

# BETLEGROUND

2 PLAYERS | AGES 5+ | 5 MINUTES

## PRINT AND PLAY DISCLAIMER | VERSION 1.1

- Check the current PnP version to track changes and updates to components and rules.
- Rules prefaced with [WIP] are experimental (and optional) and primarily for the purpose of playtesting them to see if they are a good fit for the base game.
- Rules prefaced with [PNP] only apply to PnP aspects of the game.
- The two PnP game sheets are linked in the PnP Components section.
- There **soon will be** a PnP Recommendations and Alternatives section at the end of the rules.

## OBJECT OF THE GAME

Beetleground is a dexterity “dewling” game. Players take turns aiming dew that’s dripping off overhanging leaves at beetles on a stump below. Beetles they knock off the stump are added to their collection. The player that has a better beetle collection and more dew droplets closer to the stump’s center without knocking the ladybug off the stump wins!

## COMPONENTS

- 1 Stump – [PnP Stump game sheet](#)
- 1 Leaf – [PnP Leaf game sheet](#)
- 12 Dew Droplets – Two sets of differently colored 19mm glass gems (blue and clear)
- [WIP] 2 Mushrooms – 25mm x 7mm white wood discs
- 3 Large Beetles – 19mm x 6mm black wood discs
- 4 Medium Beetles – 15mm x 4mm green wood discs
- 7 Small Beetles – 8mm brown wood cubes
- 1 Ladybug – 8mm red wood cube

## SETUP

- Place the stump in the middle of the table.
- Place the ladybug in the center pith on the stump.
- Place the 7 small beetles randomly in the heartwood section of the stump.
- Place the 4 medium beetles and 3 large beetles randomly in the sapwood section of the stump with their inner edges over the outer rings of the heartwood section.
- Each player takes a set of dew droplets [WIP] and a mushroom.



*Components shown are a prototype that may differ from the final product.*

## GAME PLAY

Starting with the youngest player first, players alternate turns until the end of the game.

On your turn, hold the leaf from any height above the stump and from anywhere around the edge of the stump. Tilt the leaf downward at any angle you want. Place a dew droplet from your supply on the leaf, and then let it go so it slides down the leaf onto the stump.

Whenever you knock a beetle off the stump, add it to your collection.

*[PNP] For a stump that isn't elevated, a beetle must be knocked **completely** off the stump for it to count. This rule doesn't produce the same game play effect as an elevated stump, but it removes the element of uncertainty.*

*[WIP] Once per game on your turn, you can place your mushroom anywhere on the stump as long as it does not move another piece. Note: Mushrooms aren't worth any points.*

## END OF THE GAME

**oof!** – If a player knocks the ladybug off the stump, they instantly lose!

Otherwise, the game ends when all dew droplets have been played. Players tally their score based on their beetle collection and the locations of their dew droplets.

### Beetle Collection

- **Large Beetle:** 3 points (+1 point majority bonus)
- **Medium Beetle:** 2 points (+2 points majority bonus)
- **Small Beetle:** 1 point (+3 points majority bonus)

### Dew Droplet Locations

- **Pith:** 4 points
- **Heartwood:** 2 points
- **Sapwood:** 1 point

*Note: If a dew droplet is located between two sections, score it in the higher valued section.*

The player that scored the most points wins! In case of a tie, the player with a dew droplet closest to the ladybug wins! If still tied, both players share the win.

## GAME VARIATIONS

For games with lesser skilled players, whenever the ladybug is knocked off the stump, reset it in (or as close as possible to) the center pith on the stump instead of ending the game.

**The Jewel Scarab** – During setup, place a yellow or gold 8mm die randomly in the heartwood section of the stump. Whenever you add the jewel scarab to your collection, roll the die. Score bonus points equal to the die's result at the end of the game.

## PNP RECOMMENDATIONS AND ALTERNATIVES

Coming soon...

