



RULEBOOK

Game Overview



Drawing

Number of tokens to draw from the bag (unless a 2nd Rock is revealed):

Players	Tokens
5	up to 9
4	up to 8
3	up to 6



Wind

Give 1 token from your collection to the player on your left, then put the Wind back into the bag.

Scoring

1	1★	2	3★	3	6★
3	0★	5	+5★	(only once)	
	3★ each		-1★ each		
If you have the most -2★					



Rocks

If only 1 has been drawn, put it back into the bag.

If you have drawn 2, set them aside in a stack.

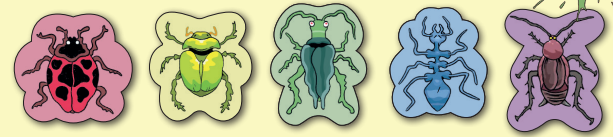
Number of Rock stacks needed to end the game:

Players	Rocks
5	6 pairs (12 Rocks)
4	5 pairs (10 Rocks)
3	4 pairs (8 Rocks)

Goal of the Game

Bugs are among nature's most questionable decisions: if something has six or more legs and moves unpredictably, it has already lost the public relations battle. They come unnecessarily equipped with antennae, wings, pincers, or all three. Frankly, the correct number of bugs to touch is zero. But they are also, annoyingly, worth points. So, in *Bag of Bugs*, players must set aside their standards and start collecting tiny horrors as though this were somehow a perfectly normal thing to do.

Components



50 Bug tokens in 5 colors (10 for each color)



10 Scary Bug tokens



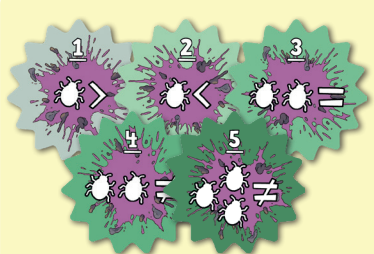
10 Larva tokens



2 Wind tokens



13 Rock tokens



5 Grab tokens



1 bag

Setup

Place all 5 Grab tokens in the center of the table in numerical order (from 1 to 5), in reach of all players.

Before starting the game, remove tokens from the bag according to the number of players:

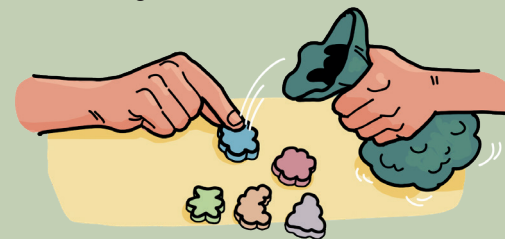
5-Player Games	4-Player Games	3-Player Games
use all tokens	remove 2 tokens of each type (except for Wind tokens)	remove 4 tokens of each type (except for Wind tokens)

Then, put all the other tokens into the bag and mix them well.

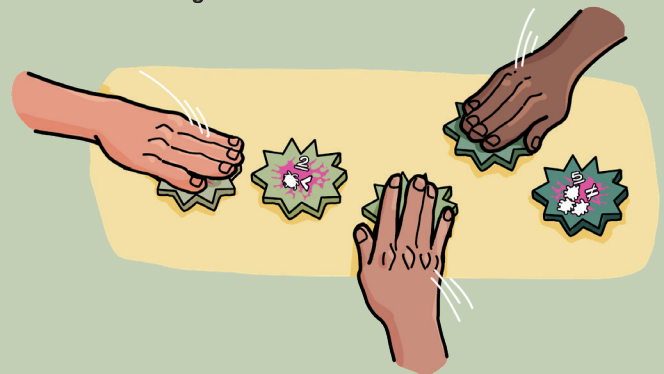
Finally, randomly choose a starting player and give them the bag.

Playing The Game

The game is played over a series of turns. In each turn, the player holding the bag—the **Drawer**—reveals tokens **one at a time**, placing them in a **shared pool** visible to everyone. This is the only thing the Drawer can do during their turn.



As the pool grows, the other players—the **Grabbers**—watch closely. When they feel the moment is right, they reach out and **take one of the available Grab tokens** of their choice. Each Grabber may claim **at most 1 Grab token per turn**, and it's first-come-first-served! Once taken, a Grab token **cannot be taken away, returned or exchanged**.



The Drawer continues pulling tokens until they either reach the **token limit** or a **2nd Rock token** appears. The token limit depends on the number of players:

5-Player Games	4-Player Games	3-Player Games
9 tokens	8 tokens	6 tokens

To make this clear for everyone, the Drawer must **count the tokens as they draw them from the bag out loud**. As soon as either of these limits is met, the Drawer stops **immediately** and **no more Grab tokens may be taken**.

When the Drawer stops drawing for the turn, **remove any Rock tokens** from the pool.

- If only 1 Rock token was revealed, **return it to the bag**.
- If 2 Rock tokens were revealed, **set them aside as a pair** to keep track of the game's progress (see *End of the Game*).

Then, the Grabbers resolve the Grab tokens they have taken (see below).



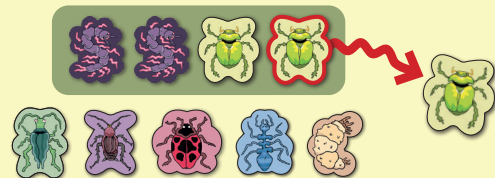
Resolving Grab Tokens

Resolve the Grab tokens that were taken in **numerical order, from 1 to 5**. A claimed Grab token **must** be resolved, even if its effect forces a player to take unwanted tokens. If a Grabber didn't claim a Grab token, they **won't take any** tokens from the pool this turn.



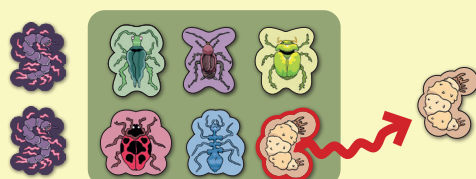
Take 1 token from the largest group of identical tokens in the pool.

If more than one group is tied for largest, choose one of those groups.



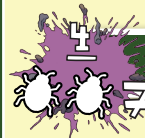
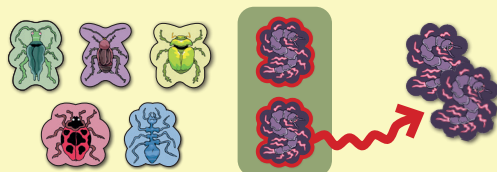
Take 1 token from the smallest group of identical tokens in the pool.

If more than one group is tied for smallest, choose one of those groups.



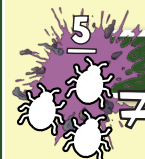
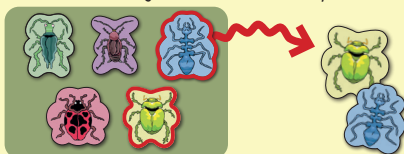
Take 2 identical tokens from the pool.

If there are no 2 identical tokens, take only 1 token.



Take 2 different tokens from the pool.

If only 1 type of token is available, take just 1 token of that type.



Take 3 different tokens from the pool.

If fewer than 3 different types are available, take 1 token of each available type.



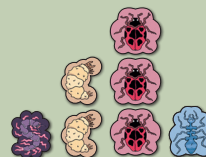
The Drawer Takes or Returns Leftovers

After all claimed Grab tokens have been resolved, if any tokens remain in the pool, the Drawer must choose one of the following:

- **take** all remaining tokens from the pool, or
- **return** all remaining tokens to the bag.

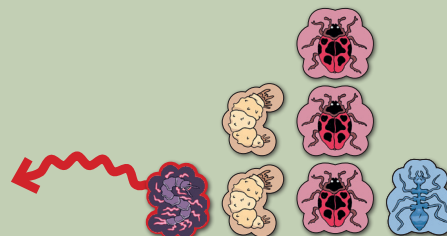
Adding Tokens to Collections

Players keep any **Bug**, **Larva**, and **Scary Bug** tokens they collect in front of them, **grouped by type**. Keeping matching tokens together makes it easier to evaluate your score during the game.



Resolving Wind Tokens

Wind tokens are never added to a collection. As soon as a Wind token is collected, you must **immediately choose any 1 token** from your collection and give it to the **player on your left**. After resolving the Wind token, **return it to the bag**.



Cleanup

At the end of the turn, **return all 5 Grab tokens** to the center of the table, ordered from 1 to 5. Then, pass the bag to the next player in clockwise order and begin a new turn.

End of the Game

The game ends when a certain number of **Rock pairs** have been set aside:

5-Player Games	4-Player Games	3-Player Games
6 pairs (12 Rock tokens)	5 pairs (10 Rock tokens)	4 pairs (8 Rock tokens)

When this happens, complete the current turn as normal, then proceed to scoring.



6 pairs (12 Rock tokens)

Scoring

At the end of the game, players score their **Bugs** and **Larvae**, then lose points for their **Scary Bugs**.

You **gain points separately for each Bug type** according to how many matching Bugs you collected:



1 Bug	2 Bugs	3 Bugs	4 or more Bugs
1 point	3 points	6 points	0 points

In addition, any player who has collected at least **1 Bug of every type** (not counting Scary Bugs) gains an additional **5 bonus points**.



You **gain 3 points** for each **Larva** in your collection.



You **lose 1 point** for each **Scary Bug** in your collection. The player with the **most Scary Bugs** loses an **additional 2 points**. If multiple players are tied for most Scary Bugs, they all suffer the penalty.

The player with the **highest total score** wins. If there is a tie, victory is shared.

Scoring Example



Credits

Game Design: Marco Castagna, Andrea Di Lorenzo, Marco Marini, Hjalmar Hach, Lorenzo Silva

Artwork: Pablo Cammello

Project Management: Lorenzo Silva, Federico Corbetta Caci

Graphic Design: Annachiara Rossi, Umberto Spaticchia

Rulebook: Alessandro Pra', Hjalmar Hach

Editing: Alessandro Pra', William Niebling

Horrible Guild Team: Davide Amici, Ilaria Ceci, Ylenia D'Abundo, Federico "Toy" Dossi, Laura Severino, Giulia Monte, Camilla Muschio



If you have any issues with this product, please contact us: horribleguild.com/cc
#HORRIBLEGUILD.COM