Bug Council of
Backyardia

ていこく
庭国の虫会議

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INTRODUCTION

In the vast realm of *Backyardia*, the *Bug Council* convenes to discuss important things like picnics, how to ruin picnics and, of course, income tax reform. The different factions of bugs- *Bees, Mosquitoes, Cockroaches, Ants, and Flies* - find themselves in an ever-shifting balance of power and only those who ally themselves with the most powerful will seize the day.

Bug Council of Backyardia is a trick-taking game that uses a mancala mechanism to dynamically change the strengths of the suits throughout the game. Players will play tricks, keeping an eye on which suits are most powerful until they have one card left. This final card will score a point bonus based on that suit's strength.
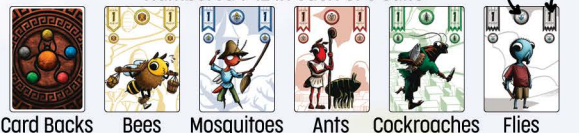
> Hail! I am Cicadio, the great bard of *Backyardia*! I'll be popping in here and there to help out. I was a Literature major in college, so it's not like I have anything better to do!

COMPONENTS

60 Playing Cards
Numbered 1-12 in each of 5 suits

Suit   Value

Card Backs   Bees   Mosquitoes   Ants   Cockroaches   Flies

Council Board
Multi-piece board (11 pieces)

5 Cityscapes with Score Track

10 Declaration Cards
2 in each of 5 player colors

Allegiance   No Allegiance
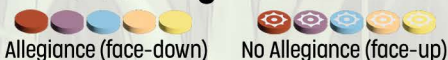
5 Faction Spaces

5 Scoring Markers

Allegiance (face-down)   No Allegiance (face-up)

Age Marker

18 Strength Cubes

Council Chambers with Age Track

Emissary Board
For 2 Player Games

Solo Board
For 1 Player Games

4 Solo Cards
For 1 Player Games

SETUP

1. In the center of the play area, connect the pieces of the *Council Board* as follows:

    1.1. In numerical order, connect the 5 *Cityscapes* face-up to form the outer ring.

    1.2. Slot the *Council Chambers* face-up inside the outer ring.

2. Place the *Strength Cubes* into a supply near the *Council Board*.

3. Perform the *Initial Council* setup as follows:

    3.1. Take the *5 Faction Spaces* and shuffle them face-down.

    3.2. Randomly choose and flip 1 *Faction Space* face-up. Slot it face-up into the corresponding space on the *Council Board*, placing 4 *Strength Cubes* on top.

    3.3. Repeat **3.2** four more times, placing 3 *Strength Cubes* on the next revealed *Faction Space*, then again, placing 2 *Strength Cubes* on the next revealed *Faction Space*, then again, placing 1 *Strength Cube* on the next revealed *Faction Space*. Finally, reveal the last remaining *Faction Space*, slot this into the board face-up, but do not place any *Strength Cubes* on top.

4. Place the *Age Marker* on the first space of the *Age Track*.

5. Each player selects an available color and receives the *Scoring Marker* and *2 Declaration Cards* of the selected color. Place all selected *Scoring Markers* face-down on space 0 of the *Score Track*. Place all unselected *Scoring Markers* and *Declaration Cards* back into the game box.

6. Create the deck of *Playing Cards* based on the number of players as follows:

    5 players: Use the entire deck of cards.

    4 players: Return all cards with a 5+ player icon (11s and 12s) to the game box.

    3 Players: Return all cards with a 5+ player icon (11s and 12s) **AND** all cards with a 4+ player icon (9s and 10s) to the game box.

7. Shuffle the created deck thoroughly and deal 11 cards face-down to each player. Players may look at their hand but should keep it secret from the others. Place the remaining cards face-down and to the side for now.

8. The last player to have a picnic ruined by bugs is the first lead player in *Age 1*.

> As someone with 517 brothers and sisters, I never have a need for lower player counts. But if YOU do, we have additional set up and gameplay rules for 2 player and 1 player games on pages 7 and 9, respectively.

3 PLAYER SAMPLE SETUP

7. Player Hands

5. Scoring Markers & Declaration Cards

3. Initial Council Setup

6. Remove Cards

1. Council Board

4. Age Marker

2. Strength Cube Supply

7. Leftover Deck

AGE STRUCTURE

Bug Council of Backyardia is played over the course of three *Ages* (rounds). Each *Age* is broken up into three phases: *Declaration Phase*, *Trick Phase*, and *Scoring & Upkeep Phase*.

I ▷ DECLARATION PHASE

All players look at their hand of cards and decides to declare *Allegiance* or *No Allegiance*.

Players will place the *Declaration Card* that corresponds to their decision face-down in front of them. Place the unused *Declaration Card* face-down off to the side.

> You're probably wondering what *No Allegiance* even is. We'll get into that during the *Scoring & Upkeep Phase*... C'mon, this wouldn't be a board game teach if I didn't say, "I'll explain that in a bit" at least once.

Once all players have decided and placed their corresponding *Declaration Card* face-down in front of them, all players simultaneously reveal their chosen *Declaration Card*.

Anyone who declared *No Allegiance* performs the following steps:

1. Discard 1 card from your hand. Place this card face-down on top of the leftover deck.
2. Flip your *Scoring Marker* face-up, being sure not to change it's location.

Anyone who declared *Allegiance* flips their *Scoring Marker* face-down.

II ▷ TRICK PHASE

This phase consists of 10 tricks. Each trick is broken up into 3 steps: *Playing the Trick*, *Resolving the Trick*, and *Visiting the Council*.

Playing the Trick

1. The lead player begins the trick by playing any card from their hand face-up on the table. Whatever suit they play is called the 'lead suit'

2. Going clockwise from the lead player, each player must then play a card from their hand face-up on the table.

> If a player has a card in the same suit as the lead suit, they MUST play a card of that suit. This is called 'following suit' and the played card is considered 'on suit'. If a player has no card in the same suit as the lead suit, they may play any card from their hand. This is called playing 'off suit'.

Resolving the Trick

If all players *followed suit*, the player who played the highest valued card wins the trick.

If at least one player played *off suit*, the player who played the highest valued card of the strongest suit wins the trick. The strongest suit is determined by which played suit has the most *Strength Cubes* on its *Faction Space*.

If two or more played suits are tied for the highest number of *Strength Cubes*, the higher value of the tied cards wins. If the tied cards are of the same value, the player who played their card later in turn order wins.

Whoever wins the trick, gathers all cards played during this trick to be scored at the end of the *Age*.

When gathering won tricks, keep them organized in a way that you don't lose track of how many tricks you've won. Whether that's in separate piles, staggering them in a single pile, etc.

Rufus leads the trick with a 5 of Ants. Lizzy has a 7 of Ants, so they follow suit and play that card. Dingus does NOT have an Ants card, so they play a 2 of Bees. Ellie is last in turn order and they also do NOT have an Ants card, so they play a 4 of Cockroaches.

Since off-suit cards were played, the winner of this trick must be determined by comparing suit strengths on the Council Board. Currently, the Ants have 2 cubes, the Bees have 4 and the Cockroaches have 1. The Bees are the strongest suit, meaning that even though Dingus only played a 2, they win the trick because it's the highest value of the strongest suit.

Visiting the Council

Finally, a player **MUST *Visit the Council* (if eligible)**. The player who gets to *Visit the Council* is the player who played the lowest valued 'on suit' card during the current trick.

A small but important tidbit about *Visiting the Council:*

If nobody followed suit, thus making the leader of the trick the only person who played 'on suit', then nobody *Visits the Council* this trick! Just skip ahead to the next trick.

When a player *Visits the Council*, they will choose to activate **ANY** one faction **that has 1 or more *Strength Cubes* currently on it**. This player picks up **ALL** the *Strength Cubes* on that *Faction Space*. Then, moving in a clockwise direction around the council, they drop **1 cube off on each *Faction Space*** until all picked up *Strength Cubes* have been dispersed.

If a player activates a *Faction Space* that has so many *Strength Cubes* on it that they complete a full revolution around the council, they drop a *Strength Cube* on the initially activated *Faction Space* and then put ALL excess cubes into the *Council Chambers**

* All *Strength Cubes* placed into the *Council Chambers* stay there for the remainder of the game.

5

Rufus played the lowest on suit card, so they must Visit the Council. Rufus decides to activate the Bees Faction Space, which has 7 cubes on it. Rufus picks up all 7 cubes and goes in a clockwise direction, dropping 1 cube on the Mosquitos, Ants, Cockroaches and Flies Faction Spaces. At this point, Rufus has made a full revolution around the council and is back at the Bees Faction Space, so they drop 1 cube off there and place the remaining 2 cubes into the Council Chambers.
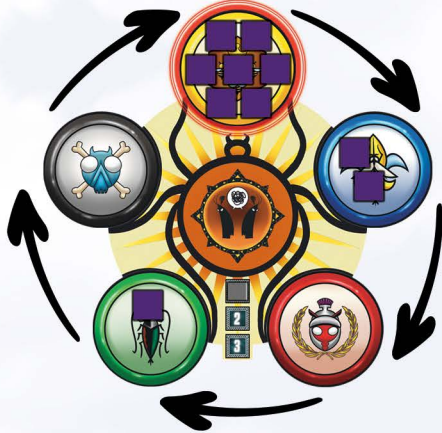
Pre-Council Visit *Post Council Visit*

After 10 tricks, the *Trick Phase* ends and play moves onto the *Scoring and Upkeep Phase*.

Be sure to make a mental note of which player won the final trick, this player will be the lead player for the first trick of the next *Age*.

> There was originally going to be a marker to denote who won the last trick, but times are tough in Backyardia and I already spent that money on an air fryer. Sorry, you'll just have to remember who won!
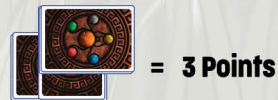
III ▷ SCORING & UPKEEP PHASE

Players score and perform some upkeep to prepare for the next *Age*. If this is the final *Age*, the upkeep portion of this phase may be skipped, and you may proceed to *End of Game*.

Trick Scoring

Each player scores **1 point for every trick that they won**.

= 3 Points

Allegiance Scoring

Players will also score points based on the leftover card in their hand. This card determines their *Allegiance* for this *Age*.

All players simultaneously reveal their leftover card. Players then score points for their *Allegiance*. Look at the corresponding faction on the *Council Board* to see how many *Strength Cubes* are currently on it. Each cube is worth 1 point.

Lizzy has a Flies card leftover after the Trick Phase has concluded. There is currently 1 cube on the Flies Faction Space, therefore, Lizzy scores 1 point for their Allegiance.

= 1 Point

No Allegiance Scoring

Players who bid *No Allegiance* during the *Declaration Phase* score differently:

If a player who declared *No Allegiance* won ANY tricks, this is considered a failed *No Allegiance* attempt. This player still receives 1 point per trick they won, but no further points are awarded to this player during this *Age*.

If a player who declared No Allegiance won ZERO tricks, this is considered a successful *No Allegiance* attempt! They will score **10 points PLUS a bonus of 1 point per *Strength Cube* currently in the *Council Chambers*.**

If multiple players had a successful *No Allegiance* attempt in the same *Age*, the total (10 points + 1 point per *Strength Cube* currently in the *Council Chambers*) is split evenly (rounded down) among all successful attempts.

Dingus declared No Allegiance, but they won five tricks therefore Dingus scores 5 points for this Age. Lizzy called No Allegiance and won zero tricks, so it's a success! There are 3 cubes in the Council Chambers, so they'll score 13 points. But uh oh! Rufus also successfully completed a No Allegiance bid... so scratch that, both Lizzy and Rufus will split the 13 points, rounded down. Therefore, they each receive 6 points.

See, I told you that we'd get back to this concept! I'm pretty good at this game teaching thing. I'm just like Rodney Smith, except I'm only half-Canadian!

Once all players have moved their *Scoring Markers* up, proceed to *Upkeep*.

Upkeep

New Recruits will be added to certain *Faction Spaces* on the *Council Board*.

All *Faction Spaces* **EXCEPT** for those with the most *Strength Cubes* will gain 1 extra *Strength Cube* from the supply. These newly added *Strength Cubes* represent allies coming from afar to help their faction in the coming political conflicts.

If multiple *Faction Spaces* are tied for the most *Strength Cubes*, none of those tied *Faction Spaces* receive *New Recruits*.

After *New Recruits* have been added, move the *Age Marker* down once on the Age Track.

Gather and shuffle all the *Playing Cards* to form a new deck (just as in the initial setup). Deal out 11 cards to each player to begin the next *Age* with a new *Declaration Phase*.

The player who won the final trick of the previous *Age* will be the lead player for the first trick of the new *Age*.

END OF GAME

The game ends after 3 *Ages* have been played. After the third and final *Age*, the player with the most points wins! If there is a tie, the player who won the most tricks in the final *Age* wins. If there is still a tie, the tied players share the victory.

2 PLAYER GAME

Bug Council of Backyardia can be enjoyed by 2 players with the addition of a neutral player known as *The Emissary*.

> **I know, I know... A 2-player variant with a neutral, dummy player? It's enough to trigger a gag reflex in me, and cicadas don't even have gag reflexes! But trust me, this one's worth trying.**

2 Player Setup

Setup for the 2 Player game is identical to the 3 Player game with the following additional steps:

1. Place the *Emissary Board* on the table between both players.

2. Place an unused *Scoring Marker* face-down on space 0 of the scoring track. This will be the *Emissary's Scoring Marker*.

3. After dealing 11 cards to each player, place the leftover deck face-down onto the dedicated spot on the *Emissary Board*.

4. Draw the top 2 cards from the deck and place them face-up onto the *Emissary Board*.

5. After determining the first lead player, place an additional unused *Scoring Marker* face-down on the *Follower Space* on the lead player's side of the *Emissary Board*. This *Scoring Marker* will be used to keep track of which player will control *The Emissary* during each trick as well as the order of play.

2 Player Changes

The game is played as normal with the following exceptions:

Trick Phase

Whoever leads the trick plays a card from their hand and **THEN plays a card for *The Emissary***. This player may choose to play either of the two face-up cards on the *Emissary Board*, but as with any player, *The Emissary* **MUST** follow suit if they're able to.

If *The Emissary* wins the trick, gather all cards played into the trick and place them beside the *Emissary Board* in a way that shows how many tricks *The Emissary* has won. The *Scoring Marker* on the *Emissary Board* is moved to the *Leader Space* on **the opposite side of the *Emissary Board***. *The Emissary* will lead the next trick, controlled by the player on that side. This player then follows by playing a card from their hand.

Once the *Scoring Marker* is on either *Leader Space* of the *Emissary Board*, it will only be moved if a human player wins a trick, in which case the *Scoring Marker* moves to the *Follower Space* on the side of the player who just won that trick.

Before beginning the next trick, take the top card from the deck and place it face up on the newly emptied spot of the *Emissary Board*.

Dingus Leads

Emissary Follows (controlled by Dingus)

Lizzy Follows Last

Dingus is the current Lead Player; they lead with a 4 of Ants. The Emissary has a 5 of Ants and a 7 of Flies face-up on their board, so Dingus must follow-suit with The Emissary. Dingus takes the 5 of Ants and plays it into the trick. Finally, Lizzy plays a 3 of Ants. The Emissary has won the trick! Take the 3 cards played in the trick and set these face-down beside the Emissary Board. As usual, Lizzy Visits the Council since they played the lowest on-suit card. Meanwhile, Dingus takes the Scoring Marker on the Emissary Board and places it onto the Leader Space on Lizzy's side of the Emissary Board. Lastly, Dingus draws a new card from the Emissary deck and places it face-up on the Emissary Board.

Emissary Leads (controlled by Lizzy)

Lizzy Follows

Dingus Follows Last

It is now time for the next trick! Since the Scoring Marker is located on the Leader Space on Lizzy's side of the Emissary Board, Lizzy will first choose one of the Emissary's cards to lead with. Lizzy will then play a card from their own hand (following suit if possible), and finally Dingus will do the same. Let's say the Emissary won the trick again! They're on a roll! Lizzy will once again lead for the Emissary, and then play a card from their hand (following suit if possible), and finally Dingus will do the same.

Scoring & Upkeep Phase

The Emissary will score points as if they were a human player. They will receive 1 point per trick won, and 1 point for each *Strength Cube* on their corresponding *Allegiance*, which is determined by the leftover face-up card on the *Emissary Board*.

Since *The Emissary* does not participate in the *Declaration Phase*, they are automatically eligible for *No Allegiance*. Just like a human player, IF *The Emissary* wins zero tricks, they will receive 10 points + 1 point per *Strength Cube* in the *Council Chambers*.

End of Game

At the end of 3 *Ages*, whoever has the most points wins (*even The Emissary*)!

SOLO MODE

Over 250 years after the events of *Bug Council of Backyardia*, the realm is held hostage by a faction of *Android Termites*, and their overlord: *The Termitenator*.

> Whoa, whoa, whoa. A solo variant in a trick-taking game?? Am I reading this right? I think I had one too many ales down at *The Thirsty Cricket*...

Solo Setup

Setup for the Solo Mode is similar to the 3 Player game with the following additional steps:

1. Place the *Solo Board* on the table.

2. Place an unused *Scoring Marker* face-down on space 0 of the *Scoring Track*: This will be *The Termitenator's Scoring Marker*.

3. Place another unused *Scoring Marker* face-down on the *Solo Board's Leader Space*.

4. During *Initial Council* setup:

> 4.1. The last revealed *Faction Space* receives 0 *Strength Cubes* and is slotted **face-down** into the remaining hole in the *Council Board*. This face-down *Faction Space* will now be considered the **Termite Faction Space**.
> 4.2. Remove all cards of the last revealed suit.

> If you are playing more than 1 game in a sitting, it is OK to skip this step on successive games and simply play with the same suit removed. However, to keep the cards from having inconsistent wear, it is recommended that you switch this up at each new sitting.

5. Deal *The Termitenator's* hand into a 4-level pyramid as follows:

> 5.1. Place 4 cards face-down to form the top row.
> 5.2. Place 3 cards face-down overlapping the bottom of the previously placed row and place an unused *Scoring Marker* face-up beside this row.
> 5.3. Place 2 cards face-down overlapping the bottom of the previously placed row.
> 5.4. Finally, place another 2 cards face-down overlapping the previous placed row.

3. Leader Space

5. The Termitenator's Hand

Solo Changes
Trick Phase

The structure of the *Trick Phase* is the same as the multiplayer game with the addition of the following step which is **performed after *Visiting the Council***.

Set *Leader/Follower*: If *The Termitenator* won the previous trick, place the *Scoring Marker* on the *Solo Board* face-down on the *Leader Space*. Otherwise, place it on the *Follower Space* face-up or face-down depending on the current *Ideology*.

Playing the Trick

The Termitenator will only have access to certain cards during each trick. When it is *The Termitenator's* turn to play into the trick, **flip over all cards NOT overlapped by another card**. These are the cards that *The Termitenator* can play during this trick.

> After flipping over the cards, be sure to place them face-up into the same position that they were previously located.

The Termitenator will then decide which of the face-up cards to play based on the *Decision Tree* and the following 3 factors:

1. Location of the *Scoring Marker* on the *Leader/Follower Spaces*.

2. *The Termitenator's* current *Ideology*.

3. Can *The Termitenator* win/lose the trick?

> Regardless of the above factors, remember that *The Termitenator*, like any other player, must always follow-suit if possible.

There is some important *Iconography* on the *Solo Board*. These will be explained on the back of this rulebook for easy reference.

Two Ideologies

The Termitenator will always play using one of two different *Ideologies* (*Winning* or *Losing*). At the start of each *Age*, *The Termitenator* will always employ a *Winning Ideology* but a change in *Ideology* can occur at the *Trigger Point*. The orientation of the *Scoring Marker* on the *Leader/Follower Spaces* is used to keep track of which *Ideology* is currently active.

- ● ***Winning Ideology***: This is the default *Ideology* at the start of the game and will be the most commonly used *Ideology* throughout most games. With this *Ideology*, *The Termitenator* will attempt to win tricks to accrue as many points from tricks as possible.

- ◎ ***Losing Ideology***: This *Ideology* may be triggered at a certain point during each *Age*. With this *Ideology*, *The Termitenator* will attempt to lose tricks whenever possible in order to successfully achieve *No Allegiance* **OR** to enhance their chances at a better *Allegiance* bonus.

Trigger Point: During Age 1, if *The Termitenator* has won zero tricks by the time a face-down card on the 3rd row is flipped face-up, they will immediately switch to a *Losing Ideology*. Flip the *Scoring Marker* on the *Follower Space* face-up. The *Trigger Point* for future *Ages* will be discussed in the *Upkeep* section on the following page.

If *The Termitenator* ever wins a trick while having a *Losing Ideology*, they will immediately switch to a *Winning Ideology*, flip the *Scoring Marker* on the *Leader Space* face-down. As long as *The Termitenator* has a least 1 trick in their win pile, they will be unable to switch back to a *Losing Ideology*.

Visiting the Council

The *Termite Faction Space* (the face-down *Faction Space*) plays a key part during this step. Firstly, it defines how *The Termitenator* will choose which *Faction Space* to activate when they must *Visit the Council*. Secondly, it will trigger a unique ability IF you have chosen to play against one of the *Termitenator Personalities* (see next page).

If *The Termitenator* has a *Winning Ideology*, first **check if there are 5 or more *Strength Cubes*** on the *Termite Faction Space*, if so, it will be activated. Otherwise, *The Termitenator* will activate the *Faction Space* with the most *Strength Cubes* on it, **excluding** any *Faction Spaces* associated with cards currently face-up in *The Termitenator's hand*. If there is a tie, the one closest to the *Termite Faction Space* in counterclockwise order will be activated.

If *The Termitenator* has a *Losing Ideology*, they will instead activate the *Faction Space* with the most *Strength Cubes* that **IS associated** with one of their current face-up cards. If there is a tie, the one closest to the *Termite Faction Space* in counterclockwise order will be activated.

Pre-Council Visit
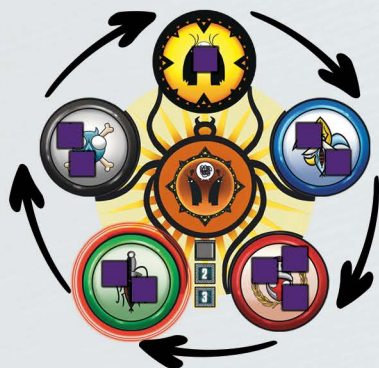
Post-Council Visit

The Council Board currently looks like this: The Termite Council Space has only 1 Strength Cube. Going counterclockwise, we see that the Flies have 2 Strength Cubes, the Cockroaches have 2, the Ants have 3, and the Mosquitos have 2. The Termitenator currently has a Winning Ideology and has a face-up Ant card and a face-up Fly card in their hand, so The Termitenator will not activate the Ant or Fly spaces. We see that the next strongest spaces are the Cockroaches and Mosquitoes with 2 each. In this case, The Termitenator will activate the Cockroaches since it is first in counterclockwise order from the Termite Faction Space. In this same example, if The Termitenator had a Losing Ideology instead, they would need to activate either the Flies or the Ants. Since the Ants are stronger than the Flies, they will activate the Ants Faction Space.

Scoring Phase

The biggest change to the scoring in the *Solo Mode* is that the value of *No Allegiance* is worth 15 points + 1 point per cube in the *Council Chambers*.

The Temitenator is never penalized for failing **No Allegiance**. IF they have successfully completed **No Allegiance**, discard the leftover card at the end of the **Age** and award points as stated above. Otherwise, their won tricks and **Allegiance** score as usual.

In addition to the standard points scored for won tricks and *Allegiance* or successful *No Allegiance*, *The Termitenator* may also score additional points depending on which *Termitenator Personality* you are playing against.

Upkeep Phase

After scoring and dealing the hands for the upcoming *Age*, determine the new *Age's Trigger Point*. To do so, check the point differential between your score and *The Termitenator's* score.

If *The Termitenator* is losing or winning by 10+ points, the *Trigger Point* will be on the bottom row or removed (for this *Age*), respectively. If *The Termitenator* is losing or winning by 5+, the *Trigger Point* will be on the 2nd row or top row, respectively. If the point differential is 4 or less points, then the *Trigger Point* will be on the default 3rd row, just as it was in the first *Age*.

Winning by 5+

Default

Winning by 10+

Losing by 5+

Losing by 10+

Generally speaking, if **The Termitenator** is winning, they will be more inclined to stick with a **Winning Ideology** in order to protect their lead. Similarly if **The Termitenator** is losing, they will be more inclined to take an early risk for the point benefits of **No Allegiance**.

End of Game

At the end of 3 *Ages*, if you have scored more points than *The Terminator,* you are victorious and you have momentarily released *Backyardia* from the clutches of *Android Termite* tyranny. Congrats!

The Termitenator Trilogy

For an extended and more cinematic experience, you can play *The Termitenator Trilogy*, a 3-game series in which you go head-to-head versus 3 generations of *Termitenators*.

At the start of *The Temitenator Trilogy*, shuffle the 4 *Solo Cards* to form a face-down deck. Discard one card to the box (without looking).

During the setup of each game, reveal 1 card from the deck. This is your opponent for this game.

Unlike in a one-off game, the following changes are implemented on subsequent games.

1. The *End of Game* scores carry over to the next game. Keep the *Scoring Markers* on the *Score Track* as they are. If you and/or *The Termitenator* ever pass the 50 mark, just make a mental note of it.
2. At the start of a new game, the new *Trigger Point* is set based on the rules in the *Upkeep* section.
3. After the final trick of a game, place the *Scoring Marker* face-down on the *Leader Space* if *The Termitenator* won the final trick, otherwise place it face-down on the *Follower Space*.

After the third and final game, compare scores. If you have more points than *The Termitenator*, congratulations! You have permanently banished the *Android Termites* from *Backyardia*! Our hero!

Termitenator Personalities

The Pacifist : This is the default personality with no triggered abilities. If it is your first time playing the *Solo Mode*, we recommend playing against *The Pacifist*.

For increased difficulty, you can play against one of the 4 *Termitenator Personalities*.

Each *Termitenator Personality* provides a special rule to modify the *Solo Mode* gameplay and/or scoring. All *Personality Abilities* are triggered immediately when a *Strength Cube* is added to the *Termite Faction Space* and provides either immediate and/or *End of Age* benefits.

To include a *Termitenator Personality*, shuffle the 4 *Solo Cards* and randomly select one at the beginning of the game. Discard the remaining 3 to the box. You may also freely choose which *Termitenator Personality* you would like to play against.

The Pacifist 2.0
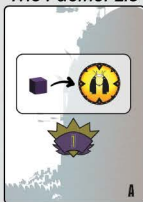
Immediately move *Scoring Marker* up 1 on the *Score Track*

The Card Shark
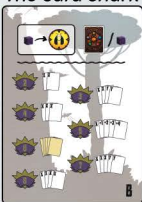
Immediately take face-down cards from the leftover deck equal to the current number of *Strength Cubes* on the *Termite Faction Space*. At *End of Age* reveal all cards collected this way and then score points based on best possible 5 card poker hand

Hand List: Pair (2 of same number), Two Pair (2 of the same number + 2 of the same number), Three of a Kind (3 of the same number), Straight (5 sequential numbers), Flush (5 of the same suit), Full House (3 of the same number + 2 of the same number), Four of a Kind (4 of the same number)

The Thief
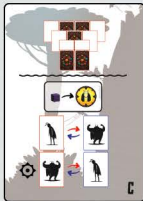
Immediately exchange strongest face-up card for player's weakest (*Winning Ideology*) OR weakest face-up card for player's strongest (*Losing Ideology*). Place the newly acquired card face-up in the same exact location as the original card

The Trickster
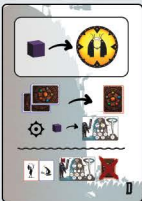
Immediately steal 1 previously won trick from the player, if available (*Winning Ideology*) OR place a *Strength Cube* from the supply onto the *Solo Board* (*Losing Ideology*); If a trick is won while using a *Losing Ideology*, instead remove a *Strength Cube* from the *Solo Board*, if available, and discard the trick

If there are no Strength Cubes remaining in the supply, take 1 from the Termite Faction Space instead

You are playing against The Card Shark. At the End of Age, the Card Shark has collected 8 face-down cards. You reveal the cards to see that The Termitenator has 3 Flies (Values of 1, 3, 4), 3 Ants (Values of 1, 5, 8), and 1 Mosquito (Value of 1). In this case, The Termitenator's best 5 card hand will be Three of a Kind since they have three value 1 cards. The Termitenator will gain 4 points as per the chart on The Card Shark's reference card.

You are playing against The Thief. Their ability was just triggered during a Council Visit. The Termitenator currently has a Winning Ideology and therefore will exchange their weakest face-up card for the player's strongest. The Termitenator currently has three face-up cards. A 2 of Flies, and a 4 and 5 of Cockroaches. The Flies have a strength of 4 while the Cockroaches have a strength of 2. In this case the weakest card will be the 4 of Cockroaches. Meanwhile, your strongest card is an 8 of Flies. Take the 8 of Flies out of your hand and place it face-up at the location where the 4 of Cockroaches is located and take the 4 of Cockroaches into your hand.

You are playing against The Trickster. Their ability was just triggered during a Council Visit. The Termitenator currently has a Losing Ideology and therefore adds 1 cube to the Solo Board. Since there are no more cubes in the supply, you must take a cube from the Termite Faction Space and place it onto the Solo Board. During the next trick, The Termitenator wins despite having a Losing Ideology. Instead of taking the trick and ruining their chance at No Allegiance, The Termitenator discards the trick AND 1 cube from the Solo Board.

I know what you're thinking… How self absorbed does someone have to be to think anyone cares about lore in this little trick-taker? Well, turns out they print rulebooks with page counts that are multiples of four and we had one extra page to use. So, this is what you get when you have to fill some space. Enjoy!

Buzzbeard's Crew

Aboard the Goldblum's Revenge, you'll find Captain Buzzbeard and his crew of rowdy, bloodthirsty pirates. Wait, scratch that, not bloodthirst... just thirsty. And they're either drunk or hungover due to that thirst. Where do I sign up?

The Order of the Kitchen Floor

Slinking and scuttling in the darkness are the trained assassins of this fabled, infamous order. Whether they're plotting to destablize a region of Backyardia by deposing of its leader by the strategem known as 'murder' or they're trying to get the last bread crumb before someone turns on the light, few want to cross their path.

Republic of Antopia

A sprawling metropolis of anthills, led by the venerable Emperor Anticus XVII, Antopia strives to be the crown jewel of Backyardia. So far, it looks like nothing will stand in the way of its unending might. Except magnifying glasses. And birds. And toddlers. And an ill timed rain shower. And ant spray. But other than those, Hail Anticus!

The Mosquiteers

When they're not too busy swinging across chandeliers, the great LeBlud and his roguish mosquiteers are one of the realm's most sought after mercenary groups. They're also one of the most annoying, too, actually. I mean, really, mosquitoes suck.

The Queendom of Honeyworth

The bees of Honeyworth want nothing more than to serve their queen… Even if that queen has a problematic history of pro colonization policy and still refuses to come to the table for labor union negotiations. When you're backed by centuries of mystifying tradition and your face is printed on money, you can get away with a lot, it seems.

Setup

- 4 player game: Remove all 11s and 12s
- 1, 2, or 3 player game: Also remove all 9s and 10s

I Declaration Phase

- Choose

| Allegiance ● | OR | No Allegiance ◉ |

II Trick Phase

- Leader plays any 1 card determining lead suit
- Others play 1 card and must follow suit (if possible)
- Highest value of the strongest played suit wins
- Lowest on-suit card must *Visit the Council*

III Scoring & Upkeep Phase

- 1 point per won trick
- 1 point per cube on *Allegiance* space
- *No Allegiance* = 10 + 1 per cube in *Council Chambers*
- *New Recruits*: Add 1 cube to all but strongest space

Iconography

| Bees | Mosquitoes | Ants | Cockroaches | Flies |

No Allegiance *Losing Ideology (Solo)*

Player Count

Follower

Leader

The below icons are used exclusively in the Solo Mode and may have the following attributes:

1. A tiebreaker condition (listed under icon). If still tied, player decides

2. Color: Represents the preferred decision given a certain Ideology. Blue (Winning Ideology), Red (Losing Ideology), Gray (any Ideology)

Strongest Suit *Highest value > Lowest Row*

Weakest Suit *Lowest value > Lowest Row*

Winner

Loser

Highest Value *Strongest > Lowest Row*

Final Trick

Credits:
Game Designer: **Kyle Hanley** & **Patrick Engro**
Lead Playtester: **Scott Guman Jr.**
Illustrator: **Masayoshi B. L. Ninomiya**
Colorist: **Cybill Macadaeg**
Graphic Designer: **Patrick Engro**
Japanese Translator: **Samuel & Kaori Allen**

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