



2 - 6 players  Ages 10 & up

RULES OF PLAY

CONTENTS

70 cards

OBJECT


Be the player with the most Free and/or Protected Gubs in play when the final letter of the word G-U-B has been drawn from the deck.

SET UP

1. Look through the deck and remove one Gub card for each player (not Esteemed Elder). Each player starts the game with a Gub in play on their side, that is to say, face up in front of them.



2. Remove the three Letter cards (G, U, B) from the deck. Shuffle the deck thoroughly and then insert the Letter cards back into the deck, one towards the top, one in the middle, and one near the bottom. Continue to shuffle until the deck is well mixed.

3. Deal each player three cards. If any are Event cards, (marked with a ) place them randomly back into the deck and deal replacements. Hold cards in your hand, secret from opponents.

4. Place the deck face down in the middle of the playing area. There will be a discard pile next to the deck.

HOW TO PLAY

Whoever suggested the game selects the starting player, and play proceeds clockwise. On your turn, proceed through the following steps:



1. **DRAW:** Draw one card. You may choose not to draw (which at times may be strategically wise) but can not skip two turns in a row. You cannot draw after playing cards.
2. **PLAY:** Play cards from your hand, as many or few as you like. You don't have to play as cards. Sometimes you can't. Read the text on the individual cards to learn what they do. Consult the Card Guide on the back for more detailed explanations.
3. **DISCARD:** You cannot end your turn with more than eight cards in your hand. If you have more, discard until you have eight. (Note: You may not randomly discard cards if you have fewer than eight).

4. After you have played or simply drawn a card and passed your turn, tell the next player it's their turn by saying, "Go".

HOW TO WIN

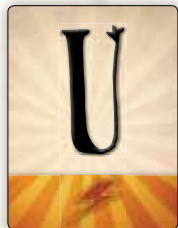
The game ends immediately when the third Letter card is drawn. The winner is the player with the highest total of Free and Protected Gubs in play. Trapped Gubs and Gubs in your hand do not count for points. In case of a tie, whichever tied player has the Esteemed Elder in play wins. If no one has the Esteemed Elder, whoever holds the fewest cards in hand wins.



EXAMPLE OF A GAME IN PLAY



Deck and discard pile, placed between all players



Two letter cards are out, which means the game is almost over.

PROTECTED Gub beneath a Mushroom (1 point)

FREE Gub (1 point)

TRAPPED Gub beneath a Ring (0 points)

PLAYER'S SIDE

4

5

PLAYER'S HAND

Notice above that there are five main types of cards: **1** GUBS enter play face up in front of their owners. **2** BARRICADES go on top of Gubs to make them "Protected". **3** TRAPS are placed over Gubs in play and remain there until they are destroyed. Any "Trapped" Gubs at the end of the game do not count for points. **4** TOOLS help your colony while **5** HAZARDS are used to attack or steal from opponents. Both are discarded upon use.

A WORD FROM GAMEWRIGHT

Welcome to the enchanted world of the Gubs! Brothers Cole and Alex Medeiros crafted this unique card game that perfectly captures the essence of our company motto: "Games for the Infinitely Imaginative".

From the richly detailed illustrations, to the whimsical array of cards, to the simple but compelling game play, Cole and Alex came up with a game that has all the trappings of a Gamewright classic. We're proud to shed light into the Gubs wildly fantastic world and introduce them to a whole new audience!



Game by:
Cole and Alex Medeiros
Illustrations by:
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GAMEWRIGHT

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FREQUENTLY ASKED QUESTIONS

1. How many cards can I play during my turn? As many as you are capable of playing from your hand.

2. Do I have to play a Gub when I draw one? No, the only cards that must be played immediately when they are drawn are Event cards. Keeping Gubs in your hand can be a valuable strategy, but don't forget that your hand is not safe! Certain cards can cause you to lose it.

3. How do I play the Cricket Song? This card can be confusing to new players who are not yet familiar with all the different types of cards in the deck. Basically, this is a Wild card that can be used as any Hazard, Tool, or Interrupt card that is discarded immediately. It cannot be an Event, Gub, Barricade, or Trap card.

4. Can I continue to play cards on my turn after drawing an Event card? Yes. The only obvious exception is if the game is ended.

5. Can the Esteemed Elder hide under a Barricade? Can he be retrieved from the discard pile with the Age-Old Cure? No. When in play, the Elder is immune to all cards in the deck, except for Lightning (or the Cricket Song played as Lightning). Therefore, he cannot be protected by a Barricade, nor can he be retrieved from the discard pile with the Age Old Cure.

6. If I use a Spear to destroy a Sud Spout on an opponent's

side, does that Gub come to my side? No, the Gub stays wherever it currently sits, but it is now considered Free. Only Rings release their freed Gubs onto the side of the player who freed them.

7. Can the Flop Boat be played to put a Letter card back into the deck, even if it is the final Letter card (which ends the game)? Yes, because the Flop Boat is an Interrupt which can be played the moment an Event card is drawn but before that Event takes effect. This is a powerful card.

8. What happens when a Gub is stolen out from under a Sud Spout using the Smahl Thief? The Sud Spout is discarded.

9. How do I save my hand from being shuffled back into the deck when the Gargok Plague is drawn? If you have an Age-Old Cure card, discard this card and keep your hand.

10. What is the use of the Retreat card? Essentially, it allows you to reorganize and reinforce your colony by taking all cards in play on your side (even those played by your opponents) back into your hand and replaying them for your benefit. Just remember the eight card limit at the end of your turn.