - IF PEOPLE WOULD LIKE TO SEE MORE OF YOUR WORK ONLINE, WHERE CAN YOU DIRECT THEM?

ZD - ZIPDRAWZ.COM IS MY WEBSITE. IT WILL DIRECT YOU TO ALL MY SOCIAL MEDIA ACCOUNTS. GOOGLE SEARCHES FOR "ZIPDRAW" WILL SHOW YOU WHAT YOU'RE LOOKING FOR, TOO.

HIVE,
SEE YOU
NEXT MONTH!



SHARDBUGSTCG.COM/INFESTED-INSIDER

