



Rules

It's the end of of the world... ... time to BUGOUT!

BUGOUT is a 1-4 player cooperative disaster survival game. You will use your limited resources to rescue the brave inhabitants of the unluckiest valley in the world. Some will be heroes. Others might be dead weight. If you can survive the flash floods, the powerful quakes, the howling winds, and the rapid lava flows, you'll only have one more thing to worry about...

The REAL Apocalypse.

Ready to BUGOUT?

Credits

Designed by
Bug from Bug Hunter

Art by
Mars

Huge thanks to my core play-testers

Ladybug
Dad
Kyle Hodgkinson
Shyam Raghavan
Mimi Brown
AC Wageman
Heather Edgley
Harry
Jon
David
Mars
Jams
Tree

... And many more

www.bughunterbug.com

Table of Contents

Overview / Objectives	2R
Setup	3L
Distress Signal Example	4L
Your Turn	4L
Heroes & Civilians	4L
The Draw Deck	4R
Actions	5L
Reactions/Saves	5R
Map Tiles	6L
Damaging Tiles	6L
Handling Events	6R
Handling Disasters	
Rainstorms	7L
Quakes	7L
Tornadoes	7R
Lava	8L
The Apocalypse	9L
Ending the Game	9L
Game Variants	9R
Token Reference	9R
Tile Reference	10R
Contents	11L
Glossary	11R

Overview

GRAVEYARD



The way to survive BUGOUT is to *rescue* Survivors and *preserve* Landmarks, and *recover* Samples. Your success will be measured by the capacity of The Graveyard, which has 7 spaces.

If a Survivor is killed, place them in the Graveyard.

If a Landmark or Sample is destroyed, place it in the Graveyard.

If, *at any point* during the game, you do not have a space in the Graveyard to place a killed Survivor, destroyed Landmark or Sample Token, the game is over, and you lose.

Objectives

Each player will take control of 6 of the 24 Survivors (Red, Blue, Yellow or Green). Your 6 colored Survivors are called your **Heroes**, and you use them to take Actions on the Map.

The primary **goal** of BUGOUT is to keep the Graveyard from overflowing before the last Survivor is rescued. Survivors, Landmarks, and Samples are kept out of the Graveyard by doing the following:



Objective 1: Build The Distress Signal and Rescue the Survivors



Move Flare Tokens on the Map to match the pattern on your Distress Signal.

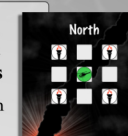


Travel to the space marked with the Helicopter Symbol, relative to your Flare Tokens. This is the Extraction Point.

- Rescue Survivors, one by one, from the Extraction Point and place them in the Safe Zone.
- Stay Vigilant! Rescues can only occur while the Distress Signal is **Active**. If a Flare is destroyed, you must re-light it before continuing your Escape.

This is the most important objective. Survivors that don't make it to the Safe Zone inevitably end up in the graveyard, so you **must** make them your priority.

See the figure on page 4L for an example of a completed Distress Signal and Active Extraction Point



An example Distress Signal. Scale the difficulty of the game by choosing a Distress Signal from the Easy, Medium, or Hard deck



Objective 2: Preserve the Landmarks

- There are 6 Landmark Tokens that start the game on Landmark Tiles
- They cannot be moved or picked up by Survivors.
- Destroyed Landmark Tokens *may* be rebuilt during the game to reclaim spots in the Graveyard. If you're low on space, consider rebuilding Landmarks!
- Though Landmark Tokens cannot be moved, they may be **Reinforced** by players. If you can keep Reinforced Landmarks on the map until the Apocalypse hits, they will be recovered to safety



Optional Objective: Recovering Map Tokens

- Survivors may choose to pick up and rescue any of the 4 "Map Tokens" on the map. These Tokens give hope to stranded Survivors who don't make it to safety before the Apocalypse hits



- When a Survivor rescues a Map Token, flip it over to reveal the Rescue number on the back. Take the Corresponding Rescue Card and shuffle it into the Apocalypse Deck!



- If a Survivor is Rescued while holding a Sample, that Sample is Recovered. Take the Sample, flip it over, and place it *next* to the Graveyard to add an extra space. You can add up to 2 extra spaces to the Graveyard this way, for a total of 11! Be warned: If you don't recover a sample, it may be destroyed and end up in the Graveyard!



Setup

1 The Graveyard. Choose one side of your play area to be the “North” end. You will orient the rest of your game based on this designation. Place the Graveyard at the top of your play area. It is **not** a part of the playable map

2 The Distress Signal. Choose a Distress Signal Deck of the difficulty you’d like to play (Easy/Medium/Hard). Draw one card from your chosen deck and place it near the top of your play area. The game is designed to be played on “Hard” Difficulty, but scale this to your group experience!

3 The Game Decks. Shuffle the Draw, Rainstorm, Lava, Tornado, Quake, and Event Decks and place them on one side of the map. Make sure to leave room between them and the map for a discard pile for each Deck

4 The Map. Shuffle the Map Deck and deal the cards out randomly in a 6x6 grid. The orientation of these cards is important — place all of the cards so their text appears right-side up relative to the North end

4a Tokens.

- Place a Landmark Token on each Landmark Tile (6)
- Place a Sample Token where you see a Sample Icon (2)
- Place a Lit Flare Token where you see a Flare Icon (6)
- Randomly choose 4 of the available 6 Map Tokens and place them where you see a Map Icon. Do not reveal which Tokens they are (4)
- Place the Tornado Field and Tornado Plain Token on the Field and Plain with Tornado Icons, Inert-side up

4b Survivors. Place all 24 Survivors in the Urban Tiles. Each Urban Tile has a starting population located underneath the Urban Icon – For example, the Suburb starts with 2 Survivors, the Capital starts with 6 Survivors, etc. The colored dots on each Urban Tile that show the *recommended* way to set your survivors up at the start of the game. You **must** obey the Starting Population numbers, but can ignore the colored dot suggestions.

8 The Safe Zone. Designate a spot where Rescued survivors will be placed



7 The Apocalypse Deck. Separate the 6 “Rescue” Apocalypse Cards and put them to the side. Shuffle the Apocalypse Deck and place it nearby. Hope you don’t need to use it.

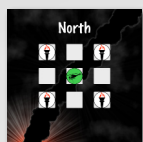
6 The Vehicle Pool. Place your two Vehicle Tokens in the Vehicle Pool. They are double-sided and can be used as either Cars or Motorcycles during the game

5 The Bridge Pool. Place your six Bridge Tokens in the Bridge Pool. These are double-sided and can be used for either Sturdy Bridges or Rope Bridges during the game

Extraction Point Reminder Coin

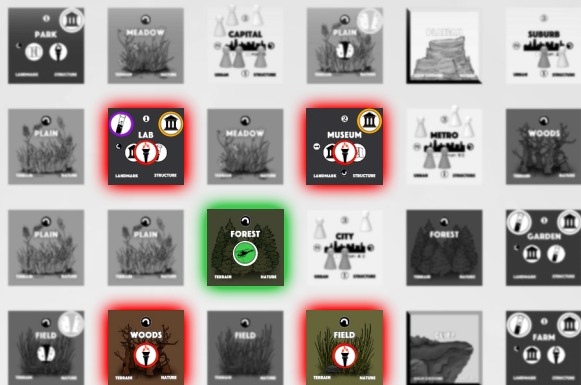


The included “Extraction Point” Coin is simply for reference. You may place it on a Tile to remind your team where you *plan* to be rescued. You can also use the Inert / Active sides to help remember when you can / cannot take the Rescue action (i.e. “Activate” it when all your Flares are in place, “Deactivate” it when one gets destroyed, etc.) It is not a “Token”, and no Token rules apply to it



Distress Signal / Extraction Point Example

Here is an example of a map where the Distress Signal is complete and the Extraction Point is Active. Flares are set on the Lab, Museum, Woods, and Field. The Forest Tile in between them is now the Active Extraction Point. That is where survivors must travel to be rescued! If you manage to use the "Rescue" action on this Tile, move your survivor to the Safe Zone.



Note that this Extraction Point location is one of many you could have chosen. It is up to your group to decide the best spot on the map to build your distress signal.

Your Turn

Each player takes turns clockwise around the Map, starting with whoever insists the most.

Your turn consists of 3 Phases.

1. Action Phase

Take up to 2 Actions using any of your Heroes or Civilians (see Actions, page 5)

2. Disaster Phase

Follow the "Disaster Phase" instructions on **all** of the Disaster Cards in your hand, in the order that you drew them if you have multiple disasters in your hand. (See Handling Disasters, pages 7-8)

3. Draw Phase

Draw 2 cards from the Draw Deck.

If the Draw deck is empty, draw from the Apocalypse Deck instead (See Apocalypse, page 9L)

Note: Fully resolve each card before drawing the next one, including discarding Resources to stay within your hand limit

# of Players	Actions during Action Phase	Cards to Draw during Draw Phase
3-4	2	2
2	3	3
1	4	4

This table denotes the rule differences when playing with different 1, 2, 3 or 4 players

Heroes & Civilians

The pawns in BUGOUT are called *Survivors*.

Each player will claim **one set** of 6 colored

Survivors – these are referred to as your "Heroes". You have full control over all 6, and can use **any** of them to complete your Actions during your turn.

However, if there are less than 4 players playing, any unclaimed Survivors are no longer *Heroes* – they are *Civilians*. There are only **two** rule changes for Civilians:

- 1) Civilians can be controlled by **any** player during their turn
- 2) Civilians cannot do **any** Complex Action or Reaction (i.e. any Action with a cost)

They are the most vulnerable among you, so prioritize their safety. As the world gets more treacherous, it will only become harder to rescue them!



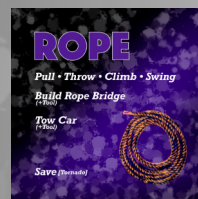
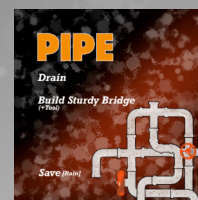
The Draw Deck represents time passing in the game. As you take actions, you will come across resources that will help you, but will also set dangerous perils in motion.

This Deck has 3 types of Cards: **Resources**, **Disasters**, and **Events**

The Draw Deck

Resources

Resources are put in your hand immediately. Some Actions have costs associated with them. Discard the matching Resource from your hand when taking these Actions (see Actions, page 5). **Resources cannot be traded/dropped/swapped amongst players.**



Resource Hand Limit

Your hand limit will change throughout the game to reflect your presence on the board

The number of Resources you can hold at any point is: **1 + the number of Heroes** you still control on the map

You start the game with a hand limit of 7 because you begin by controlling 6 Heroes. Decrease your hand limit **immediately** upon Rescuing a Hero (or upon a Hero's death).

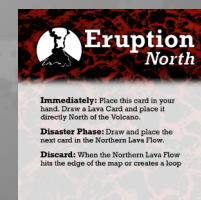
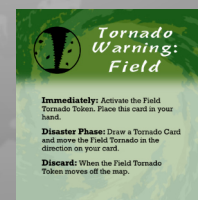
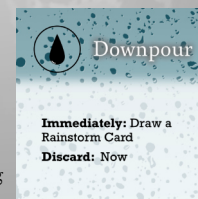
Disasters and Events do not count towards your Hand Limit

Disasters

Disasters have:

- An "Immediately" instruction, which tells you what to do when you draw it.
- A "Discard" instruction, for when to discard it.
- A "Disaster Phase" instruction to follow during the "Disaster Phase" of your turn, if applicable

More info about handling each Disaster can be found on pages 7-8.



Events



Plot Twist cards will throw wrenches into your plans, offer difficult choices, or potentially save the day. Events are *not* Disasters. Any rules referring to "Disasters"

are not referring to Events! (See Handling Events, page 6R)

First Game?

If this is your first game of BUGOUT, we recommend you remove the 2 Tornado Warnings and 4 Eruptions from the Draw Deck! Once you feel comfortable with the game mechanics, add them back in for the full BUGOUT experience!

Actions

During the action phase of your turn, you can choose to take up to 2 of the following actions with any Survivors you control (you may do the same action twice and/or use the same Survivor twice). Basic and Free actions can be done by either Heroes OR Civilians.

Basic Actions

Example



Action

Move

Move your Survivor to an Adjacent Tile (must be valid for Survivors)

Rescue

Move your Survivor from an Active Extraction Point to the Safe Zone

Grab

Make your Survivor Hold a Holdable Token on their Tile (can be a Token held by someone else)

Give

Transfer a Token held by one of **your** Survivors to *any other* Survivor on the same Tile

Enter Vehicle

Place your Survivor in a Vehicle on their Tile

Some important vocabulary for this section

Adjacent Tile: A Tile immediately North, South, East or West of the Tile your action-taking Survivor is Occupying.

"Held Token": Survivors "Hold" Tokens by being placed on top of them. Move the Token + Survivor as a unit. Survivors may only hold 1 Token at a time

Free Actions

Free Actions don't count towards your 2 actions per turn. However they can **only** be taken *during* your Action Phase



Drop

Take a Held Token from your survivor and place it on their Tile



Exit Vehicle

Remove one of your survivors from a Vehicle
If no Survivors remain in the Vehicle, remove it from the map and place it in the Vehicle Pool

Complex Actions

Some actions have an additional cost associated with them. You must discard the appropriate resource(s) from your hand in order to do these actions. Civilians cannot do any actions in the following sections.

Example



Cost Action

Drain

Flip over an Adjacent Flooded Tile (Ensure the "North" edge stays "North")

Relight Flare

Relight and hold a destroyed Flare on your Hero's Tile

Drive

Move your Hero's Vehicle to an Adjacent Tile (must be valid for Vehicles). Cars may do this once per Drive Action. Motorcycles may do it twice

Repair

Restore 1 health to one of your Hero's Tile (must be a Structure)

Rebuild

Return a Landmark Token from the Graveyard to your Hero's Tile with a Landmark Symbol Max 1 per Tile

Reinforce

Flip a Landmark Token on your Hero's Tile to the "Reinforced" Side. Reinforced Landmarks are moved to the Safe Zone when the Apocalypse Starts

Complex Actions (cont.)

Cost Action



Pull

Move any Survivor or Holdable Token from an Adjacent Tile to your Hero's Tile (can be a Token held by someone else. If Pulling only a Token, hold it)



Throw

Take a Held Token from your Hero and place it on an Adjacent Tile. You may give it to any other Survivor on that Tile



Climb

Move your Hero to an Adjacent High Ground Tile



Swing Across

Move your Hero straight across 1 Tile that is otherwise invalid for Survivors to move onto (i.e. Empty, Flooded, or Lava)



Build Sturdy Bridge

Place a Sturdy Bridge from the Bridge Pool on an Adjacent Tile (must be valid for Bridges, i.e. Empty, Flooded, or Lava)



Build Rope Bridge

Place a Rope Bridge from the Bridge Pool on an Adjacent Tile (must be valid for Bridges, i.e. Empty, Flooded, or Lava)



Place Motor Vehicle

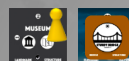
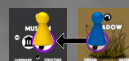
Place a Motor Vehicle from the Vehicle Pool on your Hero's Tile (must be valid for Vehicles). You may fill the vehicle up to capacity with *any* survivors *on that tile* immediately



Tow Motor Vehicle

Move a Motor Vehicle from an Adjacent Tile to your Hero's Tile (must be valid for Vehicles)

Example



Loot

Destroy a Landmark Token on your Hero's Tile, then take a Resource from the Discard Pile.

Reactions

The following are "Reactions", and can be done by any player with a Hero on the affected tile, regardless of whose turn it is. Only one player needs to do these per Tile! These are **not** Actions.



Save Tile from Rainstorm Damage

One player may discard a Pipe to prevent Rainstorm damage to your Hero's Tile



Save Tile from Quake Damage

One player may discard a Tool to prevent Quake damage to your Hero's Tile

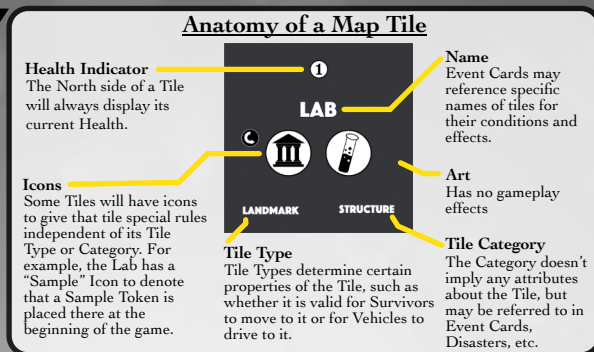


Save Survivors from a Tornado

One player may discard a Rope to prevent all **Survivors** from being thrown from a Tile hit by a Tornado. Tokens *cannot be saved from Tornadoes*. When a Token is destroyed by a Tornado, the **occupants** of that Token are killed (i.e. those in vehicles / on bridges)

Map Tiles

The map consists of 36 Tiles laid out in a 6x6 grid. The 6x6 game area will never shrink or expand. Each Tile has a **Category** and a **Type**, which determines the properties of the Tile (i.e. Can Survivors walk on it? Can Vehicles drive on it? Etc.)



For a full list of Tile Properties, see Tile Reference, page 10R

Structure	Nature	Destroyed
Landmark	Terrain	Lava
Urban	High Ground	Empty
Bridge	Flooded	

The Three Categories of Tiles and the Types of each

How to Damage Tiles

Map Tiles can be "Damaged" by Rainstorms, Quakes, Events or Apocalypse Cards

IF one of the occupying Heroes chooses to (and has the resources needed), they may elect to prevent damage being done to the Tile with a "Reaction" (see Reactions, page 5R)

Otherwise, look at the North side of the card to determine how much health the Tile has. The symbol on the north edge of the Tile is referred to as the "health indicator"

If there is no health indicator (ex: Cliff, Lava, Volcano), do nothing. That tile cannot be damaged.

2 → 1

If the health indicator is a number:

- Decrease the health of the Tile by rotating the tile *clockwise* 90 degrees so the next health indicator is visible on the North edge



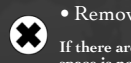
If the health indicator is the "Flip" or "Destroy" symbol:

- Destroy tokens according to their "When Destroyed" rule (Token Ref., page 9R)
- Place any Survivors in the Graveyard



- Flip the Tile over

Ensure the "North" edge of the Tile remains the "North" edge of the Tile during this flip



- Remove the Tile from the Map

If there are no other Tiles underneath this one, this space is now considered a Destroyed/Empty Tile

Note: Anytime a Tile is on top of another Tile (Lava on Landmark, Bridge on Flooded), only consider the Tile on top when dealing damage, and ignore anything beneath it.

Events



There are 15 Plot Twist / Event Cards in the Draw deck. When you draw one, **Immediately** draw an Event Card from the Event Deck and discard the Plot Twist card.

There are several different types of Events in the Event Deck, and they roughly break down into three different formats: **Multiple Choice**, **Conditional** and **Place-in-Hand**

Fresh Air

Choose 1 of the following

- 1 Move any Survivor to a Terrain Tile
- 2 Remove a Terrain Tile from the Map

Multiple Choice Events

Multiple Choice Events will offer you a choice. You **MUST** choose and complete 1 of them.

Phrases like "you may" will allow you to choose an option and then ignore the choice. However, using the "Fresh Air" event as an example: you either have to move a Survivor to a Terrain Tile or Remove a Terrain Tile from the map. The only way to avoid the outcome of an event is when you cannot do what it is telling you to do (i.e. there are no more Terrain Tiles left on the map)

Conditional Events

Conditional Events will ask a Yes or No question about the state of the game. Based on the answer to that question, follow the result next to either "Yes" or "No".

Most of the outcomes will occur immediately (i.e. Skip the next Player's turn). Some Conditional Events have Multiple Choice or Place-in-Hand Events nested within the Yes/No outcomes.

Note: If both outcomes require you to place the card in your hand, one of the outcomes will be printed upside down on the card. Orient the card in your hand so that the outcome that was true *when you drew the Event* is right-side up. Regardless of whether the condition changes, use the passive/discard effect of the outcome that was true when the card was drawn.

Eat Your Veggies

Does the Garden have a Landmark Token?

Place this card in your hand
YES You may discard this anytime during your Action Phase (not an action)
Discard Effect: Take an extra Action

NO Skip the next Player's turn

Encumbered

Place this card in your hand

Passive Effect: Your Move Action costs 1 Resource

Discard this card when you have no more Resources in your Hand

First Class

Place this card in your hand

You may discard this card as an Action during your Action Phase

Discard Effect: You may move 1 of your Heroes directly to an active Extraction Tile

Place-in-Hand Events

Some Event Cards will instruct the drawing player to place the card in their hand. These cards will **either** have an instruction on when a player *may* discard the card or when the player *must* discard the card.

Some of these cards will have a *Passive Effect* that is in effect while the card is *in your hand*. Some passive effects will only pertain to the drawing player, and some will effect ALL players.

Some Events have a *Discard Effect* that triggers when the card is Discarded.

Events *can* have both a Passive Effect and a Discard Effect.

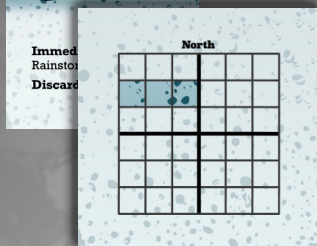
Note: If an effect applies to *everyone*, that information will be bolded in red.

Note: If an Event Card refers to other players, do not consider players who have exited the game (See Players Exiting the Game, page 9L).

Handling Disasters



Downpour



Rainstorms

There are 30 **Downpour** Cards in the Draw deck. When you draw one, **Immediately** draw a Rainstorm Card from the Rainstorm Disaster Deck and Discard the **Downpour** card.

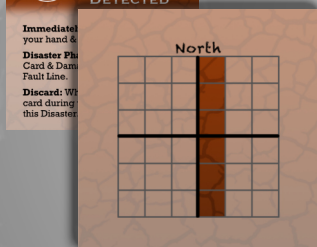
Each Rainstorm card will highlight Tiles on the 6x6 map where Rain is falling.

Deal 1 damage to every Tile hit by Rain (See How to Damage Tiles, page 6L)

Damage from a Rainstorm can be prevented on an Occupied Tile if one player takes the "Save Tile from a Rainstorm" Reaction (see page 5R).



SEISMIC
ACTIVITY
DETECTED



Quakes

There are 3 **Seismic Activity Detected** Cards in the Draw deck. When you draw one, **Immediately** draw a Quake Card from the Quake Disaster Deck and place the **Seismic Activity Detected** card in your hand

There are 3 Types of Quake Cards: **Fault Lines**, **Tremors**, and **Stop** cards.

When you draw a **Fault Line** Card, Deal 1 damage to every **Structure** Tile on the highlighted Fault Line (See How to Damage Tiles, page 6L)

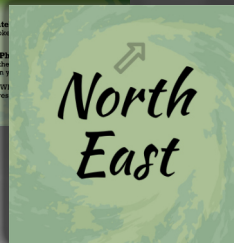
When you draw a **Tremors** Card, do nothing. You have a brief reprieve from the Quakes.

When you draw a **Stop** card, Discard the **Seismic Activity Detected** Card from your hand. You are done with this Disaster.



Quakes are persistent disasters, meaning they continue to effect the game for as long as they are in your hand. You must draw a new card from the Quake Disaster Deck during the Disaster Phase of your turn for every **Seismic Activity Detected** Card in your hand.

Lethal Damage from Quakes can be prevented on an Occupied Tile if one player takes the "Save Tile from Quake" Reaction (see page 5R).



Tornadoes

There are 2 **Tornado Warning** Cards in the Draw deck. When you draw one, **Immediately** Activate the Corresponding Tornado Token on the map (either Field or Plain) by flipping it over and place the **Tornado Warning** Card in your Hand. **Do not** draw a Tornado Card from the Tornado Disaster Deck yet.

If you have a **Tornado Warning** Card in your hand during your Disaster Phase, you must draw 1 Card from the Tornado Disaster Deck and move the specified Tornado Token 1 space in the direction indicated on the card.

Tornado Tokens do **not** damage Tiles, they only Destroy Tokens and Throw Survivors. Never deal damage to a Tile when a Tornado Token moves onto it (unless that Tile is *also* a Token, like a Bridge). Other Tokens are destroyed immediately when coming in contact with a Tornado Token.

When a Tornado Activates or Moves onto a Tile:

- 1) Destroy any Un-Held Tokens on that Tile immediately, according to their "When Destroyed" description (Token Reference, page 9R). This includes killing/destroying any survivors/tokens on Bridges or in Vehicles *immediately*
- 2) If there are still Survivors on the Tile, one player may take the "Save Survivors from Tornado" Reaction to prevent ALL remaining Survivors from being thrown
- 3) If there are still Survivors on the Tile and no one chooses to Save, destroy all of their Held Tokens and draw a card from the Tornado Deck. Move all the Survivors on that Tile in the direction of the drawn card. If the Tile is off the map or invalid for Survivors (Lava, Flooded, Empty), place them in the Graveyard. If the destination Tile would go over capacity, kill any excess Survivors. If the destination Tile has another Active Tornado on it, repeat from step 2.

Ending a Tornado Disaster

When the Tornado Token moves off of the 6x6 map, you may Discard the **Tornado Warning** Card in your hand and place the Tornado Token off to the side. You are done with this Disaster.

If you need to draw a card from the Tornado Deck but there are none left, remove all Tornado Tokens from the map and discard any Tornado Warning cards from your hands.

Inert Tornado Tokens

The Tornado Tokens are placed on the map at the beginning of the game as "inert" tokens. Because their starting tiles might be destroyed before the Tornado "activates", the inert tile acts as a placeholder.

If a Tile containing a Tornado Token is flipped or removed, keep the Token on that Tile. Nothing can Destroy a Tornado Token until the Disaster has ended.

Survivors and Tokens **can** still enter Tiles with inert Tornado Tokens (but be prepared to do a "Save Survivors from Tornado" reaction if it activates!)

While a Tornado is Active on a Tile

Survivors may Move OFF the tile freely
Heroes may Move ON to the Tile by spending a Rope

Heroes outside the Tile may not:

- Drive onto the Tile
- Swing Across or onto the Tile
- Build a Bridge on the Tile
- Drain the Tile
- Be placed onto the Tile via Event Effects

Heroes on the Tile may not:

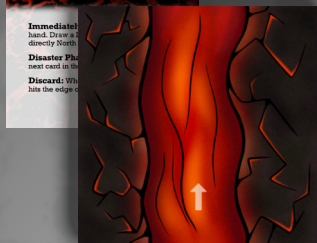
- Rebuild / Repair
- Place / Tow Motor Vehicle
- Build Rope / Sturdy Bridge
- Drain



Active Tornado



Inert Tornado



Lava

There are 4 **Eruption** Cards in the Draw deck, 1 for each direction relative to the Volcano (North, East, South and West). When you draw one, **Immediately** Kill any survivors and destroy any Tokens on the Volcano. Then, draw a Lava Tile from the Lava Disaster Deck and place the **Eruption** card in your hand

There are 3 Types of Lava Tiles: **Straight, Left, and Right**.

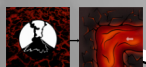
When you draw one, add it to the Lava Flow originating from the edge of the Volcano indicated on your **Eruption** Card. Lava Tiles can never be removed or destroyed.

Whenever you place a Lava Tile on **top** of another Tile, Destroy all Tokens and Kill all Survivors on that Tile immediately.

How to add to a Lava Flow

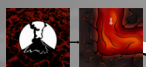
To determine where to place the next Lava Tile in a flow, trace the Lava flow from the edge of the Volcano designated on your **Eruption** Card. When you find a Tile that is Valid for Lava Placement (see Tile Properties, page 11L), draw a Lava Tile and place it there. Align the arrow on the new Lava Tile with the previous Tile.

In this example, when **Eruption West** is drawn, immediately draw the next Lava Tile and place it on the Forest, lining up the arrow to flow *away* from the Western edge of the Volcano.



Eruption West Draw

The next Lava Tile in the **Eruption South** Flow would be placed on the Lab, following the Flow from the South edge



Eruption South Draw

Flows can combine with each other: for example, the next Valid Tile in both the **Eruption North** and **Eruption East** flow is the Museum. If, for example, the Eastern Flow is drawn 1st, place the next Lava Tile on the Museum. When the Northern Flow is drawn, the next valid Tile would be the Suburb because the Eastern Flow turned left. Combined flows draw new Lava Tiles twice as fast, so be sure to anticipate how quickly these can cover ground, and plan ahead!

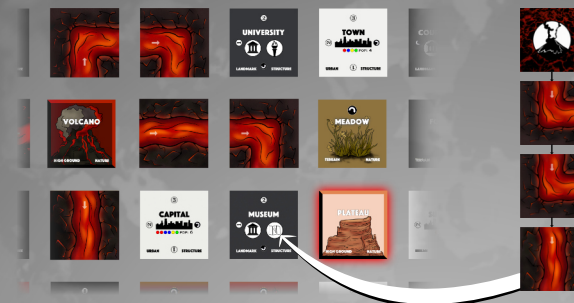
If you run out of Lava Tile in the Lava Deck, you may Discard all Eruption Disasters. You've been through enough.

If you ever place a Lava Tile and it hits the edge of the map (or another flow that leads to the edge of the map), or creates an infinite loop with itself or other lava flows, discard the **Eruption** Card in your hand immediately.

Diverting Lava

Some tiles, such as High Ground Tiles, are not Valid for placing new Lava Tiles on. They Divert the lava flow, requiring the drawing player to continue to draw new Lava Tiles until the Flow changes direction, away from the Invalid Tile.

Then, shuffle the other Lava Tiles back into the Lava Disaster Deck



The Lava Deck. In the example, the player with the Eruption East Disaster is drawing the next card in their Flow.

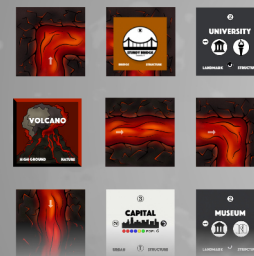
1st card drawn. If you placed this Tile on the Museum, it would line up to the Plateau, a High Ground Tile diverts the Lava Flow. Draw a new card now

2nd card drawn. This would also head into the Plateau, so continue to draw.

3rd card drawn. This one goes straight and would line up the flow towards the Plain. Place this Tile on the Museum and shuffle the previous two back into the Lava Deck

Sturdy Bridges + Lava

Because Sturdy Bridges are Valid Tiles for Lava placement, you can place them on active Lava flows in order to redirect the flow.

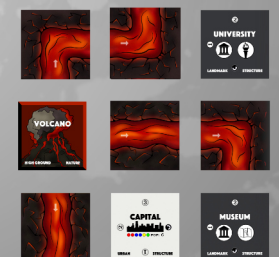


In this example. A Sturdy Bridge is placed on the Lava Tile next to the University, and the *Northern* Flow has been interrupted. If you trace the flow from the North Edge of the Volcano, you come across the Sturdy Bridge before it combines with the *Eastern* Flow. Place the next Lava Tile of the *Northern* Flow, in this case, on the Sturdy Bridge rather than the Museum, as you would have before.

Sturdy Bridge placed on top of a Lava Tile

There is no guarantee this will behave how you hope – the next Lava Tile drawn could very well be another **Right** Flow. But it *could* be a **Left** Flow, which will take the *Northern* Flow off the edge of the map, allowing you to Discard the **Eruption North** Card immediately.

There is no limit to the number of times you can attempt this diversion tactic on a single Tile, besides availability of Bridges in the Bridge Pool



New Lava Tile placed on top of The Sturdy Bridge

Rope Bridges + Lava



Rope Bridges are not affected by and don't affect Lava Tiles at all. Lava flows *underneath* Rope Bridges, so Tokens / Survivors on Rope Bridges are perfectly safe from Lava. Ignore Rope Bridges when tracing the Flow to find the next Valid Tile, and place new Lava Tiles *below* Rope Bridges when placing them on that space.

Inert Eruptions

If the Volcano is adjacent to the edge of the map or a Tile where lava cannot be placed (such as another High Ground Tile), it cannot erupt in that direction. When you draw the Eruption Card for that direction, discard it immediately and do not put it in your hand

The Apocalypse

The Apocalypse is the end of the world. Once you have exhausted the Draw Deck, immediately move any Reinforced Landmark Tokens to the Safe Zone. Any Landmarks that become Reinforced from this point on can be placed in the Safe Zone immediately.

From here, play continues as normal. However, instead of drawing from the Draw Deck during your Draw Phase, you will instead draw from a much more sinister deck: The Apocalypse Draw Deck. This deck starts with **Damage** and **Destroy** Cards, but you can improve the deck by rescuing Map Tokens to add Rescue Cards into the deck!

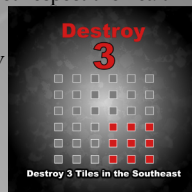


Damage

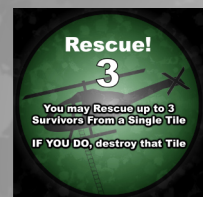
Damage Cards require that you deal damage to a Type or Category of Tiles. You can damage the same Tile more than once, if able. This type of damage can not be saved by a Reaction.

Destroy

Destroy Cards require that you **destroy** a certain number of Tiles in a specific region of the map. You do not respect the health of the Tiles you choose – i.e. You may destroyed a City with 4 Health, a Flooded Tile and a High Ground Tile to fulfill this example card. Lava Tiles cannot be destroyed.



In the case of a Bridge on top of a Flooded Tile, you may destroy the Bridge as 1 Tile, and the Flooded Tile as another.



Rescue

If you have planned ahead and Rescued some Map Tokens, the Rescue Team will know where to come look for you! While you can still use the Extraction Point as long as your Distress Signal is set, one last search party is sweeping the map, tracking down stranded survivors. When a Rescue Chopper is drawn, you **may** rescue the designated number of survivors from a *single* Tile. But the ground here is fragile; As soon as that chopper lifts off, the ground gives way... leaving anyone who can't fit in the chopper to their doom. Do you wait for a larger chopper to come along, or do you draw straws for seats on the escape vehicle?

If you (somehow) exhaust the Apocalypse deck, any remaining Survivors go in the Graveyard

Once you have played a few games of BUGOUT, we recommend playing with "Night Extraction" Rules. The sun has set and the Rescue Teams have limited visibility: When you draw a "Rescue" card, you may only apply it to High Ground Tiles or Tiles with a lit Flare. This is how BUGOUT is meant to be played!

End of the Game

Players Exiting the Game

When a Player has no more controllable Survivors (either Heroes or Civilians) remaining on the Map, they are *partially* removed from the game. They skip both their Action and Draw Phase, but continue to do their Disaster Phase until all of the Disasters in their Hand are discarded.

Note: If a player exits the game during their *Disaster* or *Draw* Phase, they don't need to continue their *Draw* Phase that turn

Winning the Game

A winning game **MUST** end on a Rescue (either the Rescue Action or an Apocalypse Rescue)

You win immediately if

- You Rescue the final Survivor on the Map

- Upon a Rescue, there is enough room in the Graveyard for all the remaining Survivors, Landmark Tokens, and Samples on the map (i.e. there is no way to overflow the Graveyard)

"Photo-finish" rules

In the event of an Apocalypse Rescue where some Survivors are Rescued and some Survivors die as the final action of the game, this is the order of events:

- 1) Samples held by Rescued Survivors are added to the Graveyard as extra spaces
- 2) Killed Survivors / Destroyed Landmark Tokens are placed in the Graveyard
- 3) Rescued Survivors are placed in the Safe Zone

Token Reference

Flare

Amount: 6

Holdable: Yes



Front
(Lit)



Back
(Unlit)

Purpose: Pick up and arrange Flares on the Map to match the Distress Signal. Once you have created the Signal, Player's may do the "Rescue" action to remove Survivors to safety

During Setup: Place each of your lit Flares on Tiles with the Flare Symbol.

How to Create: Destroyed Flares can be relit by using the "Relight Flare" Action

When Destroyed: Flip the Flare over to the "Unlit" side and keep it on the Tile where it was destroyed (even if that Tile is flipped/destroyed). **Unlit Flares cannot be destroyed.** If a new Tile would be placed over a destroyed Flare, place the Flare on top of the new Tile (Bridges, Lava, etc).

Landmark

Amount: 6

Holdable: No



Front
(Built)



Back
(Reinforced)

Purpose: Landmarks help track how well you are preserving your society and culture. Your goal is to keep them on the map and out of the Graveyard

During Setup: Place 1 Landmark Token on each Landmark Tile

How to Create: Take the "Rebuild" Action while on a Tile with the Landmark Icon (max 1 per tile). Take the "Reinforce" Action to flip them to their Reinforced side.

When Destroyed: Place the Landmark Token in the Graveyard (reset to Built Side)

Sample

Amount: 3

Holdable: Yes



Front
(Sample)



Back
(Grave)

Purpose: If you Rescue a Survivor holding a Sample Token, you earn an extra space in the Graveyard. Flip it over to the "Grave" side and place it on one of the Graveyard's open slots.

During Setup: Place each of your Samples on Tiles with the Sample Symbol.

How to Create: N/A

When Destroyed: Place the Sample Token in the Graveyard

Map Tokens

Amount: 6

Holdable: Yes



Front
(Map)



Back
(Rescue)

Purpose: If you Rescue a Survivor holding a Map Token, take the corresponding Rescue Card and shuffle it into the Apocalypse Deck immediately

During Setup: Place each of your Map Tokens on Tiles with the Map Symbol.

How to Create: N/A

When Destroyed: Remove the Map Token from the Map, but don't place it in the graveyard. It can no longer be retrieved.

Car (Motor Vehicle)

Amount: 2 (Shared with Motorcycle)

Holdable: No

Max Occupancy: 4

Purpose: Cars offer a way to move up to 4 Survivors in a single action (using the “Drive” action). They may pass Flooded Tiles, but players may not end their turn while a Vehicle is on a Flooded Tile.

During Setup: Place both Vehicles Tokens in the Vehicle Pool

How to Create: Take the “Place Motor Vehicle” Action

When Destroyed: Place the Vehicle back in the Vehicle Pool. All occupants are killed, and any Tokens inside are destroyed.



Side 1
(Car)

Motorcycle (Motor Vehicle)

Amount: 2 (Shared with Car)

Holdable: No

Max Occupancy: 2

Purpose: Motorcycles offer a way to move up to 2 Survivors up to 2 Tiles in a single action (using the “Drive” action). They may pass Flooded Tiles, but players may not end their turn while a Vehicle is on a Flooded Tile.

During Setup: Place both Vehicles Tokens in the Vehicle Pool

How to Create: Take the “Place Motor Vehicle” Action

When Destroyed: Place the Vehicle back in the Vehicle Pool. All occupants are killed, and any Tokens inside are destroyed.



Side 2
(Motorcycle)

Rope Bridge

Amount: 6 (shared with Sturdy Bridge)

Holdable: No

Max Occupancy: 4

Purpose: Allow Survivors passage onto Tiles they normally couldn't access. Lava will flow *underneath* rope bridges if the Rope Bridge is already placed on the map.

During Setup: Place all 6 Sturdy Bridge/Rope Bridge Tokens in the Bridge Pool.

How to Create: Take the “Build Rope Bridge” Action

When Destroyed: Place Bridges back in the Bridge Pool. All Occupants are killed, and any Tokens on them are destroyed.



Side 1
(Rope Bridge)

Sturdy Bridge

Amount: 6 (shared with Rope Bridge)

Holdable: No

Max Occupancy: 6

Purpose: Allow Survivor and Vehicle passage onto Tiles they normally couldn't access. Sturdy Bridges are valid tiles for new Lava Cards to be placed, and can be used to manipulate the direction of a Lava Flow

During Setup: Place all 6 Sturdy Bridge/Rope Bridge Tokens in the Bridge Pool.

How to Create: Take the “Build Sturdy Bridge” Action

When Destroyed: Place Bridges back in the Bridge Pool. Any Occupants are killed, and any Tokens on them are destroyed.

Exception: Sturdy Bridges destroyed by lava stay on the map, lost forever.



Side 2
(Sturdy Bridge)

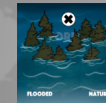
Urban



Terrain



Flooded



Note: Flooded Tiles have thematic art that indicates the nature of the Tile is on the other side, but that is purely for reference and ease-of-play. A “Flooded Forest” is NOT a “Forest” in regards to any rules, etc. Don't treat Flooded Tiles differently based on artwork, they all function identically.

Tile Reference

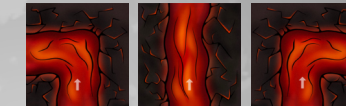
Landmark



High Ground



Lava



Empty

Note: Certain disasters end when they run “off the map” – Don't confuse Empty Tiles with “off the map”. Treat Empty spaces as “Tiles” – Tornadoes can move there, Lava can flow there, and Bridges can be placed there. Anything beyond the 6x6 Map is “off the map” & not valid for any Actions / Disasters

Tile Property Chart. Bridge Tokens are considered both Tiles AND Tokens, so they appear here as well

Type	Category	Valid for Survivor Movement	Valid for Vehicle Movement	Valid for Crossing / Bridge Placement	Valid for Lava Placement	Capacity
Urban	Structure	✓	✓	✗	✓	8
Landmark	Structure	✓	✓	✗	✓	8
Terrain	Nature	✓	✓	✗	✓	8
High Ground	Nature	✓ Climb	✗	✗	✗ Divert Flow	8
Flooded	Nature	✗	Passable*	✓	✓	N/A
Lava	Destroyed	✗	✗	✓	✗ Combine Flow	N/A
Empty	Destroyed	✗	✗	✓	✓	N/A
Sturdy Bridge	Structure	✓	✓	✗	✓	6
Rope Bridge	Structure	✓	✗	✗	✗ Place Lava Tile Below	4

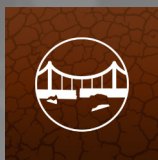
Note: If a Tile is valid for Survivor Movement, it is also valid for any Holdable Token. Tiles have *Survivor* capacities; there are no strict capacities for *Tokens* on any Tile that can hold them.

***Passable:** Vehicles may *move onto* Tiles marked as passable, but you may not end your turn on them. For example, a player may use 1 action to Drive a Car onto a Flooded Tile, but they must use their second action to either Drive or Tow the Car onto a valid Tile before their turn ends. Ending your Turn with a Vehicle on a “Passable” Tile is an illegal move.

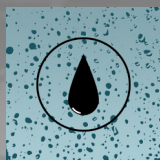
Contents Reference



Draw
(120 Cards)



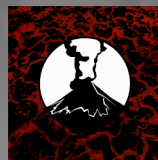
Quake
(24 Cards)



Rain
(60 Cards)



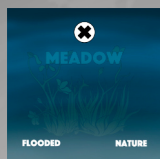
Tornado
(24 Cards)



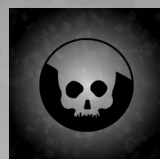
Volcano
(24 Cards)



Events
(40 Cards)



Map
(36 Cards)



Apocalypse
(24 Cards)



Distress Signals
(42 Cards)

Tokens



Flares
(6)



Landmarks
(6)



Samples/Graves
(3)



Extraction Point
(1)



Motor Vehicles
(2)



Tornados
(2)



Bridges
(6)



Graveyard
(1)

Survivors



Blue
(6)



Red
(6)



Green
(6)



Yellow
(6)

Other



Graveyard
(1)

Decks

Other Variants / Rules

BUGOUT is scaled to create a challenging puzzle every time you play the game. We have found a few interesting variant rules that you may choose to implement. Feel free to implement any "House Rules" if you feel they make the game more challenging, exciting, or fun for your friends!

No Inert Eruptions (Harder)

Whenever you place the 6x6 map, move the Volcano away from the edge. Swap it with the the nearest Tile within the inner section of the map. Do the same for any other Tile that diverts lava – this will ensure that all 4 Lava Disasters will trigger during the game

Unprepared (Harder)

Start the game with all of your Flares un-lit. You'll need Gas to light them!

Trained Rescue Team (Easier)

When you deal 4 random Map Tokens at the beginning of the game, take the 2 remaining Tokens and look at them. Place the corresponding Rescue Cards for those 2 Tokens in the Apocalypse Deck.

Lethal Tornadoes (Harder)

When a Tornado moves onto a tile with survivors on it and no one can save the tile with a rope, kill the occupants rather than drawing a card to toss them.

Budget Cuts (Harder)

Start the game with any number of Landmark Tokens in the Graveyard instead of on Landmark Tiles.

Your Turn

1. Action Phase

Take up to 2 Actions using any of your Heroes or Civilians

2. Disaster Phase

Follow the "Disaster Phase" instructions on all of the Disaster Cards in your hand

3. Draw Phase

Draw 2 cards from the Draw Deck

Actions

Move
Move your Survivor to an Adjacent Tile

Rescue
Move your Survivor from an Active Extraction Point to the Safe Zone

Climb
Move your Hero to an Adjacent High Ground Tile

Pull
Move any other survivor or Holdable Token from an Adjacent Tile to your Hero's Tile

Swing Across
Move your Hero straight across 1 Tile that is otherwise invalid for Survivors to move onto

Drain
Flip over an Adjacent Flooded Tile (Ensure the "North" edge says "North")

Repair
Restore 1 health to one of your occupied Structure Tiles

Enter Vehicle
Place your Survivor in a Vehicle on their Tile

Place Motor Vehicle
Place a Motor Vehicle on your Occupied Tile. You may fill the vehicle up to capacity with any survivors on that tile immediately

Drive
Move an Occupied Vehicle to an Adjacent Tile. Cars may do this once per Drive Action. Motorcycles may do it twice

Tow Motor Vehicle
Move a Motor Vehicle from an Adjacent Tile to your Occupied Tile

Exit Vehicle
Remove one of your survivors from a Vehicle (Place the Vehicle in the Vehicle Pool when removing the final occupant)

Grab
Make your Survivor Hold a Holdable Token on their Tile

Give
Transfer a held Token to any other Survivor on the same Tile

Throw
Take a Held Token from your Hero and place it on an Adjacent Tile. You may give it to any other Survivor on that Tile

Relight Flare
Relight and hold a destroyed Flare on your Hero's Tile

Drop
Take a Held Token from your survivor and place it on their Tile

Build Rope Bridge
Place a Rope Bridge from the Bridge Pool on an Adjacent Tile

Build Sturdy Bridge
Place a Sturdy Bridge from the Bridge Pool on an Adjacent Tile

Rebuild
Return a Landmark Token from the Graveyard to an Occupied Tile with a Landmark Symbol (max 3 per tile)

Reinforce
Flip a Landmark Token over to the "Reinforced" side on an Occupied Tile

Loot
Destroy a Landmark Token on an Occupied Tile, then take a Resource from the discard pile

Save Tile from Rainstorm Damage
One player may discard a Pipe to prevent Rainstorm damage to an Occupied Tile

Save Tile from Quake Damage
One player may discard a Tool to prevent Quake damage to an Occupied Tile

Save Survivors from Tornado
One player may discard a Bridge to prevent all Survivors from being chosen from a Tile hit by a Tornado. Tokens cannot be used. When a Token is destroyed by a Tornado, the occupants of that Token are killed (as shown in vehicles on bridges)

Reactions
Players may do this once per Disaster Phase

Tokens



Flare

Place Flares to Create the Distress Signal to Extract to Safety



Landmark

Preserve Landmarks to keep the Graveyard from overflowing



Sample

Rescue Samples to earn extra spaces in the Graveyard



Car

Transport up to 4 Survivors in a Car



Motorcycle

Transport up to 2 Survivors quickly in a Motorcycle



Sturdy Bridge

Sturdy Bridges allow Vehicle & Survivor access to unreachable spots



Rope Bridge

Rope Bridges allow Survivor access to unreachable spots

Tile Properties Cheat Sheet

Type	Category	Valid for Survivor Movement	Valid for Vehicle Movement	Valid for Crossing / Bridge Placement	Valid for Lava Placement	Capacity
Urban	Structure	✓	✓	✗	✓	8
Landmark	Structure	✓	✓	✗	✓	8
Terrain	Nature	✓	✓	✗	✓	8
High Ground	Nature	✓ Climb	✗	✗	✗ Divert Flow	8
Flooded	Nature	✗	Passable	✓	✓	N/A
Lava	Destroyed	✗	✗	✓	✗ Combine Flow	N/A
Empty	Destroyed	✗	✗	✓	✓	N/A
Sturdy Bridge	Structure	✓	✓	✗	✓	6
Rope Bridge	Structure	✓	✗	✗	✗ Place Lava Tile Below	4