

Book Bugs II, The Guide for Competitive Play

1. Game Glossary for Competitive Play

A. Players

Those who have registered for Competitive Play. All are expected to comply with the **Rules of Competitive Play.*** (see below)

B. Champions

The champions are crowned after 2 rounds. Attractive prizes will be awarded.

C. Gamemaster

One who judges and administers the rules to ensure fair game. The Gamemaster's decision is final.

D. Round

A single game played between 4 players.

E. Sudden Death

If the game is tied, players are to gather their cards back into their deck. The deck will be shuffled. Players will then pick the top three cards from their personal deck of cards. The player with the highest total Game Points wins.

2. Rules of Competitive Play

All players are expected to abide by the rules.

A. Cards

- i. Only Book Bugs II cards can be used for Competitive Play. Players are not allowed to mix the first version of the Book Bugs cards into their decks.
- ii. Only original Book Bugs II cards are allowed. Any counterfeit or marked cards should be removed from the decks before the start of Competitive Play. Markings which make the card identifiable include scratches, tears, discolouration, bends etc. If a dispute arises, the Gamemaster will decide if a card is marked or otherwise.

B. Card Effects

- i. Some cards do not possess Card Effects.
 - Bug No.7 (Mu Ling), 16 (Noniponi), 40 (Teslamite), 49 (Bug Bear), 63 (Ciel)
- ii. Card Effects end after each turn with the exception of the following effects:
 - This card cannot be discarded from the field.
 - This card will nullify the effect of the next card played.
 - All players may play an additional card. Effects for the additional cards are ignored.
 - You can play an additional card on this turn.

**Note: For Bug No. 21 (Merigold) and No. 66 (Molder) with "You can play an additional card on this turn.", you may not play these cards in succession. This means that you cannot play a chain of Merigolds repeatedly.*



iii. Some Card Effects result in cards being discarded from the Playing Field. The only exception to the Discard Card Effect is the following effect:

- This card cannot be discarded from the field.

**Note: Even if Bug No. 80 (Skorpius) is played, its Card Effect, "Discard all cards on the playing field. This card will be the only card left", does not affect cards that cannot be discarded from the field.*

- iv. A player may choose to return cards with the effect, "This card cannot be discarded from the field", to their Hand/Draw pile on their own.
- v. If a player plays a Nullify Card Effect, "This card will nullify the effect of the next card played.", from either Bug No. 24 (Stonia), Bug No. 43 (Matrix), or Bug No. 67 (Gargone), and the next player plays, "This card cannot be discarded from the field", nullify does not work. The Card Effect, "This card cannot be discarded from the field", will remain active.
- vi. If a player plays a Nullify Card Effect and the next player plays the same Nullify Card Effect, the second Card Effect is nullified and nothing happens.
- vii. A player may opt to pass their own Card Effects if they have already played it previously in the same Round.

C. Deck Limit

- i. The Deck Limit for Competitive Play is 20 cards. However, a player may bring along extra cards to customise their Deck before a Round.
- ii. Each deck can only contain up to 3 copies of the same card and only one copy of each of the following Ultra Rare Cards:
- Bug No. 75 (Petra)
 - Bug No. 76 (Shenlong)
 - Bug No. 77 (Rembrandt)
 - Bug No. 78 (Aurelius)
 - Bug No. 79 (Nostro)
 - Bug No. 80 (Skorpius)

D. Eligibility

Players must be between 8 – 15 years old. They should possess at least 20 Book Bugs II cards. To register, they will have to visit the [GoLibrary portal](http://www.nlb.gov.sg/golibrary) (www.nlb.gov.sg/golibrary). Timeslots are available on a first-come, first-served basis.

E. Etiquette

Players should be punctual, respectful, honest, and gracious. After a match, players may offer constructive suggestions to improve each other's gameplay.

F. Time

There is no fixed duration for each round. However, if the Gamemaster feels that a player is taking too long to play a card, the Gamemaster may issue a warning.

