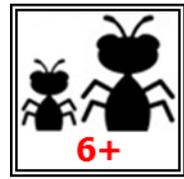




NumBugz[®] Rules

Legionz



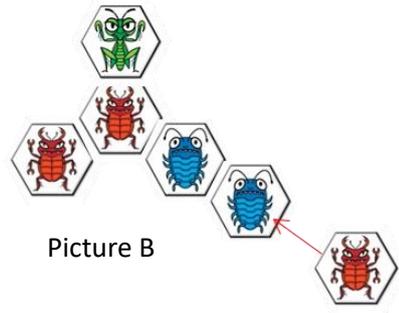
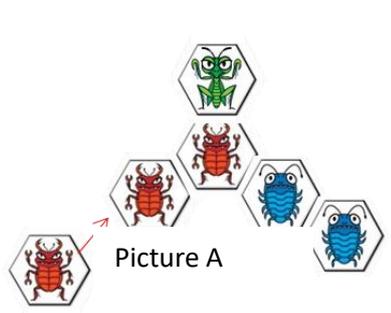
Legionz is a strategy game that encourages players to think ahead and out manoeuvre their opponents

Aim of the game: To create the longest Legion of linked Bugz.

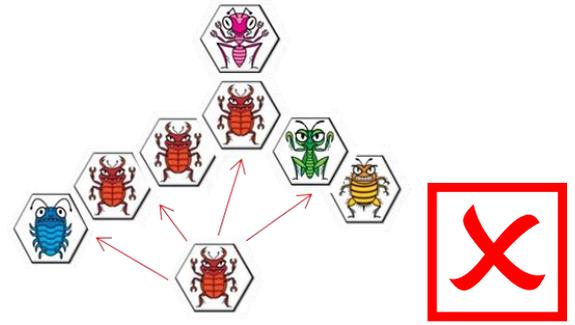
Players: Can be played by 2 people, but better with 3 or more

Starting the game: All players place a set of 25 Bugz, Bugz face up, in front them. Each player randomly flips 1 Bugz from their set. The player with the highest number places it Bugz face up in the middle to start the chain. Play then moves clockwise for the next player to take a turn.

Taking a Turn: Select one of your Bugz and place it Bugz face up so that it links with one of the Bugz already in the chain. A Bugz can link to any Bugz in the chain, but if you link to one of your own Bugz, you build up your Legion (Picture A). Alternatively you might choose to link to an opponent's Bugz to block them building their Legion (Picture B)



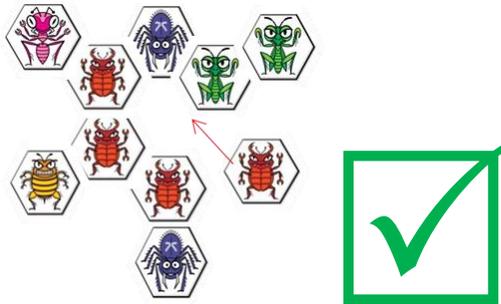
The only restriction on adding Bugz in the chain, is you can't touch 2 Bugz that are already



linked regardless of whether it is one of your own



However you can place a Bug to touch 2 Bugz that aren't already linked, to complete a loop in the chain



Winning the game: The first player to create a full Legion of Bugz wins the game. The length of a full Legion of Bugz depends on the number of players

- For 2 Players a full Legion is 10 Bugz
- For 3 Players a full Legion is 9 Bugz
- For 4 Players a full Legion is 8 Bugz
- For 5 Players a full Legion is 7 Bugz
- For 6 Players a full Legion is 6 Bugz

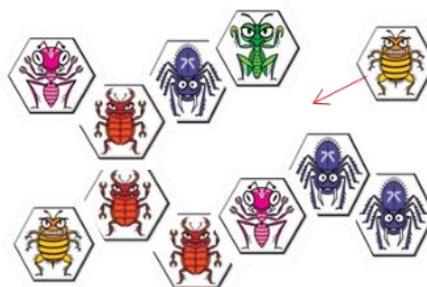
If no player creates a full Legion by the time all the Bugz have been used then the player with the longest Legion wins the game.

In the event of a draw, flip the Bugz in the winning (longest) Legionz to reveal their numbers. Add them together (PLYT Bugz score 13) and the highest value Legion wins.

A small variation for an even more strategic game

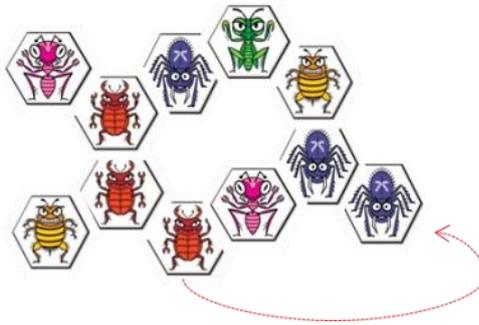
If a player completes a loop with one of their Bugz they can then choose to move an **existing** Bug anywhere else on the chain - without breaking it.

Eg. A Wasp Bug completes this loop

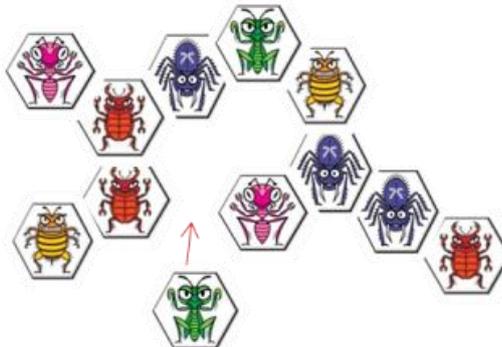




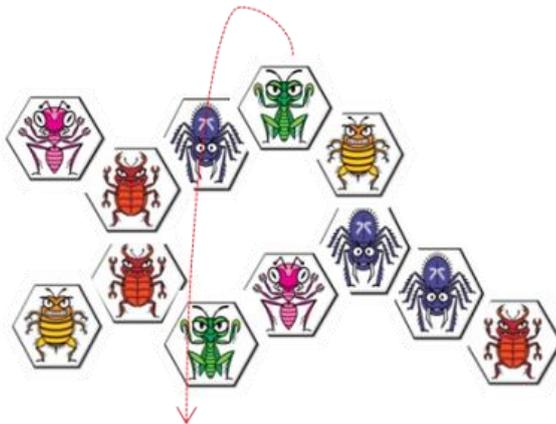
and decides to move a Stag Beetle Bug, reducing Stag Beetle's Legion to 2 and blocking Spider Bug from adding to their Legion.



The next player, adds their Grasshopper Bug to recreate the loop



and then chooses to move one of his own Bugz to increase the size of his Legion



This is a more strategic game and reduces the potential length of players Legions. You have to have your wits about you especially when there are more players.