

PARTY BUGS

A card game for 2–6 players, ages 8 and up

COMPONENTS

78 cards

6 colored sets of 13 cards each
with values from “1” to “13”



1 Host Card



1 Disco Ball



1 Mirror Card



Note: The mirror card is only used for “**VARIANT TWO**”; otherwise, it is returned to the box.

INTRODUCTION

The cockroaches are throwing a wild costume party...and it's bugging the heck out of you! Play your cards cleverly to get the lowest-value cockroaches into your display. You can even completely get rid of two cockroaches if they have the same value. At the end of the game, the player with the **lowest** total value in their display wins.

SETUP

Note: The instructions below describe the rules for three to six players. Rules for playing with two are covered under “**THE TWO-PLAYER GAME**.”

- Place the disco ball in the middle of the table.
- Each player chooses one of the six colors and takes all 13 cards of that color. Return the unused cards to the box.
- Each player shuffles their 13 cards and places them facedown in front of them as their deck. Leave some space next to your deck for your display. Then each player draws the top card from their deck and places it faceup next to the disco ball.

If you draw the “13” (i.e., *The Party King*), draw the next card from your deck and place that card instead, then shuffle *The Party King* back into your deck.

- The area around the disco ball is the dance floor. If you placed the lowest-value card on the dance floor, take the host card and keep it in front of you. If two or more players are tied for lowest, the youngest tied player gets the host card.

Important: This player is the host for the rest of the game.

- Finally, draw the top three cards from your deck into your hand.

Setup Example (3 players):



PLAYING THE GAME

The game is played over 13 rounds: 12 normal rounds and 1 final round.

NORMAL ROUND

(1st to 12th rounds)

At the start of each round, each player chooses one card from their hand and plays it facedown in front of them. When all players have played cards, flip the played cards faceup simultaneously.

Important: Make sure the the cards you just played are kept separate from the cards on the dance floor until the end of the round.

Then, players take turns taking cards off the dance floor, starting with the player who played the lowest-value card, and continuing in ascending order based on the values of the cards they played. When it is your turn, take one card of your choice from the dance floor and add it **faceup** to your personal display, next to your deck.

Important: The cards in your display should be placed such that other players can see their values.

If two or more players played cards with the same value, the tied player sitting closest to the host, **going clockwise**, takes the next card.

Note: If you are the host, you will take the next card if you are tied.

When everyone has taken one card and there are no cards left on the dance floor, move the card you played this round onto the dance floor. Then, draw the top card from your deck (so that you are back to three cards in hand), and start the next round.

Note: From the 10th round on, players don't draw cards, and they will have fewer cards in hand to choose from.



FINAL ROUND

(13th round)

After the 12th round, the players will have no cards left in hand. However, there are still cards on the dance floor; these cards are distributed in the final round. The player to the **right** of the host goes first. You choose one card from the dance floor and add it to your display, as normal. After that, the other players follow one after the other in **counter-clockwise order**. Thus, the host takes the last card off the dance floor.

SPECIAL RULES

The “13”: *The Party King*



The card with the value “13”—*The Party King*—has a special rule. If you play *The Party King*, you must take **all** cards off the dance floor and add them to your display. The other players do not take a card from the dance floor this round, no matter what value card they played. After that, the cards played—including *The Party King*—are moved onto the dance floor, as normal.

If two or more players played *The Party King* in the same round, the player sitting closest to the host, **going clockwise**, must take all cards off the dance floor. If you are the host and you played *The Party King*, you take the cards.

Two Identical Costumes In Your Display



If you ever have two cards with the same value—i.e., the same costume—in **your display**, immediately return both cards to the box.

Note: The cards with the same value are always discarded in **pairs**. So, if you have three or five cards with the same value in your display, one of those cards will be left after the duplicates are discarded.

END OF THE GAME

After the final round, add up the values of the cards in your display. The player with the **lowest** total wins.

In case of a tie, the tied player sitting closest to the host, **going clockwise**, wins. This means that if you are the host and are tied for the lowest total, you win.

THE TWO-PLAYER GAME

For the two-player game, a third set of cards for a dummy player is needed—let's call this player Roachy. During setup, one of the players shuffles Roachy's cards and places the top card on the dance floor, as normal. The remaining cards are placed facedown as Roachy's deck. The following rules apply for Roachy:

- Roachy cannot be the host; ignore the value of Roachy's card placed next to the disco ball during setup.
- Roachy has no hand of cards and does not play any cards. Instead, Roachy is always last in the order of play and the last remaining card from the dance floor goes to Roachy's display. After that, the top card of Roachy's deck is revealed and, along with the cards played by the two “real” players, is moved onto the dance floor.

If Roachy's revealed card is *The Party King*, ignore the special rule. Simply put *The Party King* on the dance floor like any other card.

Important: In the final round, Roachy still takes the last turn.

- Cards with the same values in Roachy's display are discarded in pairs, as normal.

At the end of the game, Roachy's card values are added up. Theoretically, Roachy can win, but this will happen very rarely.

VARIANT ONE

During setup, players draw four cards instead of three. Look at your hand and select one of them to put facedown in your display. This card may not be the “13” (*The Party King*). The game is played in only 12 rounds; the final (12th) round is played according to the rules for the final round of the basic game. You may look at the facedown card in your display. If you get a second card with the same value as the facedown card, you discard both cards, as normal. Otherwise, the facedown card is only revealed at the end of the game and is then added to the total value of your cards.

VARIANT TWO

Play as many games as there are players, adding your score from each game to the scores from the previous games. After each game, if you have the highest total score, you get the mirror card for the next game and add it to your display. If there is a tie for highest score, the player sitting closest to the previous game's host, **going clockwise**, gets the mirror card. Before drawing the last card from your deck, you must use the mirror card, if possible, by discarding it along with any other card from your display as a pair; if you have no cards in your display, you discard the mirror card. The player with the lowest overall score wins. If there is a tie for overall lowest score after the final game, use the host from the final game to break the tie, just like the basic game.

Credits

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