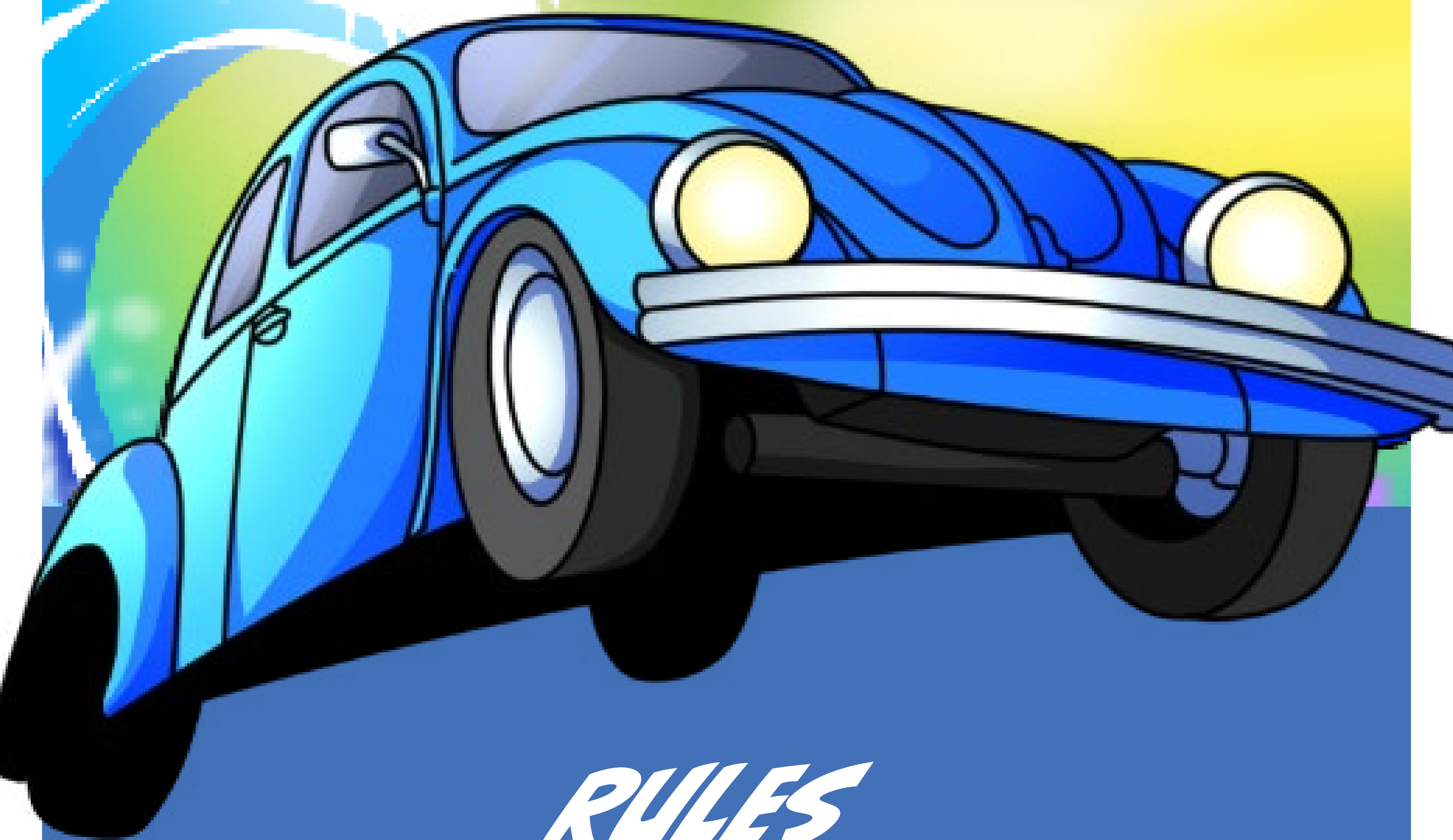




FucaaZue



RULES

Click on the game you want to play

GAME 01: PUNCH BUGGY BLUE!

GAME 02: WHERE'S BLUE BEETLE?

GAME 03: BEETLE RACING!



GAME 01: PUNCH BUGGY BLUE!



GOAL:

COLLECT THE MOST BLUE BEETLE CARDS.


IN CASE OF A TIE, WHOEVER HAS THE MOST CAR CARDS WINS.

IF THE TIE PERSISTS, THE VICTORY IS SHARED




SETUP

RETURN TO INDEX

SETUP:

01 - SEPARATE THE 10 BLUE BEETLE CARDS WITH THE SYMBOL .

NOTE: EVERY GAME MUST ALWAYS HAVE 10 BLUE BEETLE CARDS + CAR CARDS AS FOLLOWS:

 2-4 : + 30 cars
 5 : + 40 cars
 6-10: + 50 cars

02 - SHUFFLE THE BLUE BEETLE CARDS WITH THE OTHER CARS. NOTE: ANY REMAINING CAR CARDS MUST GO IN THE BOX.

03 - DISTRIBUTE THE CARDS AMONG THE PLAYERS AS FOLLOWS:

 2: 20 CARDS EACH
 3-6: 10 CARDS EACH
 7: 8 CARDS EACH
 8: 7 CARDS EACH
 9: 6 CARDS EACH
 10: 6 CARDS EACH

04 - WITHOUT LOOKING AT THE CARDS, PLAYERS FORM A DRAW PILE WITH THE RECEIVED CARDS IN FRONT OF THEM.

05 - FROM NOW ON, PLAYERS MUST CHOOSE A HAND TO USE THROUGHOUT THE GAME.

06 - WHEN IT IS NOT YOUR TURN, THE PLAYER MUST KEEP HIS HAND STILL ON TOP OF HIS DRAW PILE.

WHO STARTS?

PLAY ALL THE BLUE BEETLE MEEPLES NUMBERED FROM 1 TO 10 ON THE TABLE, WHOEVER FINDS THE MEEPLE WITH NUMBER 1 IS THE FIRST PLAYER AND WILL BE IDENTIFIED AS NUMBER 1.

PROCEED TO GAME RULES 01

BACK TO GAME RULES 02

NOW FROM LEFT TO RIGHT THE PLAYERS WILL BE IDENTIFIED WITH THE NEXT NUMBERS (2,3,4...), UNTIL YOU REACH THE LAST PLAYER WITHOUT A NUMBER.

NOTE: IF THERE ARE MORE BLUE BEETLE MEEPLES THAN THE NUMBER OF PLAYERS, THE MEEPLES RETURN TO THE GAME BOX.

NOW THAT EVERYONE HAS DEFINED THEIR NUMBERS, PLACE THE BLUE BEETLE MEEPLES SPREAD OUT IN THE CENTER OF THE TABLE WITH THE NUMBERS FACING UP.

COLORFUL BEETLES

THE GAME PREPARATION REMAINS THE SAME, BUT NOW AFTER SEPARATING THE 10 BLUE BEETLE CARDS + CAR CARDS, YOU MUST REPLACE 5 CARS WITH COLORFUL BEETLES. ALSO, PLACE ALL 5 COLORFUL BEETLES MEEPLES ON THE TABLE ALONG WITH THE BLUE BEETLE MEEPLES.

LET'S PLAY!

01 - THE FIRST PLAYER TURNS OVER THE TOP CARD OF THEIR DRAW PILE, IT IS VERY IMPORTANT THAT THIS CARD IS REVEALED TO ALL PLAYERS AT THE SAME TIME.

IS IT A BLUE BEETLE? NO! PHEW!

02 - THE NEXT PLAYER IDENTIFIED WITH THE NUMBER 02 REVEALS HIS CARD.

IS IT A BLUE BEETLE? YES! ALL PLAYERS MUST TRY TO CATCH THE MEEPLE CORRESPONDING TO THE PLAYER WHO REVEALED THE BLUE BEETLE, IN THIS CASE NUMBER 2!

03 - THE PLAYER WHO IS THE FASTEST TO CATCH BEETLE BLUE'S MEEPLE TAKES THE BLUE BEETLE CARD + THE OTHER CARS CARDS THAT WERE PLAYED THAT ROUND AS POINTS.

04 - THE PLAYER TO THE LEFT OF THE LAST PLAYER TO REVEAL THE BLUE BEETLE RESTARTS THE GAME. **NOTE:** THE GAME CONTINUES IN THIS WAY, UNTIL THE LAST CARD IS REVEALED. IN THE NEXT GAME, THE FIRST PLAYER IS THE CHAMPION OF THE LAST ROUND.

REVEALED, PLAYERS MUST TRY TO CATCH THE CORRESPONDING COLORFUL BEETLE'S MEEPLE. BY BEING THE FIRST TO CATCH THE COLORFUL BEETLE, THE PLAYER HAS JUST GAINED A POWER. EACH COLORFUL BEETLE ADDS AN ADVANTAGE TO PLAYERS. **UNLIKE BLUE BEETLE, WHEN THE PLAYER PICKS UP THE COLORFUL BEETLE, THE OTHER CARDS REMAIN ON THE TABLE FOR THE NEXT ROUND.**

LET'S PLAY WITH THE COLORFUL BEETLES

THE GAME CONTINUES IN THE SAME WAY, WHEN A BLUE BEETLE CARD IS REVEALED, PLAYERS MUST TRY TO CAPTURE THE BLUE BEETLE MEEPLE CORRESPONDING TO THE PLAYER WHO REVEALED THE BLUE BEETLE CARD! HOWEVER, NOW WE HAVE COLORFUL BEETLES! WHEN A COLORFUL BEETLE CARD IS



BLACK BEETLE

WHEN ACTIVATED, IT ALLOWS THE PLAYER TO LOOK AT THEIR CARD BEFORE REVEALING IT TO EVERYONE AT THE TABLE! (SHOUT PUNCH BUGGY BLACK!!! BEFORE ACTIVATING THE POWER) (YOU CAN USE THIS POWER ONCE AND ONLY WHEN REVEALING YOUR CARD!) . AFTER USING BLACK BEETLE, TURN THE CARD FACE DOWN AND PLACE BEETLE BLACK'S MEEPLE ON TOP. THE GAME CONTINUES WITH THE NEXT PLAYER.



GREEN BEETLE

WHEN ACTIVATED, IT ALLOWS THE PLAYER TO STOP TIME! BEFORE YOU OR A PLAYER REVEALS THE CARD ACTIVATE GREEN BEETLE (YELLING PUNCH BUGGY GREEN!), YOU WILL MAKE THE NEXT MOVE ALONE (REVEAL A CARD FROM YOURSELF OR A PLAYER AT THE TABLE). IF ANOTHER BEETLE APPEARS, LUCKY YOU, TIME HAS STOPPED AND THE BEETLE IS ALL YOURS. IF NO OTHER BEETLE APPEARS, TIME HAS STOPPED, BUT THE POWER HAS RUN OUT AND THE GAME CONTINUES. (YOU CAN USE THIS POWER ONCE, AT ANY TIME BY SCREAMING PUNCH BUGGY GREEN!). AFTER USING THE GREEN BEETLE, TURN THE CARD FACE DOWN AND PLACE THE BEETLE GREEN MEEPLE ON TOP. THE GAME CONTINUES WITH THE NEXT PLAYER.



YELLOW BEETLE

YELLOW BEETLE ALLOWS YOU TO PLAY WITH BOTH HANDS UNTIL THE END OF THE GAME! WHEN YOU CATCH THE YELLOW BEETLE, THE POWER IS ALREADY ACTIVATED! THE GAME CONTINUES WITH THE NEXT PLAYER. (YOU CAN USE THIS POWER UNTIL THE END OF THE GAME!) WHILE YOU HAVE YELLOW BEETLE'S POWER, LEAVE THE CARD FACE UP WITH YELLOW BEETLE'S MEEPLE ON TOP OF THE CARD.



RED BEETLE!

WHEN ACTIVATED, IT ALLOWS THE PLAYER TO CHOOSE ANY BLUE BEETLE FROM ANOTHER PLAYER AND PLACE IT IN THEIR GARAGE! SHOUT PUNCH BUGGY RED TO ACTIVATE THE POWER, THE GAME STOPS AND YOU TAKE ANOTHER PLAYER'S BLUE BEETLE IMMEDIATELY WITH ALL THE CARS TO YOUR GARAGE.

(YOU CAN USE THIS POWER ONCE, AT ANY TIME BY SCREAMING PUNCH BUGGY RED!) AFTER USING RED BEETLE, TURN THE CARD FACE DOWN AND PLACE THE RED BEETLE MEEPLE ON TOP. THE GAME CONTINUES WITH THE NEXT PLAYER.



White Beetle!

THE PLAYER WHO OWNS THE WHITE BEETLE HAS THE POWER TO CAUSE CHAOS AT THE TABLE! BEFORE REVEALING THEIR CARD BY SHOUTING “PUNCH BUGGY WHITE!”, ALL PLAYERS REVEAL THEIR CARDS AT THE SAME TIME FROM A COUNT OF 3...2...1 PERFORMED BY THE PLAYER WHO HAS THE WHITE BEETLE. AFTER EVERYONE REVEALS THE CARDS, YOU CAN PICK UP THE CORRESPONDING BEETLES FOR EACH PLAYER OR COLOR. (YOU CAN USE THIS POWER ONCE AND ONLY WHEN REVEALING YOUR LETTER!). AFTER USING THE WHITE BEETLE, TURN THE CARD FACE DOWN AND PLACE THE WHITE BEETLE MEEPLE ON TOP. THE GAME CONTINUES WITH THE SAME PLAYER WHO ACTIVATED THE WHITE BEETLE.

FOR TWO PLAYERS

THE RULE FOR TWO PLAYERS IS THE SAME, THE ONLY DIFFERENCE IS THAT ONE PLAYER WILL BE IDENTIFIED WITH THE NUMBERS 1 AND 3, WHILE HIS OPPONENT WILL BE IDENTIFIED WITH THE NUMBERS 2 AND 4.

EACH PERSON WILL BE RESPONSIBLE FOR TWO PILES OF PURCHASES.

***IT'S EASY,
I'M THE KING
OF PUNCH
BUGGY BLUE!***

IT'S JUST THE BEGINNING! NOW ALL PLAYERS MUST GIVE A NAME AND GESTURE TO THE BLUE BEETLE MEEPLE CORRESPONDING TO THEIR NUMBER. WHENEVER A PLAYER CATCHES THE CORRECT MEEPLE, THEY MUST SAY THE CORRECT NAME AND MAKE THE GESTURE CORRESPONDING TO THE MEEPLE THAT WAS COLLECTED.

IF THE PLAYER MAKES A MISTAKE, THE BLUE BEETLE BECOMES A NEGATIVE POINT (TURN THE CARDS FACE DOWN).

ADDITIONALLY, YOU CAN SHUFFLE THE ORDER OF NUMBERS BETWEEN PLAYERS.

DO YOU WANT TO “BUG” THE GAME MORE?

FEEL FREE AND SHARE WITH US!



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[SEE TUTORIAL VIDEO](#)

[GAME 02](#)

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GAME 02: WHERE'S BLUE BEETLE?



1-10

GOAL:

**GET THE HIGHEST SCORE POSSIBLE
AT THE END OF 3 MATCHES.**

**TRY TO GO AS FAR AS POSSIBLE WITHOUT STOPPING IN A BLUE
BEETLE. FOUND A BLUE BEETLE? I AM REALLY SORRY!
YOU MUST TAKE IT TO THE CAR WORKSHOP.**

SETUP

RETURN TO INDEX

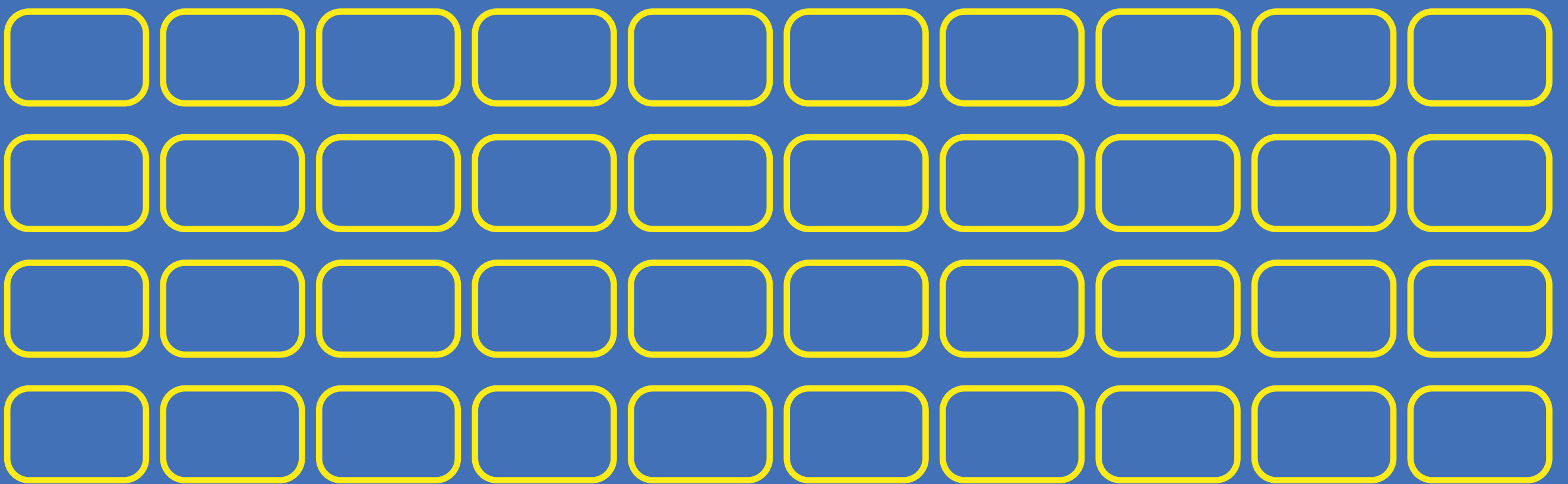
SETUP:

01 - SEPARATE THE 10 BLUE BEETLE CARDS WITH THIS SYMBOL.



02 - MAKE 10 SETS OF 4 CARDS WITH
1 BLUE BEETLE + 3 CAR CARDS.

03 - DISTRIBUTE THE SETS OF CARDS
ON THE TABLE AS FOLLOWS:



NOTE: PLAYERS CONTINUE WITH THE SAME BLUE BEETLE MEEPLE FROM GAME 1. THE FIRST PLAYER IS THE WINNER OF "GAME 1 - PUNCH BUGGY BLUE!". IF THEY HAVE NOT PLAYED GAME 1, REPEAT THE SAME PROCESS AS GAME 1 TO DEFINE THE FIRST PLAYER.

[CLICK TO SEE THE DRAW PROCESS](#)

04 - THE FIRST PLAYER TAKES THE **DRIVER'S CARD** THAT IDENTIFIES THE FIRST PLAYER.



[PROCEED TO RULES](#)

COLORFUL BEETLES SETUP

PHASE 1 OF PREPARATION REMAINS THE SAME.

01 - SEPARATE THE 10 BLUE BEETLE CARDS WITH THIS SYMBOL:



IN PHASE 02, THE PREPARATION CHANGES, FOR THE FIRST FIVE SETS OF CARDS THE CONFIGURATION IS AS FOLLOWS: **BLUE BEETLE + 1 COLORFUL BEETLE + 2 CAR CARDS**. ALSO THE COLORFUL BEETLES MUST BE PLACED IN THIS ORDER:

SET 1 - (1 BLUE BEETLE + 1 BLACK BEETLE + 2 CAR CARDS)

SET 2 - (1 BLUE BEETLE + 1 GREEN BEETLE + 2 CAR CARDS)

SET 3 - (1 BLUE BEETLE + 1 YELLOW BEETLE + 2 CAR CARDS)

SET 4 - (1 BLUE BEETLE + 1 RED BEETLE + 2 CAR CARDS)

SET 5 - (1 BLUE BEETLE + 1 WHITE BEETLE + 2 CAR CARDS)

**FROM SET 6 ONWARDS, IT CONTINUES WITH THE SAME CONFIGURATION AS THE
BASE GAME.**

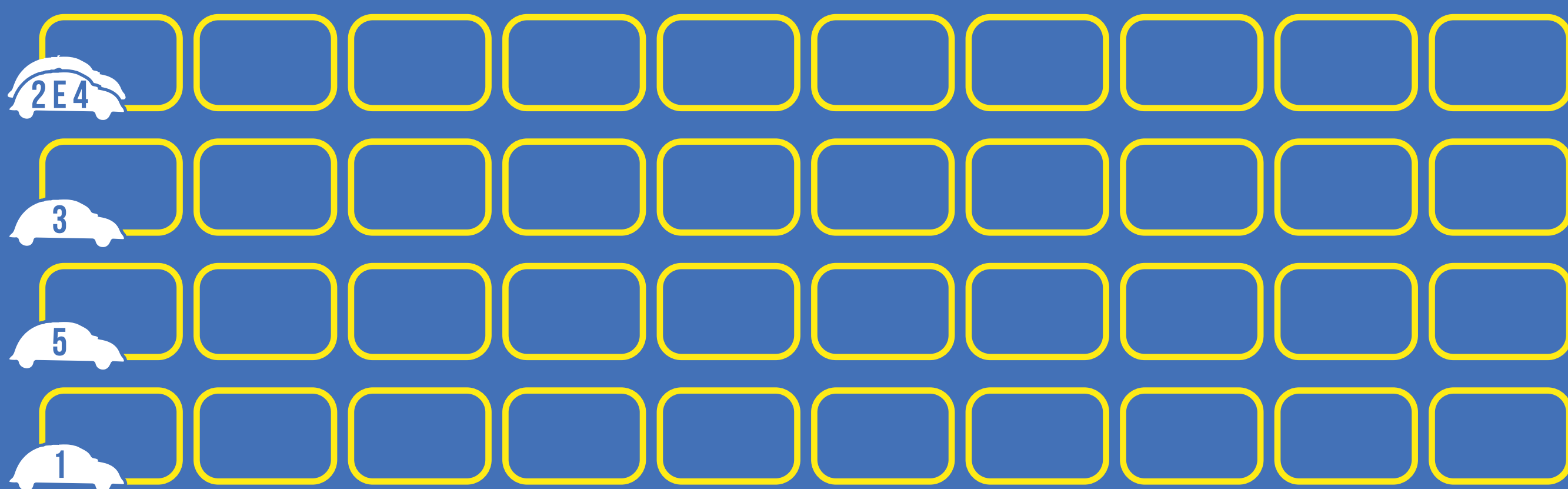
PHASE 03 CONTINUES AS THE BASE GAME, BUT RESPECTING THE ORDER OF THE SETS FROM PHASE 02. ADDITIONALLY, PLACE THE COLORFUL BEETLE MEEPLES NEXT TO THEIR CORRESPONDING SET.

RULES:

01 - STARTING WITH THE FIRST PLAYER, EVERYONE MUST PLACE THEIR BLUE BEETLE MEEPLE IN FRONT OF OR ON TOP OF ONE OF THE 4 CARDS FROM THE FIRST SET.

NOTE: YOU CAN FOLLOW OTHER PLAYERS, BUT LOOK AT THE DETAILS WHEN REVEALING CARDS.

01 PT. 02 PT. 03 PT. 04 PT. 05 PT. 06 PT. 07 PT. 08 PT. 09 PT. 10 PT.



EXAMPLE OF THE FIRST ROUND WITH 5 PLAYERS. PLAYERS DECIDE WHICH CARD TO GO WITH THEIR BLUE BEETLE.

02 - AFTER ALL PLAYERS CHOOSE THEIR CARDS TO WALK, THEY ARE REVEALED.

IS THE REVEALED CARD A BLUE BEETLE?

NO! PHEW!

DO YOU DECIDE TO STOP AND STICK WITH THE COLUMN SCORE OR MOVE ON AND GET MORE POINTS?

04 - IS THE REVEALED CARD A

BLUE BEETLE? YES!

YOU LOSE ALL POINTS FOR THAT MATCH IMMEDIATELY.





ATTENTION!! IF A PLAYER HAS FOUND A BLUE BEETLE CARD AND HAS PLAYERS FOLLOWING HIM, THAT PLAYER GAINS 1 POINT FOR EACH PLAYER BEHIND HIM.

IF THERE ARE NO PLAYERS FOLLOWING, THE ROUND SCORE IS ZERO.

NEXT

RULES:

EXAMPLE OF SOLVING THE FIRST ROUND WITH 5 PLAYERS.

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PLAYERS 2 AND 4 THEY MET THE BLUE BEETLE, BOTH ARE LEFT OUT OF THE NEXT ROUND AND ONLY RETURN IN THE NEXT MATCH.

PLAYER 2 HE GAINS 1 POINT, AS THERE IS A PLAYER FOLLOWING HIM (PLAYER 4).

PLAYER 4, HE GETS 0 POINTS, AS THERE IS NO OTHER PLAYER FOLLOWING HIM.

PLAYERS 1, 3 E 5 THEY DECIDE TO KEEP 1 POINT OR MOVE ON TO GET MORE POINTS IN THAT MATCH.

5 - ONCE THE FIRST ROUND IS OVER, THE DRIVER'S CARD GOES TO THE NEXT AVAILABLE PLAYER ON THE LEFT AND A NEW ROUND BEGINS, NOW WORTH 2 POINTS. THE MATCH SCORE CORRESPONDS TO THE POINTS IN THE COLUMN IN WHICH THE PLAYER DECIDES TO STOP.

REMEMBERING THAT IF THE PLAYER HAS FOUND A BLUE BEETLE CARD AND HAS PLAYERS FOLLOWING THAT PLAYER, HE GAINS 1 POINT FOR EACH PLAYER ON THE SAME CARD THAT IS FOLLOWING HIM, IF THERE ARE NO PLAYERS FOLLOWING HIM, THE SCORE IS ZERO.

NEXT

RULES:







LET'S FOLLOW THIS EXAMPLE FROM THE 1ST GAME UNTIL THE END, SO THE SCORE IS AS FOLLOWS:

- **PLAYER 2** (1 POINT): RETURNS IN THE 2ND AND 3RD MATCH
- **PLAYER 4** (0 POINTS): RETURNS IN THE 2ND AND 3RD MATCHES
- **PLAYERS 1, 3 AND 5:** THEY DECIDE WHETHER THEY WANT TO GET 1 POINT OR RISK GETTING 2 POINTS.

SECOND ROUND:

THE SECOND ROUND CONTINUES IN THE SAME WAY AS THE FIRST, BUT NOW THE ROUND STARTS FROM THE SECOND COLUMN. ADDITIONALLY, PLAYERS CAN DECIDE TO KEEP 1 POINT AND LEAVE THE MATCH OR RISK GAINING 2 POINTS BY CHOOSING A NEW CARD AND REMAINING IN THE MATCH.

EXAMPLE FROM THE BEGINNING OF ROUND 2. SO AT THIS POINT PLAYERS 2 AND 4 ARE ALREADY OUT OF THE MATCH, PLAYER 3 DECIDED NOT TO TRY FOR ANY MORE POINTS AND TO WITHDRAW FROM THE ROUND AND THE MATCH WITH 1 POINT. ↘

	01 PT.	02 PT.	03 PT.	04 PT.	05 PT.	06 PT.	07 PT.	08 PT.	09 PT.	10 PT.
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LET'S UPDATE THE SCORE:

- **PLAYER 2** (1 POINT): RETURNS IN THE 2ND AND 3RD MATCH. FOUND BLUE BEETLE IN THE FIRST ROUND WITH A FOLLOWER
- **PLAYER 4** (0 POINTS): RETURNS IN THE 2ND AND 3RD MATCHES. FOUND BLUE BEETLE IN THE FIRST ROUND WITH NO FOLLOWERS
- **PLAYER 3** (1 POINT): RETURNS IN THE 2ND AND 3RD MATCHES. HE DECIDED TO SECURE 1 POINT AND WITHDRAW FROM THE MATCH. DIDN'T FIND THE BLUE BEETLE
- **PLAYERS 1 AND 5:** THEY DECIDE TO STAY IN THE MATCH AND RISK WINNING 2 POINTS

NEXT

RULES:

01 PT. 02 PT. 03 PT. 04 PT. 05 PT. 06 PT. 07 PT. 08 PT. 09 PT. 10 PT.

EXAMPLE OF ROUND 2 RESOLUTION. AT THIS POINT, PLAYERS 2 AND 4 ARE ALREADY OUT OF THE MATCH, PLAYER 3 DECIDED NOT TO TRY FOR MORE POINTS AND WITHDRAWS FROM THE ROUND WITH 1 POINT. PLAYER 5 FOUND THE BLUE BEETLE AND IMMEDIATELY LOSES ALL POINTS FROM THAT MATCH. PLAYER 1 MUST DECIDE BETWEEN KEEPING 2 POINTS OR TAKING A RISK AND TRYING FOR 3 POINTS.

NOW PLAYER 1 DECIDES TO START MORE ROUNDS TO RISK GAINING MORE POINTS OR LOSING ALL POINTS WHEN ENCOUNTERING A BLUE BEETLE.

REMEMBERING THAT WHOEVER HAS THE MOST POINTS AT THE END OF 3 MATCHES WINS!

IN THIS MOMENT OF TENSION, PLAYER 1 WILL THEN DECIDE ON A MORE CONSERVATIVE STRATEGY AND KEEP HIS 2 POINTS.

GAME ONE ENDS AT THIS POINT AND WE UPDATE THE GAME SCORE:

- **PLAYER 2** (1 POINT): RETURNS IN THE 2ND AND 3RD MATCHES

FOUND THE BLUE BEETLE IN THE FIRST ROUND WITH A FOLLOWER

- **PLAYER 4** (0 POINTS):

RETURNS IN THE 2ND AND 3RD GAME.

FOUND BLUE BEETLE IN THE FIRST ROUND WITH NO FOLLOWERS

- **PLAYER 3** (1 POINT):

RETURNS IN THE 2ND AND 3RD

MATCHES. HE DECIDED TO SECURE 1

POINT AND WITHDRAW FROM THE

MATCH. DIDN'T FIND THE BLUE BEETLE

- **PLAYER 1** (2 POINTS):

HE DECIDED TO SECURE 2 POINTS AND

WITHDRAW FROM THE MATCH. DIDN'T

FIND THE BLUE BEETLE

- **PLAYER 5** (0 POINTS): FOUND BLUE

BEETLE IN THE SECOND ROUND WITH NO

FOLLOWERS.

NEXT

RULES:

END OF THE FIRST MATCH!

THE GAME CONTINUES, THE WINNER IS DECIDED AT THE END OF 3 MATCHES.

ALL PLAYERS START MATCH 2 WITH THE SCORE FROM MATCH 1.

IN THE SAME WAY, MATCH 3 WILL START WITH THE SUM OF MATCHES 1 AND 2.

NOW THE FIRST PLAYER IS THE LAST TO LEAVE THE PREVIOUS MATCH.

IF THERE IS MORE THAN ONE PLAYER IN THIS SITUATION, THE ONE WITH THE DRIVER'S CARD GOES.

AFTER FINISHING THE 3 MATCHES, LET'S MOVE ON TO THE FINAL SCORE.



EXAMPLE OF FINAL SCORE. AT THE END OF 3 MATCHES, PLAYER 4 IS THE BIG WINNER, ADDING UP THE SCORES FROM MATCHES 1, 2 AND 3!

MATCH 1

PLAYER 1: 2 POINTS

PLAYER 2: 1 POINT

PLAYER 3: 1 POINT

PLAYER 4: 0 POINTS

PLAYER 5: 0 POINTS

MATCH 2

(SUM OF MATCH 1 + RESULT OF MATCH 2)

PLAYER 1: (2 + 2) = 4 POINTS

PLAYER 2: (1 + 2) = 3 POINTS

PLAYER 3: (1 + 2) = 3 POINTS

PLAYER 4: (0 + 1) = 1 POINT

PLAYER 5: (0 + 5) = 5 POINTS

FINAL MATCH 3

(SUM OF MATCHES 1 AND 2 + RESULT OF MATCH 3)

PLAYER 1: (4+1) = 5 POINTS

PLAYER 2: (3+2) = 5 POINTS

PLAYER 3: (3 +4) = 7 POINTS

PLAYER 4: (1+8) = 9 POINTS

PLAYER 5: (5+3) = 8 POINTS

[WATCH VIDEO TUTORIAL](#)

[SEE GAME 03](#)

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LET'S PLAY WITH COLORFUL FUCAS!

THE GAME CONTINUES IN THE SAME WAY, WHEN A PLAYER FINDS THE BLUE BEETLE THEY MUST TAKE IT TO THE MECHANIC. HOWEVER, IF YOU FIND A COLORFUL BEETLE, DON'T BE SAD! IN ADDITION TO CONTINUING IN THE GAME, COLORFUL BEETLE RELEASES POWERS!



BLACK BEETLE

WHEN ACTIVATED, IT ALLOWS THE PLAYER TO LOOK AT A CARD ON THE CLUE BEFORE THE PICK PHASE AND THE CARD REVEAL PHASE! THUS, THE PLAYER ON HIS TURN CAN LOOK AT A CARD BEFORE MOVING WITH IT YOUR BLUE BEETLE MEEPLE (SHOUT PUNCH BUGGY BLACK!!! BEFORE ACTIVATING THE POWER). YOU CAN ONLY USE THIS POWER ONCE IN THE MATCH). AFTER USING BLACK BEETLE OR AT THE END OF THE MATCH, PLACE THE BLACK BEETLE MEEPLE NEXT TO ITS CORRESPONDING CARD. THE MATCH CONTINUES WITH THE NEXT PLAYER.



GREEN BEETLE

WHEN ACTIVATED, IT ALLOWS THE PLAYER TO GO BACK IN TIME. WHEN THE PLAYER FINDS A BLUE BEETLE, THEY CAN GO BACK IN TIME AND CHOOSE ANOTHER PLACE ON THE TRACK (BY SHOUTING PUNCH BUGGY GREEN!). **NOTE:** IF THERE ARE OTHER PLAYERS ON THE SAME BLUE BEETLE CARD AND YOU DECIDE TO TRAVEL THROUGH TIME, ALL PLAYERS TRAVEL WITH YOU! OPENING A TEMPORAL VORTEX HAS ITS COSTS LOL.

(YOU CAN ONLY USE THIS POWER ONCE IN THE MATCH). AFTER USING THE GREEN BEETLE OR AT THE END OF THE GAME, PLACE THE GREEN BEETLE MEEPLE NEXT TO ITS CORRESPONDING SET. THE GAME CONTINUES WITH THE NEXT PLAYER.



YELLOW BEETLE

THE YELLOW BEETLE ALLOWS YOU TO DRIVE TWO BEETLES AROUND THE TRACK UNTIL THE END OF THE MATCH! FROM THE NEXT ROUND ONWARDS YOU USE THE MEEPLES OF YOUR BLUE BEETLE AND YELLOW BEETLE. **WHEN YOU PICK UP YELLOW, THE POWER IS ALREADY ACTIVATED. THE MATCH CONTINUES WITH THE NEXT PLAYER. (YOU CAN USE BOTH BEETLES UNTIL THE END OF THE GAME OR UNTIL THEY ARE ELIMINATED!)**



RED BEETLE!

WHEN ACTIVATED, IT ALLOWS THE PLAYER TO SKIP A SET OF CARDS AND ONLY PLAY ON THE NEXT ROUND! SHOUT PUNCH BUGGY RED TO ACTIVATE THE POWER, AT THAT TIME THE PLAYER'S BLUE BEETLE MOVES DIRECTLY TO THE NEXT SET AND WAITS FOR THE NEXT ROUND. **(YOU CAN USE THIS POWER ONCE IN THE GAME, ON YOUR TURN BEFORE CHOOSING A CARD TO RIDE ON THE PUNCH BUGGY RED TRACK!)** AFTER USING RED BEETLE OR AT THE END OF THE GAME, PLACE THE RED BEETLE MEEPLE NEXT TO YOURS. CORRESPONDING SET. THE GAME CONTINUES WITH THE NEXT PLAYER.



WHITE BEETLE!

THE PLAYER WHO OWNS THE WHITE BEETLE CONTINUES TO CAUSE CHAOS AT THE TABLE! AFTER DECIDING WHERE TO WALK ON THE TRACK AND BEFORE THE CARD REVEAL PHASE, THE PLAYER ACTIVATES THE WHITE BEETLE.

WHEN THE WHITE BEETLE IS ACTIVATED, ALL BEETLE MUST FOLLOW THE BLUE BEETLE OF THE PLAYER WHO ACTIVATED THE WHITE BEETLE'S POWER REGARDLESS OF THE TURN ORDER. (YOU CAN ONLY USE THIS POWER ONCE IN THE MATCH). AFTER USING THE WHITE BEETLE OR AT THE END OF THE GAME, PLACE THE WHITE BEETLE'S MEEPLE NEXT TO ITS CORRESPONDING SET. **AFTER THE WHITE BEETLE IS ACTIVATED, THE CARD REVEAL PHASE AUTOMATICALLY BEGINS. NOTE: IF THE PLAYER WHO HAS THE POWER OF THE WHITE BEETLE IN THE ROUND FINDS THE BLUE BEETLE CARD, HE WINS THE POINT OF EVERYONE WHO IS FOLLOWING HIM ACCORDING TO THE BASE GAME RULE.**

SUGGESTION:

WHEN PLAYING A GAME BETWEEN CHILDREN AND ADULTS, USE THE BASE GAME SETUP FOR RULES 1 AND 2 WITHOUT THE COLORFUL BEETLES CARDS AND MEEPLES. AFTER PREPARING THE BASE GAME, SEPARATE THE CARDS/MEEPLES FROM THE COLORFU BEETLE AND DISTRIBUTE THEM AMONG THE CHILDREN, SO THE CHILDREN START THE GAME WITH POWERS. THE RULES FOR POWERS REMAIN THE SAME!



GAME 03: BEETLE RACING!



GOAL :

IN THE BEETLE RACING RACE YOUR OBJECTIVE IS TO MAKE YOUR BLUE BEETLE CROSS THE FINISH LINE OR GO FURTHER THAN YOUR OPPONENTS' BEETLES!

SETUP

RETURN TO INDEX

SETUP:

01 - SET ASIDE 10 CARDS OF THE SAME CAR (WITH THE SAME SYMBOL), EXCEPT BLUE BEETLE WITH THIS SYMBOL 

02 - NOW SHUFFLE THESE 10 CARDS FROM THE SAME CAR AND DISTRIBUTE THEM ON THE TABLE.


03 - PLACE THE PLAYERS' MEEPLES IN FRONT OF THE FIRST CARD.
EXAMPLE:



THIS SEQUENCE OF CARDS FROM THE SAME CAR WILL SERVE AS A RACE TRACK DURING THE MATCH AND TO DETERMINE THE SUPER TRUMP FROM THE SECOND ROUND ONWARDS.

NOTE: BLUE BEETLE WILL NEVER BE SUPER TRUMP!

04 - WITH THE REMAINING CARDS, DISTRIBUTE 10 CARDS TO EACH PLAYER AND THE FIRST PLAYER CARD (DRIVER). THE FIRST PLAYER IS THE ONE WHO WON THE LAST GAME OR CAUGHT THE HIGHEST NUMBER OF MEEPLE AFTER DRAWING.

BLUE BEETLE CARDS WITH THIS SYMBOL , UNTIL THE END OF THE GAME THESE CARDS WILL BE A TRUMP CARD AND WHENEVER THE BLUE BEETLE CARD IS PLAYED YOU MUST SWAP TWO CARDS ON THE TRACK.

LET'S GO!

IN THE FIRST ROUND WE ONLY HAVE THE TRUMP CARD, WHICH ARE THE

WHOEVER HAS THE CARD WITH THE HIGHEST VALUE WINS THE ROUND:

BLUE BEETLE TRUMP > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 3 > 2 > 1

PROCEED TO RULES

RULES:

01 - THE WINNER OF THE ROUND ALWAYS ADVANCES ONE CARD ON THE TRACK.

02 - IF THERE ARE MORE PLAYERS TIED WITH THE CARD WITH THE HIGHEST VALUE, EVERYONE ADVANCES ONE CARD.

03 - PLAYERS MUST PLACE THEIR CARDS IN THE FOLLOWING WAY:

 **PLAYER 1 CARD**

 **PLAYER 2 CARD**

 **PLAYER 3 CARD**



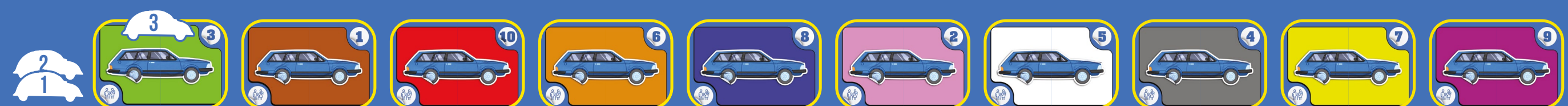
EXAMPLE OF THE FIRST ROUND WITH 3 PLAYERS.

IN THIS ROUND NO TRUMPS WERE PLAYED, SO THE PLAYER WITH THE HIGHEST CARD WINS, IN THIS CASE IT WAS PLAYER 3. THE CARDS REMAIN ON THE TABLE AND ONLY PLAYER 3'S CAR ADVANCES

 **PLAYER 1 CARD**

 **PLAYER 2 CARD**

 **PLAYER 3 CARD**



FROM THAT MOMENT ON, THE FIRST ROUND ENDS, PLAYER 3 IS WINNING THE RACE. THE FIRST PLAYER CARD IS PASSED FROM LEFT TO RIGHT.

**LET'S GO TO THE
SECOND ROUND!**

NEXT

RULES:

FROM THE SECOND ROUND ONWARDS WE HAVE ANOTHER ACTION THAT CAN MOVE THE CAR ON THE TRACK, IN ADDITION WE WILL HAVE THE **SUPER TRUMP!**

THE OTHER ACTION THAT ALLOWS YOUR CAR TO MOVE ON THE TRACK IS TO COMBINE A CARD FROM YOUR HAND WITH A CARD ALREADY PLAYED IN THE PREVIOUS ROUND.

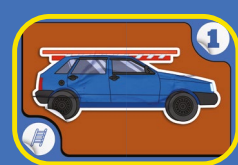
THESE CARDS MUST BE FROM THE SAME CAR (REPRESENTED WITH THE SAME SYMBOL).

FROM THIS ROUND ONWARDS, THE **SUPER TRUMP** ARE ALL CARDS WITH THE SAME NUMBER OCCUPIED BY THE MEEPLE THAT IS IN 1ST PLACE ON THE TRACK. SOON AFTERWARDS THE **BLUE BEETLE** AND THEN ALL CARDS OF HIGHER VALUE.

NOTE: BLUE BEETLE WILL NEVER BE SUPER TRUMP! FROM THE SECOND ROUND ONWARDS, CARDS CAN BE PLACED NEXT TO ANY CAR.

EXAMPLE OF TRUMP CARDS AT THE BEGINNING OF THE SECOND ROUND. AT THIS MOMENT, THE SUPER TRUMP ARE ALL CARDS NUMBERED 3, FOLLOWED BY THE BLUE BEETLE CARDS AND ALL OTHER CARDS OF HIGHER VALUE:

3 IS A SUPER TRUMP > BLUE BEETLE TRUMP > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 2 > 1



PLAYER 1 CARD



PLAYER 2 CARD



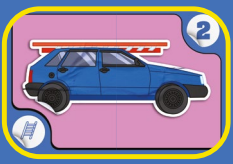
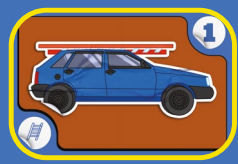
PLAYER 3 CARD



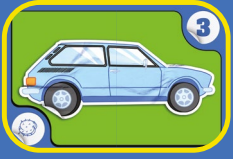
NOW THAT WE KNOW THE TRUMP VALUES BEFORE THE SECOND ROUND, WE CAN START WITH THE PLAYER WHO HAS THE DRIVER'S CARD

NEXT

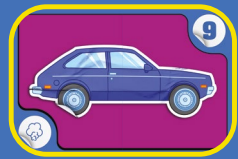
REGRAS:



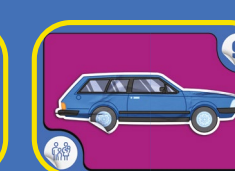
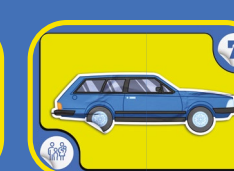
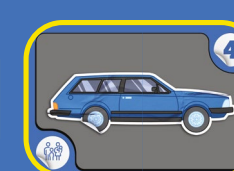
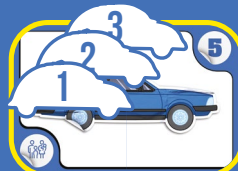
PLAYER 2 CARD



PLAYER 3 CARD



PLAYER 1 CARD



EXAMPLE OF ROUND 2 RESOLUTION. IN THIS ROUND, PLAYER 2 STARTED BY COMBINING TWO CARS WITH THE SAME SUITS, SO HE IMMEDIATELY ADVANCED ONE CARD ON THE TRACK.

NEXT, PLAYER 3 PLAYED SUPER TRUMP 3, AND WAS WINNING THE ROUND UNTIL PLAYER 1 PLACED THE BLUE BEETLE CARD, WHEN PLAYER 1 PLACED THE BLUE BEETLE CARD, HE CHANGED THE SUPER TRUMP PLACE AND CHANGED THE ORDER CARD VALUES:

FROM: SUPER TRUMP 3 > BLUE BEETLE TRUMP > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 2 > 1
TO: SUPER TRUMP 5 > BLUE BEETLE TRUMP > 10 > 9 > 8 > 7 > 6 > 4 > 3 > 2 > 1

WITH THIS CHANGE, THE SUPER TRUMP CHANGES AND PLAYER 1 WINS THIS ROUND AND ADVANCES ONE CARD ON THE TRACK.

TO RECAP:

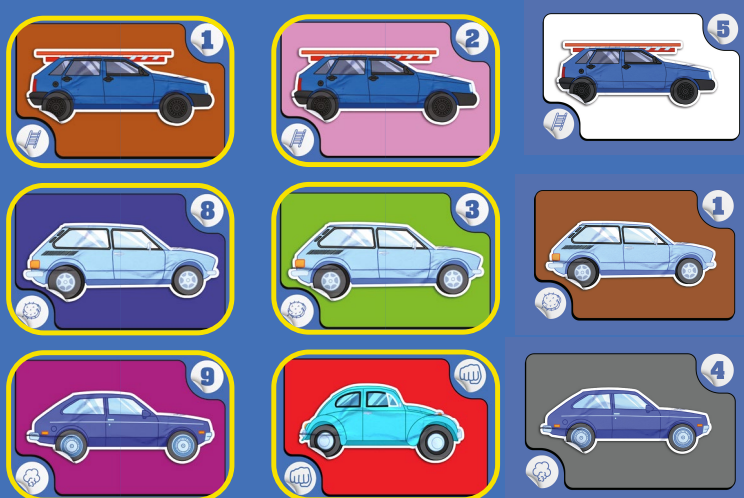
WHENEVER YOU COMBINE IDENTICAL CARS (EQUAL SYMBOLS) YOU IMMEDIATELY ADVANCE ON THE TRACK. THE RESOLUTION OF THE ROUND AND THE DEFINITION OF THE WINNER ONLY HAPPENS WHEN ALL PLAYERS PLACE THEIR CARDS ON THE TABLE, ALWAYS NEXT TO ANY CARD AVAILABLE FROM THE PREVIOUS ROUND. WHEN PLAYING THE BLUE BEETLE CARD, THE PLAYER MUST CHANGE TWO CARDS ON THE TRACK.

IN THE EXAMPLE ABOVE, WHEN PLAYING THE BLUE BEETLE CARD, PLAYER 1 DECIDED TO SWAP CARDS 5 AND 3 ON THE TRACK. AND FINALLY, SUPER TRUMP IS ALWAYS DEFINED BY THE POSITION OF THE BLUE BEETLE MEEPLE THAT IS FIRST ON THE TRACK.

NEXT

RULES :

NOW LET'S MOVE ON TO THE BEGINNING OF THE THIRD ROUND, REMEMBERING THAT THE SUPER TRUMP CAN CHANGE AT ANY TIME WITH THE LEADER ADVANCING HIS BLUE BEETLE TO A NEW CARD OR WITH A BLUE BEETLE CARD PLAYED IN THE ROUND, THUS ALLOWING THE CARDS TO BE EXCHANGED IN THE ROUND. TRACK.



PLAYER 1 CARD

PLAYER 3 CARD

PLAYER 2 CARD



EXAMPLE OF ROUND 3 RESOLUTION.

IN THIS ROUND, PLAYER 3 STARTED THE ROUND BY COMBINING TWO CARS WITH THE SAME SUITS, SO HE IMMEDIATELY ADVANCED ONE CARD ON THE TRACK, GOING TO CARD 1. NEXT, PLAYER 1 COMBINED A CARD AND ADVANCED ONE CARD ON THE TRACK IMMEDIATELY, ALSO GOING TO CARD 1.

FINALLY, PLAYER 2 ENDS THE ROUND, AS HE DID NOT COMBINE THE CARS, HE DOES NOT ADVANCE. AFTER EVERYONE PLAYS THEIR CARDS WE WILL RESOLVE THE TRUMP CARDS AND ROUND 3. THE RACE LEADERS WERE ON CARD NUMBER 1, SO THE TRUMP CARD WAS CHANGED:

FROM: SUPER TRUMP 5 > BLUE BEETLE TRUMP > 10 > 9 > 8 > 7 > 6 > 4 > 3 > 2 > 1
TO: SUPER TRUMP 1 > BLUE BEETLE TRUMP > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 3 > 2

THEREFORE, AT THE END OF THE ROUND, PLAYER 3 IS THE WINNER AND ADVANCES ONE MORE CARD, GOING TO CARD 10, AT THAT MOMENT WHEN HE ADVANCES, AS HE IS THE LEADER, THE SUPER TRUMP ALREADY MOVES IMMEDIATELY TO THE NEXT ROUND.

FROM: SUPER TRUMP 1 > BLUE BEETLE TRUMP > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 3 > 2
TO: SUPER TRUMP 10 > BLUE BEETLE TRUMP 9 > 8 > 7 > 6 > 5 > 4 > 3 > 2 > 1

RULES :

FINISHING

THE GAME CONTINUES UNTIL ONE PLAYER ADVANCES FAR ENOUGH TO LEAVE THE TRACK OR UNTIL ALL PLAYERS HAVE RUN OUT OF CARDS.

THEREFORE, THE GREAT BEETLE RACING CHAMPION IS THE FIRST PLAYER TO LEAVE THE TRACK AT THE END OF ANY ROUND OR THE PLAYER WHO ADVANCES THE FURTHEST ON THE TRACK UNTIL THE CARDS RUN OUT.

IN CASE OF TIES, THE GRAND CHAMPION IS THE FIRST PLAYER TO THE LEFT OF THE FIRST PLAYER CARD (OR THE VICTORY CAN BE SHARED BY THE PLAYERS WHO REACHED THE FURTHEST).

WERE YOU NOT SATISFIED WITH THE TIEBREAKER CRITERIA? START GAME 1, GO THROUGH GAME 2 AND FINISH IN GAME 3 AGAIN. THE PLAYER WHO HAS THE MOST WINS IN ALL GAMES IS THE WINNER LOL.

2 PLAYERS VARIANT

BEETLE RACING RULES APPLY WITH THE FOLLOWING CHANGES:

01 - YOU PLAY WITH ANOTHER PLAYER "THE PILOT". THE PILOT SITS AT THE TABLE LIKE A THIRD PLAYER. SO HE IS LIKE A "REAL" PERSON WHO TAKES TURNS WITH YOU.

02 - WHEN PREPARING THE GAME FOR "THE PILOT", SHUFFLE ALL 10 CARDS AND FORM A DRAW PILE, WITH ALL CARDS FACE DOWN.

03 - ON THE DRIVER'S TURN, TAKE A CARD FROM THE TOP OF YOUR PILE AND POSITION THE CARD AS CLOSE TO THE TRACK AS POSSIBLE (ON THE BOTTOM ROW).

04 - LIKE YOU "THE DRIVER" WALKS AROUND THE TRACK WITH HIS BLUE BEETLE AND ADVANCES IN THE SAME WAY, COMBINING SUITS AND WINNING THE ROUND.

NEXT

RULES :

05 - THE ONLY DIFFERENCE TO "THE PILOT" IS WHEN PLAYING THE BLUE BEETLE. WHEN THE DRIVER PLAYS THE BLUE BEETLE TRUMP CARD, HE PLAYS THE GAME NORMALLY WITH THE BLUE BEETLE TRUMP CARD. HOWEVER, NO CARD IS MOVED ON THE TRACK TO CHANGE THE SUPER TRUMP CARD.

SIX PLAYERS VARIANT

01 - FOR 6 PLAYERS, DO THE SAME PREPARATION, THE ONLY DIFFERENCE IS IN THE DISTRIBUTION OF CARDS.

02 - EACH PLAYER RECEIVES 8 CARDS AND TWO ARE LEFT OUT OF THE GAME.

COLORFUL BEETLES

THE BEETLE RACING RULES REMAIN THE SAME, THE ONLY DIFFERENCE NOW IS THAT WE WILL COLOR OUR RACE WITH COLORFUL BEETLES! FURTHERMORE, THE CARDS WILL BE USED TO MARK THE PLACE WHERE EACH PLAYER PLACES THEIR CARD ON THE TABLE.

HOW IT WORKS:

EACH PLAYER CHOOSES THEIR MEEPLE ACCORDING TO THEIR FAVORITE COLOR, WE HAVE COLORFUL BEETLES FOR EVERYONE INCLUDING BLUE BEETLE AND THEIR ROAD PARTNERS COLORFUL FUCAS! (BLACK BEETLE, GREEN BEETLE, YELLOW BEETLE, RED BEETLE AND WHITE BEETLE). AFTER ALL PLAYERS CHOOSE THEIR FAVORITE COLOR AND POSITION THEIR MEEPLES AT THE START OF THE RACE, EVERYONE TAKES THE BEETLE CARD CORRESPONDING TO THE COLOR OF THEIR BEETLE (WITH THE EXCEPTION OF BLUE BEETLE, IN THIS CASE BLUE BEETLE CAN USE A BLUE BEETLE MEEPLE INSTEAD OF THE CARD)

WITH THE CARDS IN HAND AND THE BEETLES POSITIONED, THE GAME STARTS NORMALLY. IN THE FIRST ROUND, WHEN ALLOCATING HIS FIRST CARD IN THE TRICK, THE PLAYER WILL PLACE THE COLORED BEETLE CARD CORRESPONDING TO HIS COLOR OR THE BLUE BEETLE MEEPLE NEXT TO IT. AT THE END OF THE TRICK, WE CAN IDENTIFY THROUGH THE COLORED BEETLES CARDS THE RESULT OF THE TRICK AND WHICH BEETLES ARE WALKING AROUND THE TRACK. IN THE SAME WAY, PLAYERS CONTINUE ON TO THE NEXT ROUND, ALWAYS IDENTIFYING WHICH CARD WAS ALLOCATED WITH THE COLORED BEETLE CARD CORRESPONDING TO THEIR COLOR OR THE BLUE BEETLE MEEPLE. IF PLAYERS FIND IT EASY TO IDENTIFY THE RESULT OF THE TRICK, THEY CAN ONLY USE COLORED MEEPLES AND CONTINUE WITH THE BASE GAME RULES.

FOLLOW THE OFFICIAL VIDEOS WITH THE RULES/GAMEPLAY IN THE LINKS BELOW AND BE SURE TO GET IN TOUCH WITH THE SPORT AT THE TABLE, WE ANSWER YOUR QUESTIONS WITH ONLINE MONITORING:



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TUTORIAL VIDEO

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