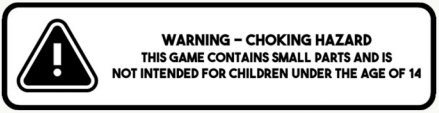
Just a Lil' Weevil



A 2 Player Card Game

Game Manual

Contents & Goal Of The Game:



Contents:

30 Uneaten Number cards, 10 Eaten Number cards, 9 Null cards, 5 Weevil cards, 5 Mint cards, 3 Swap cards, 10 Lil' Weevil's layout cards, 1 Lil' Weevil standee card, 1 card stand, 5 Mint tokens, 1 ten-sided Action die, and 1 Fact card.

You will need a pencil and paper to keep score.

A free printable score sheet is provided on The Game Crafter Website:
www.thegamecrafter.com/games/just-a-lil-weevil

Object Of The Game:

In each round, players try to score points by having Uneaten Number cards in their layout.

The player with the most points at the end of five rounds wins.

Intro To The Cards:

There are two types of cards: Number cards and Action cards.

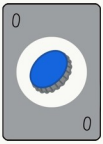
Number Cards:



Uneaten Number Cards:
These cards have not been eaten by the Lil' Weevil. Every face-up Uneaten Number card in your layout scores you 1 point.



Eaten Number Cards:
These cards have been eaten by the Lil' Weevil. Every face-up Eaten Number card in your layout gives 1 point to the Lil' Weevil.



Null Cards:
These cards aren't of any use to you or the Lil' Weevil. Null cards are discarded when drawn.



Lil' Weevil's Layout Cards:
These double sided cards help keep track of what the Lil' Weevil has eaten. The white sides are "Uneaten" and the red sides are "Eaten".

Intro To The Cards: Action Cards

Action Cards:



Weevil Cards:
Weevil cards block the card space they are placed in from being used. Every face-up Weevil card in your layout subtracts 1 point from your score.



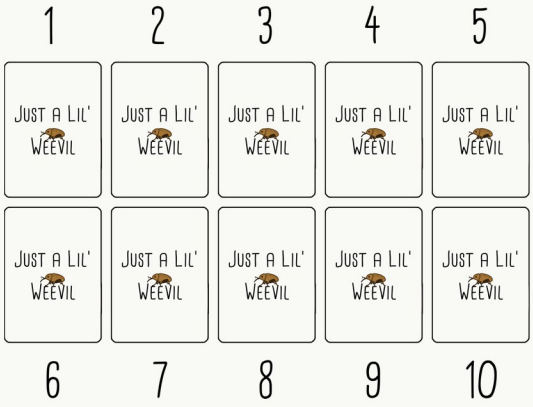
Mint Cards:
Mint cards allow you to place a Mint token on a random card in your layout. Mint tokens protect that card from Eaten Number cards and Weevil cards.



Swap Cards:
Swap cards make both players exchange a random card in their layout. All cards can be swapped, including Weevil cards and cards with Mint tokens.

Card Layouts:

A card layout is ten cards arranged in two rows of five. The place each card resides is called a "card space". Each card space is assigned a number going from left-to-right in numerical order (The top left card is 1, while the bottom right card is 10. Refer to the graphic below.)



How To Set Up The Game:

(You will need to remove the Fact card from the deck before playing.)

1. Separate the Lil' Weevil's layout cards from the deck. Arrange them "Uneaten" side up in a card layout (Refer to the "Card Layouts" section or the graphic to the right.)

2. Remove the double sided Lil' Weevil standee card from the deck. Affix it to the card stand and place it behind the Lil' Weevil's layout.

3. The dealer shuffles the remaining deck and deals ten cards to each player face-down. Players do not view their cards. Each player then arranges their cards in a layout in front of them. (Refer to the "Card Layouts" section.)

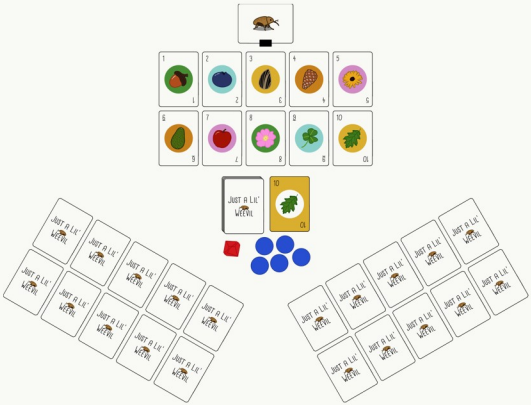
4. The dealer then places the rest of the deck face-down in the center of the table to form the Draw pile.

How To Set-Up The Game:

5. The dealer flips the top card of the Draw pile face-up to start the Discard pile.

6. Place the ten-sided Action die and the Mint tokens in the center of the table.

The table should look similar to this at the start of a round:



Playing The Game:

The game is made up of five rounds.

The player who was not the dealer goes first.

Game play consists of the following steps:

1. On your turn, draw a card from a pile.
2. Complete the steps for that card.
3. Continue your turn until no more steps can be taken.
4. Discard and end your turn.
5. Play then passes to the other player.

To Start Your Turn:

Draw the top card from the Draw pile or the Discard pile.

(Action cards cannot be drawn from the Discard pile.)

Playing The Game: Number Cards

If You Have An Uneaten Number Card In Your Hand:

1. Locate the card space in your layout that matches the number on your card. (Refer to the "Card Layouts" section.)
2. Replace the face-down card in that card space with your Uneaten Number card face-up.
3. The displaced card is now in play. Follow the steps for that card's type. (Example: If the displaced card is a Weevil card follow the steps in "If You Have A Weevil Card In Your Hand".)

Uneaten Number Card Rules:

- Uneaten Number cards can only replace face-down cards. If the matching card space is face-up, discard your Uneaten Number card and your turn ends.
- If a Mint token is placed on a face-down card and it gets replaced by an Uneaten Number card, the Mint token stays with that card space and is placed on the new card.

Playing The Game: Number Cards

If You Have An Eaten Number Card In Your Hand:

1. Locate the card space in your layout that matches the number on your card.
2. Replace the card in that card space with your Eaten Number card face-up.
3. Flip the same card space in the Lil' Weevil's layout to the "Eaten" side. This shows the Lil' Weevil has eaten that card.
4. The displaced card is now in play. Follow the steps for that card's type.

Eaten Number Card Rules:

- Eaten Number cards cannot replace face-up Weevil cards nor cards with Mint tokens on them. If the card in the matching card space cannot be replaced, discard your Eaten Number card and your turn ends.

If You Have A Null Card In Your Hand:

1. Discard your Null card and your turn ends.

Playing The Game: Action Cards

If You Have A Weevil Card In Your Hand:

1. Say, *"AAHHHH!!!! Lil' Weevil!"*
2. Roll the Action die.
3. Replace the card in whichever card space was rolled with your Weevil card face-up. (Example: If you rolled a 5, replace the card in your "5" card space with your Weevil card face-up.)
4. The displaced card is now in play. Follow the steps for that card's type.

Weevil Card Rules:

- Weevil cards cannot occupy a card space with a Mint token. If the rolled card space holds a Mint token, discard your Weevil card and your turn ends.
- If the rolled card space holds another face-up Weevil card, roll again.
- If a player has three face-up Weevil cards in their layout, the active player immediately discards any card in their hand and the round ends.

Playing The Game: Action Cards

If You Have A Mint Card In Your Hand:

1. Roll the Action die.
2. Place a Mint token on whichever card space was rolled.
3. Discard your Mint card and your turn ends.

Mint Card Rules:

- Mint tokens can only be placed on face-down cards and face-up Uneaten Number cards.
- If a Mint token cannot be placed on the rolled card space, return the Mint token, discard your Mint card, and your turn ends.
- If the rolled card space already holds a Mint token, roll again.

Playing The Game: Action Cards

If You Have A Swap Card In Your Hand:

1. Roll the Action die.
2. Both players take the card in their rolled card space and swap it with each other. (Example: If a 2 is rolled, both players remove the card in their "2" card space. The players then switch cards and place them into their empty card space.)
3. Discard your Swap card and your turn ends.

Swap Card Rules:

- When swapped, face-down cards remain face-down. Players do not view their new card.
- When swapped, Mint tokens stay with the card they were placed on and are swapped with the other player.

Ending A Round & Scoring

Ending A Round:

A round ends when either:

A. A player's layout is completed by having all of their cards face-up.

B. The Lil' Weevil's layout is completed by having all of his cards "Eaten" side up.

C. A player has three face-up Weevil cards in their layout.

When one of these events happen, the active player immediately discards any card in their hand and the round ends.

Scoring:

Players score:

- **1 point** per face-up Uneaten Number card in their layout.
- **-1 point** per face-up Weevil card in their layout.
- **0 points** per face-down card in their layout.

The Lil' Weevil scores:

- **1 point** per "Eaten" side up card in his layout.
- **0 points** per "Uneaten" side up card in his layout.

Ending The Game & Tie Rules

Ending The Game & Winning:

The game ends once five rounds have ended and points have been scored.

The player (human or weevil) that has the most points at the end wins.

If There Is A Tie:

If there is a tie between players, both players roll the Action die and whoever rolls highest wins.

If there is a tie between a player and the Lil' Weevil:

The player rolls the Action die:

- If the die rolls a 1-5 the player wins.
- If the die rolls a 6-10 the Lil' Weevil wins.



A Special Thank You:

All of us here at Arelic Games want to say "Thank you" for buying *Just a Lil' Weevil*.

We appreciate the investment you have made and it is our sincere hope it brings hours of pleasure to you and those you play it with.

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For More Information and free printable score sheets scan our QR code or go to our link here:
www.thegamecrafter.com/games/just-a-lil-weevil