

[ALPHA Version]

Please pardon our appearance!

CUDDLY COCKROACHES

Rulebook

AGES
10+

2 to 5
PLAYERS

 35_{mn}

A NOTE FROM THE CREATORS

Hey neighbors!

We created this game during the COVID Quarantine in New York City. Because of the pandemic, we were both laid off from our jobs, unable to travel to see family, and stuck in our tiny Brooklyn apartment. We were scared, uncertain about our future, broke - we thought we were at rock bottom.

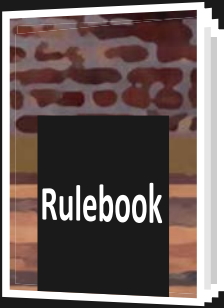
And then, we got infested with cockroaches.

Yup.

It was so laughably bad, so we decided to make a game out of it - this one! We hope you enjoy it and thank you for supporting our new company, Naked King Studios.

*For more on our story,
visit www.nakedkingstudios.com*

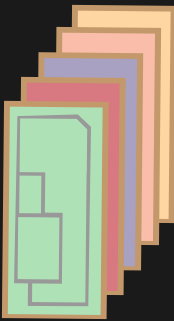
WHAT IS IN THE BOX?



1 Rulebook



50 Roach Cards



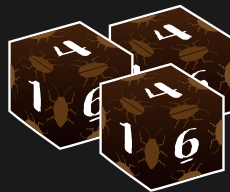
5 Apartment
Player Mats



40 Supply Cards



5 Reminder Cards



3 Roach Dice

SETUP

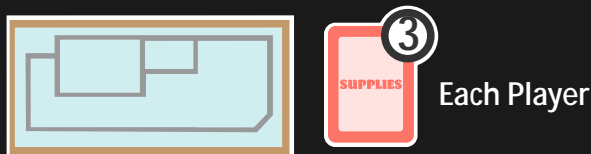
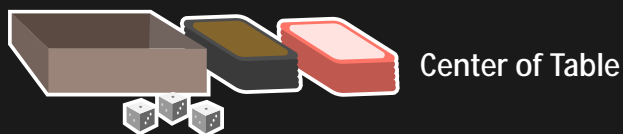
Each player chooses an apartment player mat and places it in front of themselves.

Locate and remove the [Play Immediately] card from the roach card deck. Shuffle the deck, and randomly place the [Play Immediately] card in the bottom half of the deck. Place the roach deck in the center of the play area.

Shuffle the supply deck and deal 3 supply cards face down to each player. Place the deck in the center of the play area.

Place the dice nearby.

Place the basement (bottom of the game box) near the two decks. When roaches die they go to the basement.

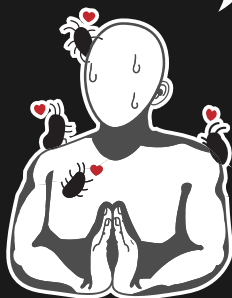


*Reminder cards summarize rules, mechanics, and turn actions.
Remember to pass them out to new players!*

STARTING THE GAME

The player to have last seen a real cockroach, cuddly or otherwise, goes first. Turns are passed clockwise.

Well...
Looks like I'm going first.



FUMIGATION & ENDING THE GAME

If a player ends their turn with 10 or more roach points, they lose! The loser turns over their apartment mat to reveal their apartment has been fumigated.

The fumigated player will then shuffle the roaches in their apartment and randomly distribute them to their neighbors in turn order.

The last apartment standing wins!

WHAT TO DO ON YOUR TURN

Each turn, players will:

1.



Pick up a new roach from the roach deck

2.



Activate any yellow roach abilities

3.



Take two actions

Let's break that down.

START YOUR TURN by picking up a roach card and adding it to your apartment

BEFORE YOUR FIRST ACTION activate any yellow roaches effects in your apartment

TAKE TWO ACTIONS any combination of:

- Infesting a neighbor and drawing a supply card
- Playing a supply card
- Shuffling your hand into the supply deck and drawing 3 new supply cards

AFTER YOUR LAST ACTION tally your roach points

If you have 10 or more roach points you lose the game and your apartment gets fumigated!

If you have less than 10 roach points, pass the turn to the next player!

INFESTING & DRAWING SUPPLY CARDS

Infesting lets players send roaches from their apartment to a neighbors', and draw more supply cards!

TO INFEST:



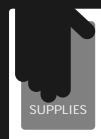
Pick a neighbor to target.



Select the roach cards you want to infest with.



Roll a die - to successfully infest, roll a number higher than the total value of roach points you're infesting with.



Draw a supply card, as long as you have less than five in hand.

IF SUCCESSFUL

Send the selected roaches to the target neighbor's apartment.

IF UNSUCCESSFUL

Those roaches stay in your apartment.

Whether successful or not, you draw a supply card, as long as you have less than five in hand!

Players only roll one die when infesting unless a supply card or roach ability states otherwise.

ROACHES

Players place roaches face up in their apartment, visible to everyone.



ROACH POINTS

Each roach has a point value in the top right corner. Players will keep track of their roach points, making sure to be under 10 roach points at the end of their turn or they lose the game.

ROACH ABILITIES

Some Roaches have special abilities that can either help or hurt your chances of winning. These roaches are color-coded to help all players keep track of what those abilities are and when they trigger.



YELLOW ROACHES

Yellow roaches have abilities that trigger right after a player picks up their first roach and before they take their first action. If a player has multiple yellow roaches in their apartment, they choose the order in which those abilities trigger.



GREEN ROACHES

Green roaches have passive abilities that affect the action phase of your turn. If a player has multiple green roaches, their abilities stack.

THE BASEMENT & KILLING ROACHES

The basement is the bottom half of the game box and serves as a graveyard for dead roaches. When an effect or supply card kills a roach, that roach leaves the apartment and is placed face down in the basement.

As more and more roaches are killed, the basement fills up and the roach deck becomes smaller until a player pulls the [Play Immediately] card.

THE [PLAY IMMEDIATELY] CARD



The Play Immediately card is shuffled into the bottom half of the roach deck during set up. This way it will be pulled at random well into gameplay.

The player who pulls this card will shuffle the basement pile and randomly distribute two roaches to every player in

turn order, starting with themselves. Then, they will shuffle the [PLAY IMMEDIATELY] card and the remaining basement pile into the roach deck.

Whoever's turn it is when the [PLAY IMMEDIATELY] card is revealed gets an additional action before their turn ends.

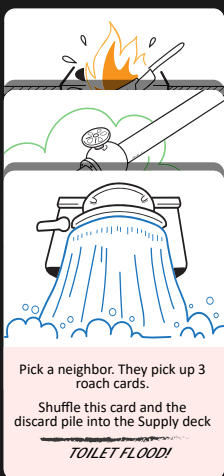
Even if the basement does not have enough roaches to distribute two to each player, still distribute roaches as normal even if some players don't receive roaches

SUPPLY CARDS

Supply cards remain hidden in player's hands and are discarded as they are played.

If a player already has five or more supply cards, they may not draw any more.

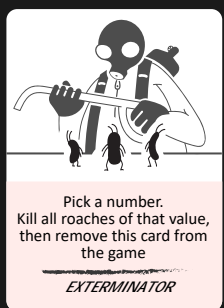
SPECIAL SUPPLY CARDS



EVENT CARDS

Event cards are supply cards with powerful abilities that can change the course of the game for you or your neighbors and have distinct colors that separate them from other supply cards.

When an event card is played, that player must shuffle that card and the discard pile back into the supply deck before moving on.



The EXTERMINATOR

The Exterminator is a powerful card that can kill all roaches of a chosen point value

Because it is so powerful, after the exterminator is played it is removed from play instead of going to the discard pile.

ADVICE ON BEING A GOOD NEIGHBOR

- Announce your actions. *“For my first action, I will do X. For my second action, I will do Y”*. It helps you and your neighbors keep track of actions!
- Read supply cards out loud as you play them.
- As roaches enter your apartment, read their names and what they do out loud
 - If you have roaches with special abilities, announce them as you use them. It helps everyone get more familiar with the roaches. *“Because of The Eldritch Roach, I’m rolling with an extra die...”*
- At the end of your turn, announce your roach points and say *“pass my turn”*.

These are not official rules, it’s just about being neighborly.

FAQ

What’s up with the Boss Roach?

The Boss Roach is a special card! His ability immediately makes all roaches in your apartment worth 2 points and lose their abilities. Sometimes it helps to have him, but most of the time it hurts. Since he prevents yellow roaches from triggering we made him yellow and green.

FAQ (Con't)

It's not my turn, but I have more than ten roach points. Do I lose?

Nope! You have until the end of your turn to get rid of those roaches! Infest your neighbors and/or play supply cards to get rid of them.

Can I use both of my actions to infest a neighbor?

Yes! Your actions can be any combination of infesting, playing a supply card or shuffling your hand into the supply pile and drawing 3 new cards.

What if you run out of cards?

You shouldn't run out of cards. Card effects like [Play Immediately] and special supply cards make you shuffle cards back into their respective decks.

Can I skip an action during my turn?

Nope! Even if you don't have any roaches to infest with, you must play two actions.

I only have one supply card. Can I still shuffle it into the deck and draw three?

Yes! Even if you have no supply cards, you can shuffle your "hand" in and draw three new cards! You must shuffle in your entire hand when taking this action.

COCKROACH FUN FACTS TBD
A Kickstarter stretch goal!

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Roaches

Roaches are cards in the roach deck. They have a name, point value and some have additional abilities. More about roaches on page 7.

Actions

Actions are plays players make during their turn. Players have two actions per turn. More about actions on page 5.

Draw

Drawing refers to drawing supply cards. Players can only draw new cards if they have less than five supply cards in hand. More about supply cards on page 9.

Infest

Infesting is an action that can be taken by a player during their turn. Infesting helps players get rid of their roaches and draw new supply cards. More about infesting on page 6.

Kill

Killing is an effect that sends roaches to the basement. Players kill roaches with supply cards or by activating roach effects. More about killing roaches on page 8.

Neighbors

In Cuddly Cockroaches all players are neighbors. When a card asks to pick a neighbor, the player must pick one of their opponents to target. More about being neighborly on page 10.

Apartment

Each player has their own apartment mat to place their roaches. Mats are distributed at the start of the game. More about setting up the game on page 3.

Basement

The bottom of the box is used as the basement in Cuddly Cockroaches. It serves as a discard pile for roach cards. More about the basement on page 8.

Thank you to everyone who helped kickstart our game! For more information on Naked King Studios, go to nakedkingstudios.com, and follow us on social media @cuddlycockroaches and @nakedkingstudios

