

Book Bugs II, The Game Guide

1. Book Bugs II, The Game

2 – 4 players battle using a variety of Book Bugs II Cards.

A. How to Play

- 1) Players to determine the Order of Play and reshuffle their decks.
- 2) All players to draw five cards each from their Draw pile.
- 3) Player draws a card from their Draw pile at the start of their turn.
- 4) Player places a card on the Field. The Card Effect takes place immediately and only lasts one turn. Turn ends.
- 5) Next player repeats steps 3 and 4.

B. How to Win

The first player to achieve 20 Game Points wins the match.

However, when a player’s Draw pile is emptied, the game ends when said player plays his/her final card. Points are tabulated based on the cards left on the Playing Field. Cards in a player’s hand will not count. The player with the highest total Game Points wins.

2. Game Glossary

A. Card Anatomy



B. Card Collection

There are 80 different Book Bugs II Cards to collect, each featuring a unique Book Bugs II character. If you’re lucky, you might get a Shiny Card too. Shiny Cards are holographic and rarer than the Basic Cards. There are 15 Shiny Cards in total.

C. Deck (size)

Players may customise their own decks. Understanding different Card Effects will help a player to perform various strategic plays. An average deck size is between 25 – 40 cards.



For the Deck Limit in Competitive Play, read the [Rules of Competitive Play](#) [refer to The Guide for Competitive Play]

D. Game Mat



Cards played at each turn should be placed in the order from right to left.

i. Draw pile

Each player has their own Draw pile. The Draw pile holds the player's deck of cards which are kept face down. Before the start of a match, the Draw pile ought to be shuffled.

ii. Discard pile

Each player has their own Discard pile. Cards removed from play are placed face up in the Discard pile. Anyone can look at these cards at any time.

iii. Playing Field or Field

Refers to the cards played.

E. Hand (size)

Each player starts with 5 cards in their hand. Cards are hidden from the opponent's view. At any one point, the cards in a player's hand should not exceed 7.

F. Opponent/s

Refers to opposing players. Some Card Effects affect all players, and some affect only one opponent of the player's choice.

G. Order of Play

To determine who starts the game, each player draws a card from the top of their Draw pile. The player that draws the card with the larger Bug Number starts first. Once decided, both players are to return the cards back to their respective Draw piles and the deck is reshuffled.

i. Start of Turn

Player draws a card at the start of their turn from their Draw pile.

ii. End of Turn

After a player plays a card, their turn will end. The only exception to this is a Book Bugs II





Card with the following Card Effect: You can play an additional card on this turn. This card can only be used once in each turn.

