

# Bubblew

## Components

- Cards: Two decks - Bubble Cards and Pop Cards.
- Tokens/Markers: Represent foam on the Bubble Cards.

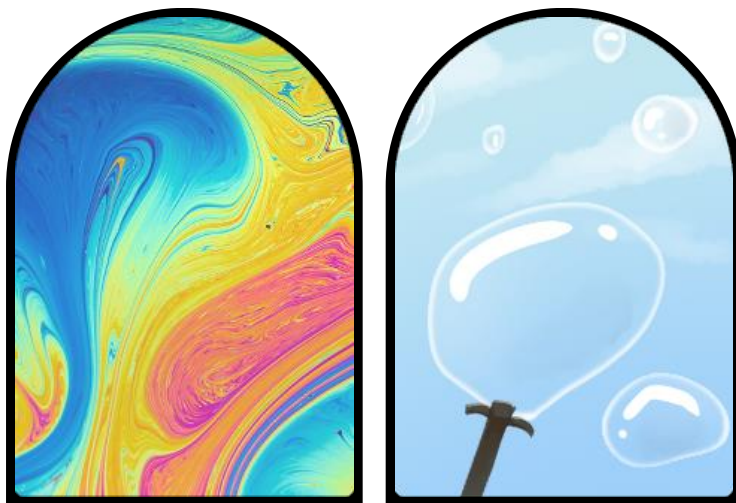
## Aim

Be the last player with Bubble Cards

## Setup

1. Gather 2-4 players.
2. Prepare the two decks (Bubble and Pop Cards).
3. Each player draws three Bubble Cards, which is the starting maximum hand size.
4. Place both decks and tokens within players' reach.
5. The first player is the one who most recently played with bubbles

The back of Bubble Cards; The back of Pop Cards



# Gameplay

## Turn Phases:

- 1) Action Phase:
  - a) Play one Pop Card (optional). If a Pop Card is used, it must apply instantaneously before a Bubble Card is played.
  - b) Play one Bubble Card (mandatory), either to start a new stack or to add to an existing stack:
    - i) A Bubble Card can be stacked on top of another Bubble Card to change its effect.
    - ii) A Bubble Card can be stacked below another Bubble Card to add tokens (foam) and prolong the bubble's longevity.
  - c) Add numbers of token (foam) to newly put bubble or update the token (foam) to the new one if you add a card below the stack.
- 2) End Phase:
  - a) Remove one token (foam) from each Bubble Card stack(s).
  - b) If a Bubble Card has no tokens left, discard it.
  - c) Draw Bubble Cards up to the maximum hand size (the hand size may exceed 3 if a certain Bubble Card is in effect).

## Card Anatomy

- **Bubble Cards:**
  - **Ongoing Effects:** Active as long as the card is in play.
  - **Foam Number:** Indicates how much foam (tokens) the card has.
- **Pop Cards:**
  - One-time-use cards with special effects.
  - Most Pop Cards can only be played in the Action Phase.
  - You can only have 2 pop cards in the same time.
  - Pop cards is not counted for the maximum hand size.



## Winning




- The game ends when only one player has Bubble Cards.
- If no cards can be drawn, play continues without drawing.
- In a tie, all tied players lose.


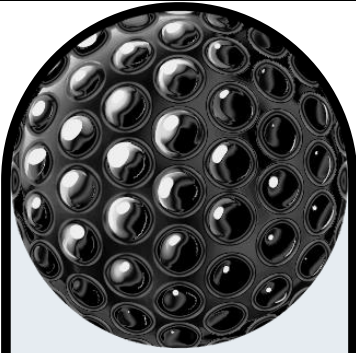

## Special Rule

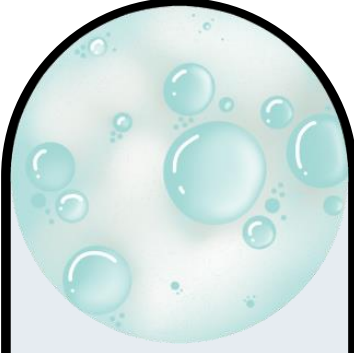

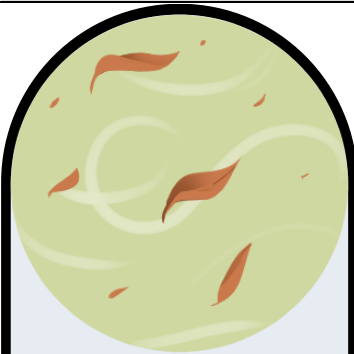
- If a player has three Bubble Cards with a foam number of 1, they may discard all three of them and redraw the same number of cards immediately.
- Once a Bubble Card stack reaches 5 cards, the entire stack is discarded immediately. The player then takes one Pop Card, and all burst effects are resolved right away.

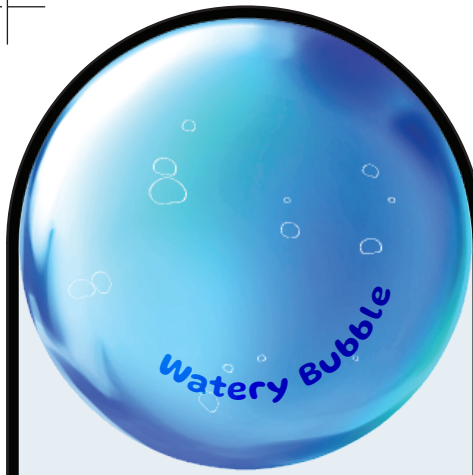
## Glossary

Image	Name	Effect	Detail
 <p>This turn you can play 2 bubble cards instead of 1.</p>	Action Bubble		
 <p>If burst, take 1 pop cards.</p>	Blown Bubble	If burst, take 1 pop cards.	

 <p>No special effect, may stack to increase foam</p>	Foamy Bubble	No special effect, may stack to increase foam.	
 <p>Next player remove 1 foam from 1 bubble</p>	Game Bubble #1	Next player remove 1 foam from 1 bubble	<p>Activate during end phase. Remove a foam.</p> <p>If this card is the top of the 5 stacked bubbles. It not activate the effect.</p>
 <p>If burst, previous player remove a foam from a bubble</p>	Game bubble #2	If burst, previous player remove a foam from a bubble	

 <p>Increase maximum of player's bubble cards + #</p>	Hand Bubble	Increase maximum of player's bubble cards + #	During end phase, player take bubble cards until they reach the maximum player's limit. If player cards already have more than it. They don't draw any cards this turn.
 <p>Remove 1 foam from each bubble cards in play.</p>	Plastic Bubble	Remove 1 foam from each bubble cards in play.	
 <p>The direction of play reverse.</p>	Smoke Bubble	The direction of play reverse.	

 <p>Choose 1 bubble card, add 3 foam.</p>	Soapy Bubble	Choose 1 bubble card, add 3 foam.	Can be use to any player.
 <p>Choose 1 bubble card, remove 3 foams, only can be apply to next or previous players.</p>	Watery Bubble	Choose 1 bubble card, remove 3 foams, only can be apply to next or previous players.	For 4+ Players. You can only target player next or before your turn.
 <p>Counter other player pop card.</p>	Windy Bubble	Counter other player pop card.	Counter Cards can be played to counter others' Pop Cards. But cannot be countered again. Once countered, both cards are discarded. Cannot counter predator bubble.



Choose 1 bubble card,  
remove 3 foams, only can  
be apply to next or  
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Increase maximum of  
player's bubble cards +2



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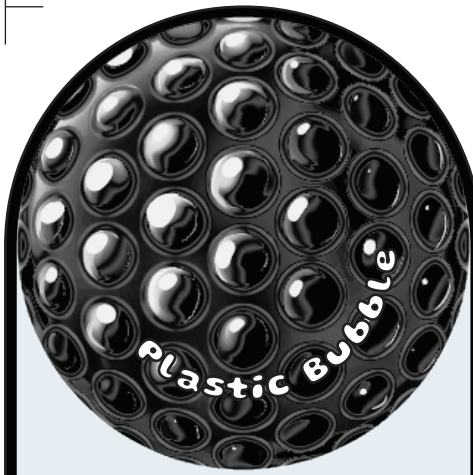


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Remove 1 foam from each  
bubble cards in play.



If burst, previous player  
remove a foam from a  
bubble



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Next player remove 1  
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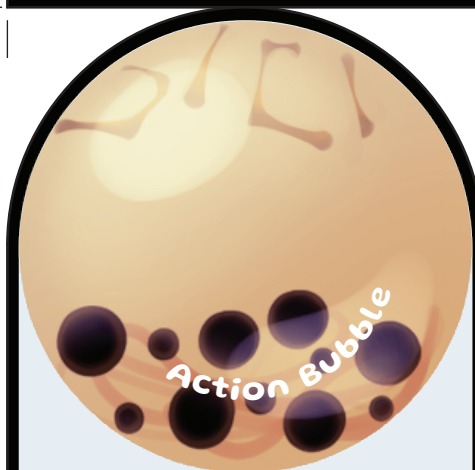
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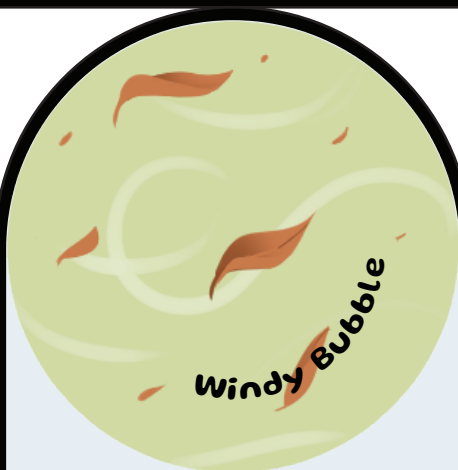
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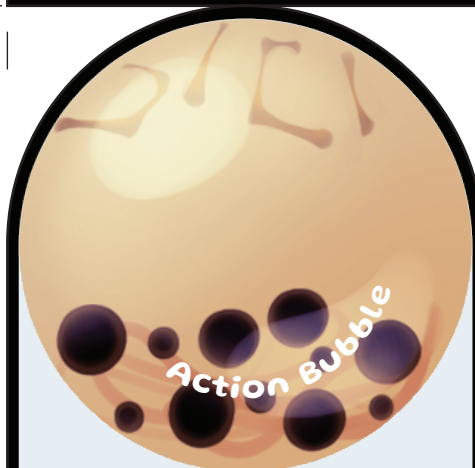
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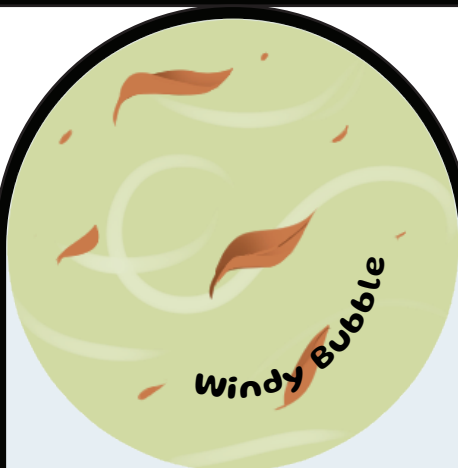
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The direction of play  
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## Player Aid

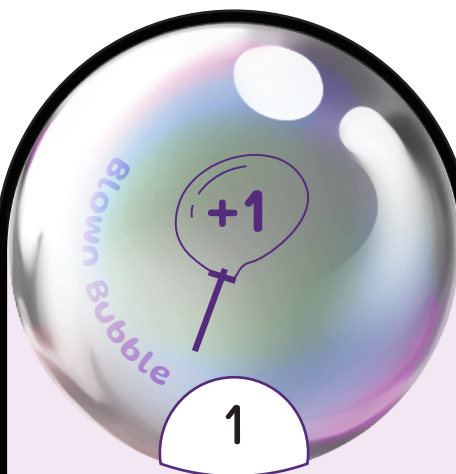
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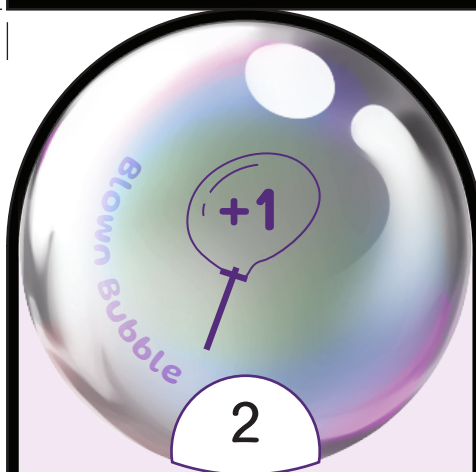
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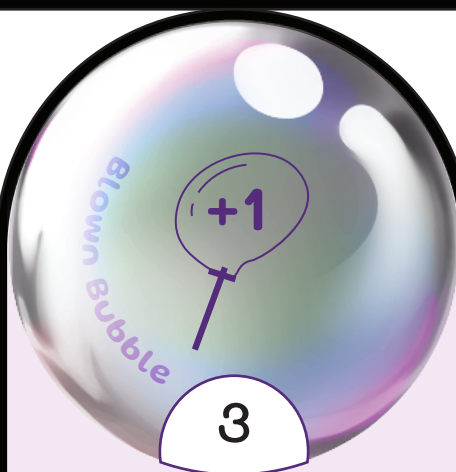
If burst, take 1 pop cards.



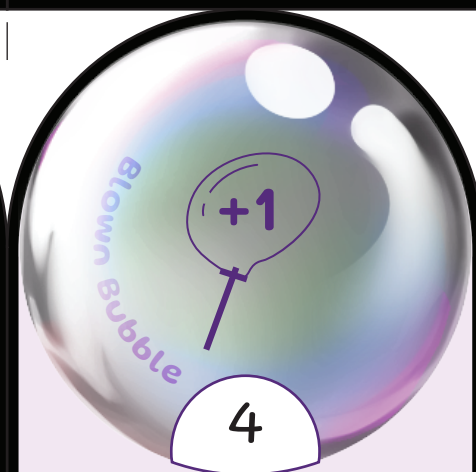
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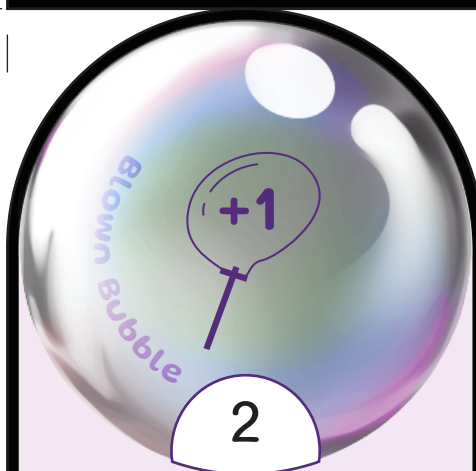
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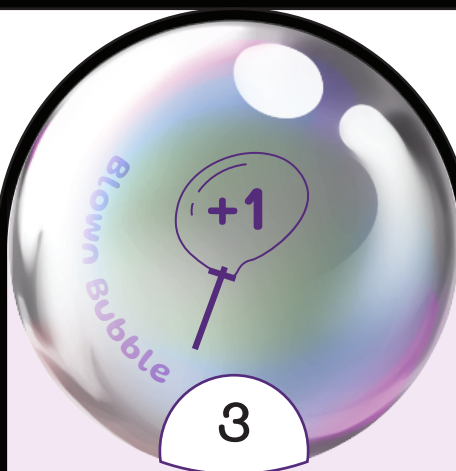
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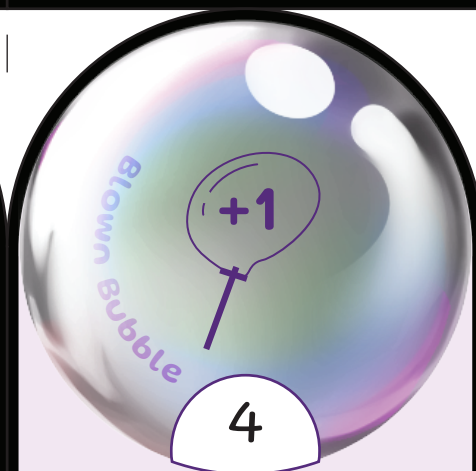
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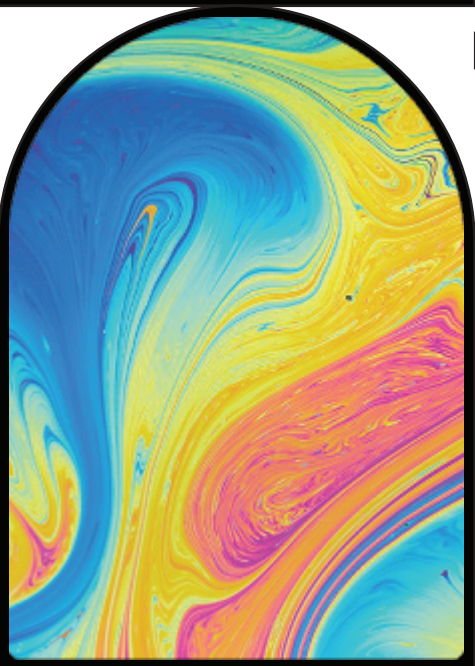
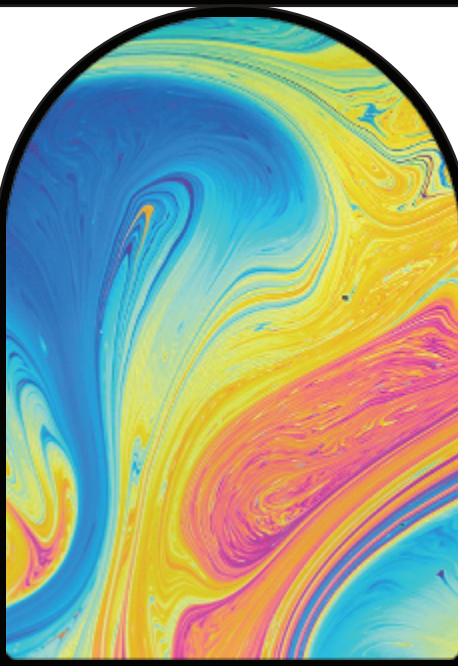
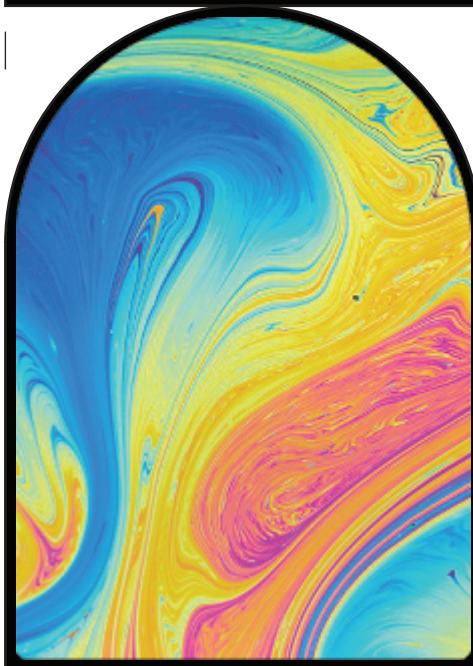
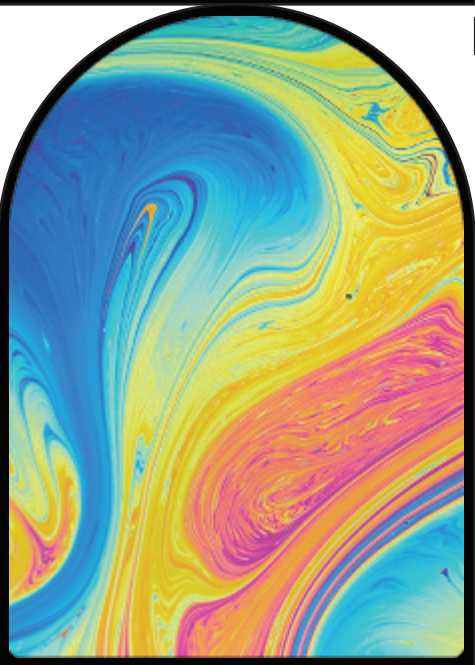
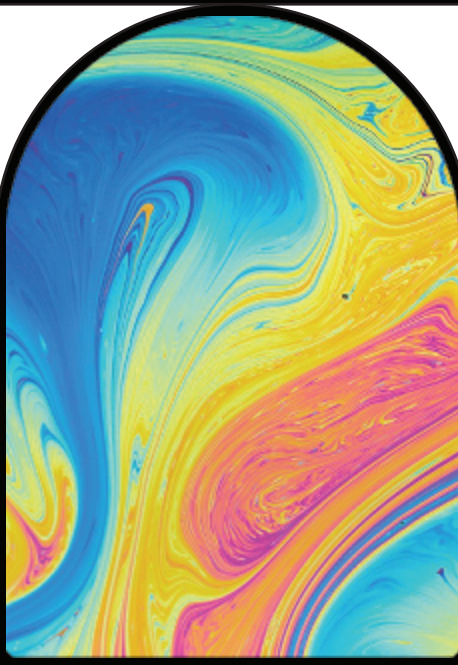
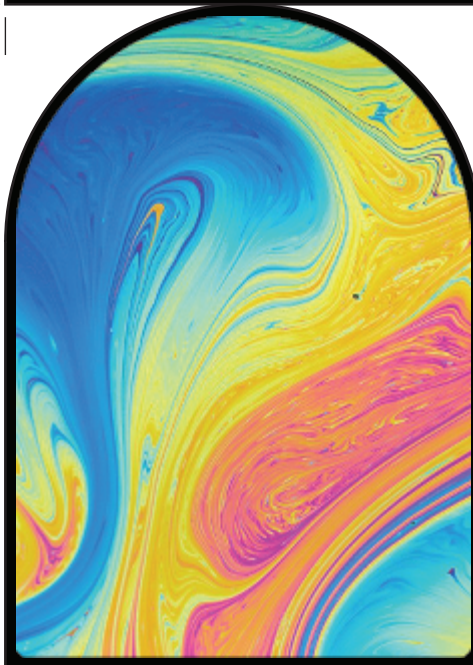
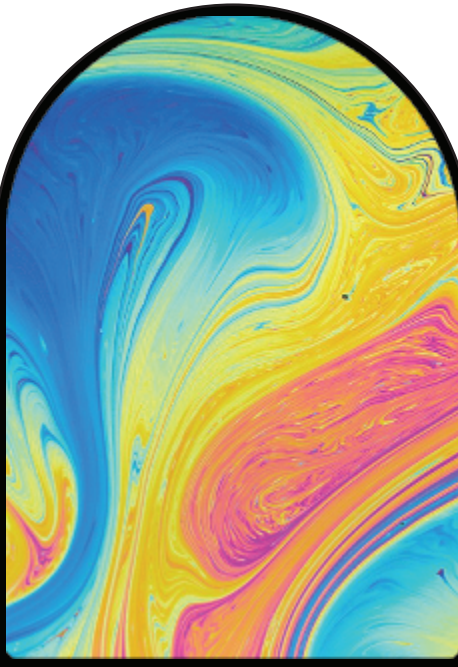
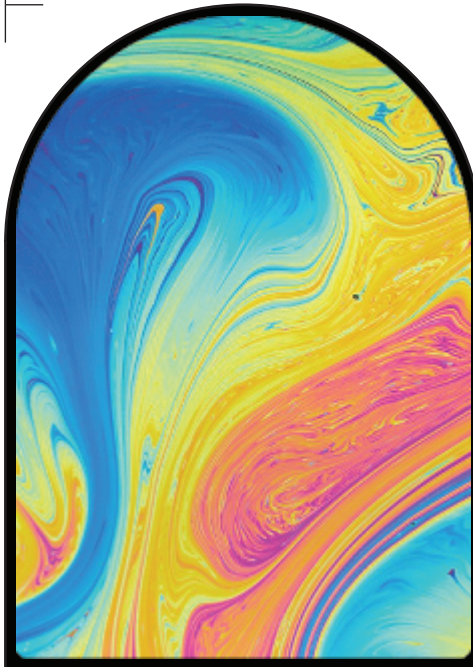


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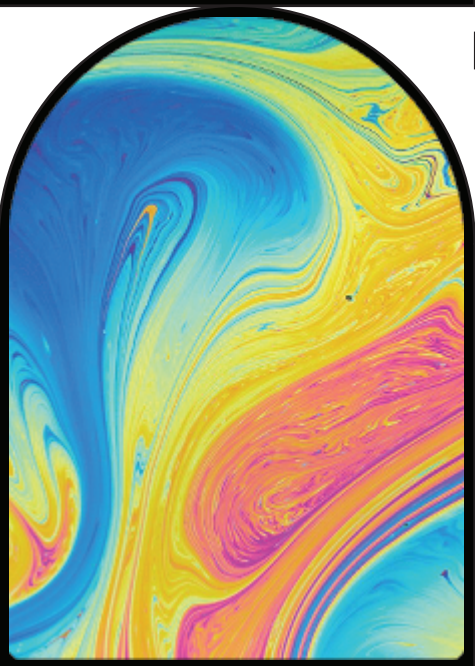
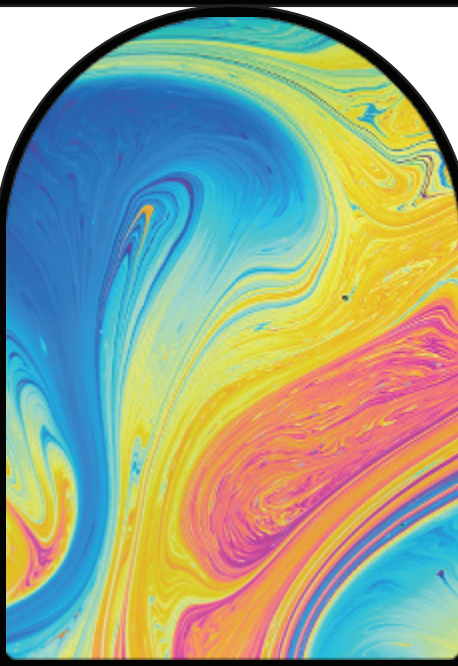
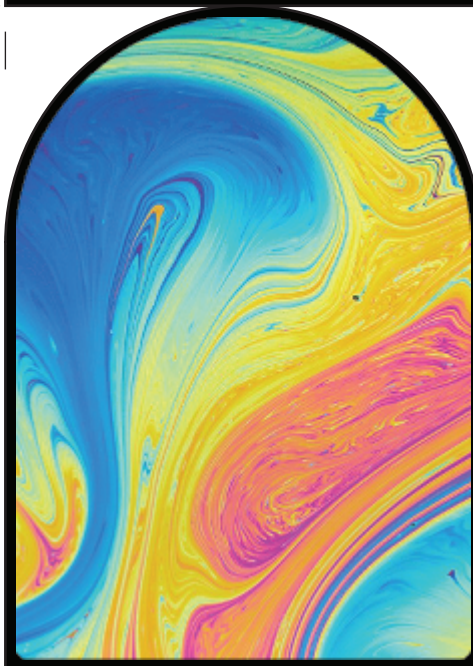
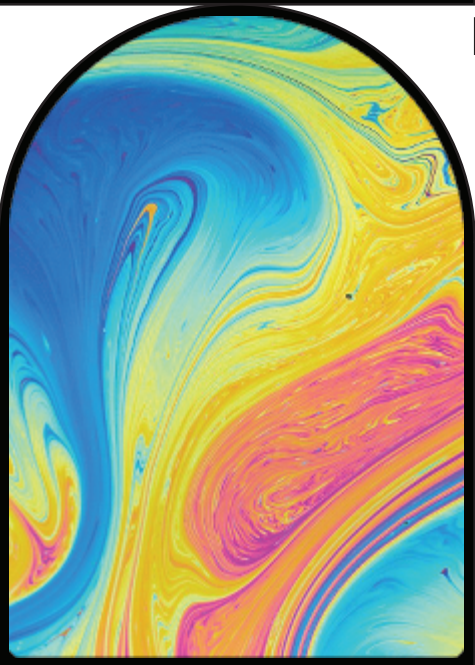
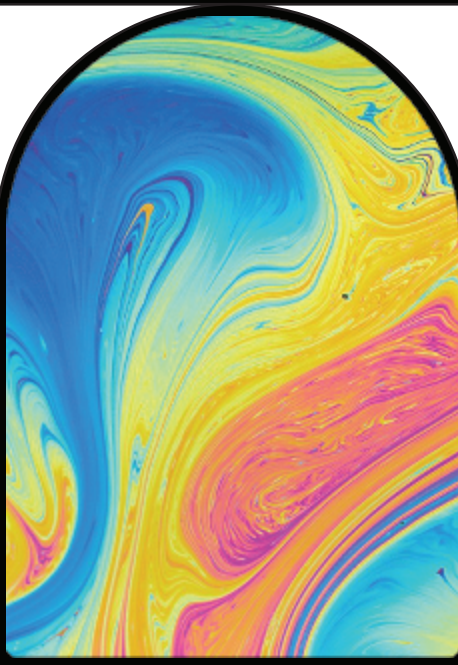
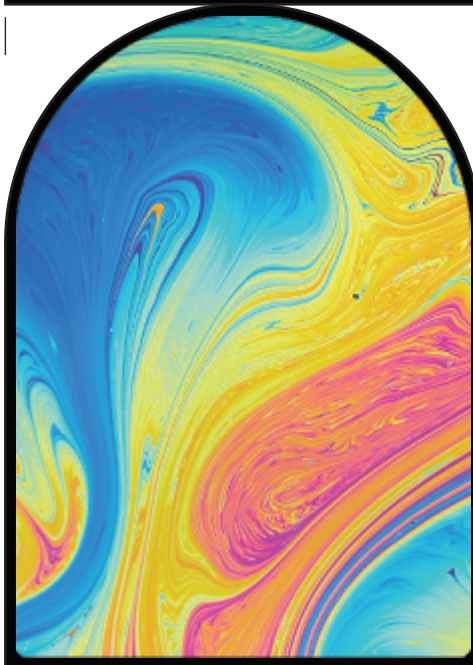
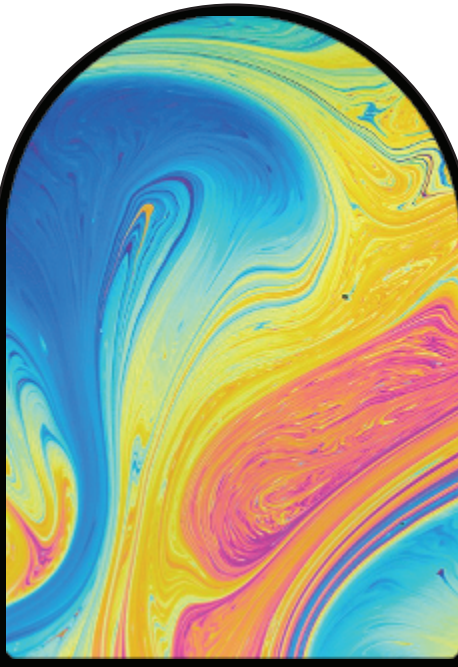
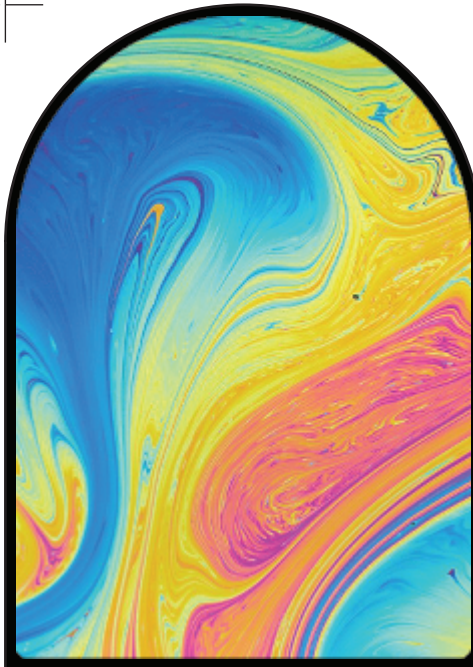


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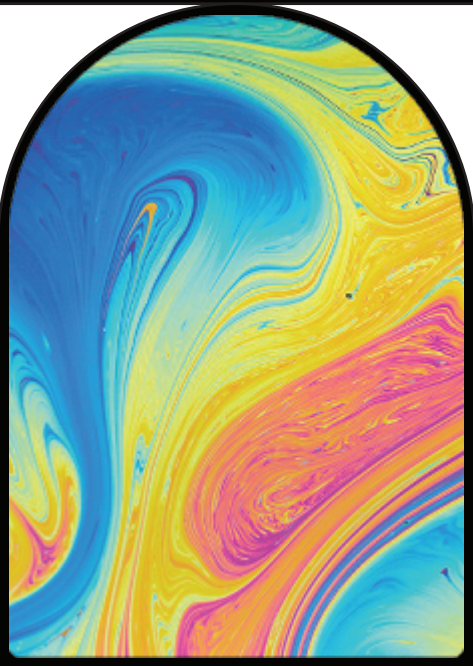
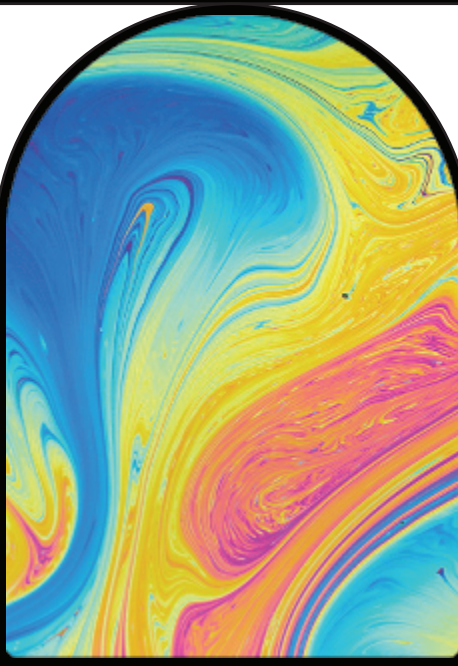
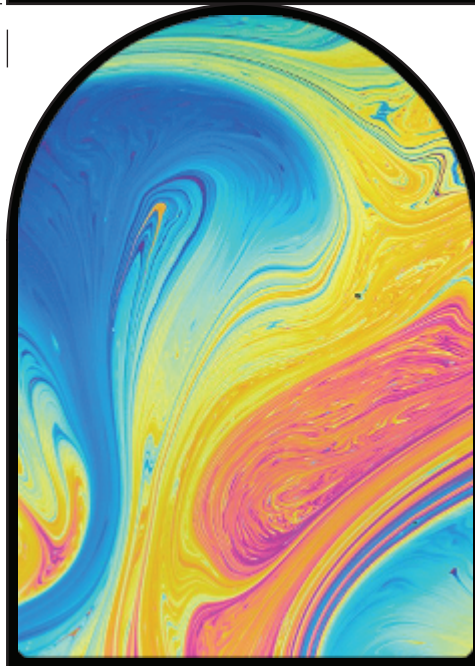
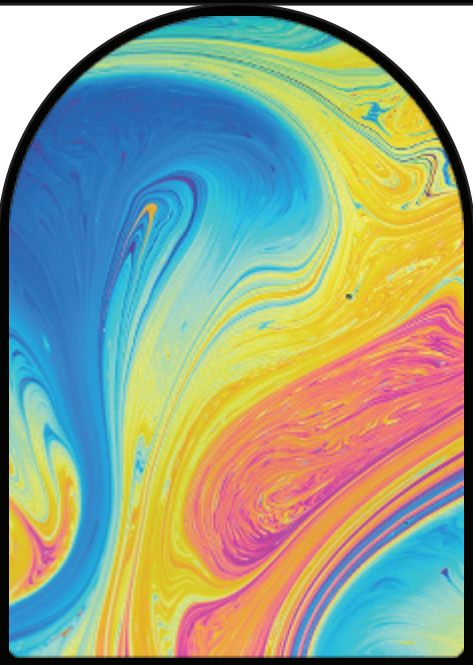
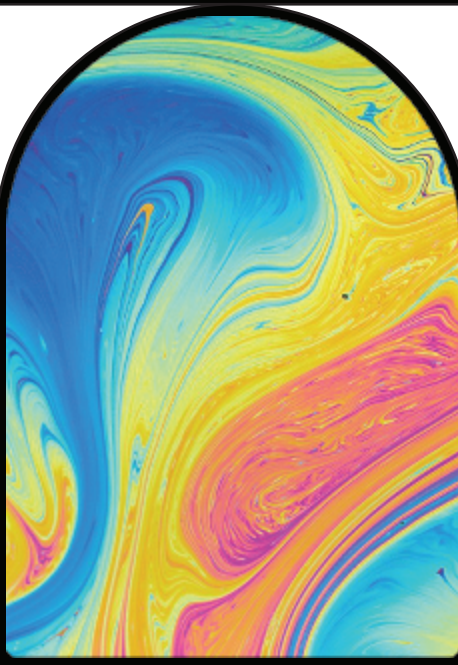
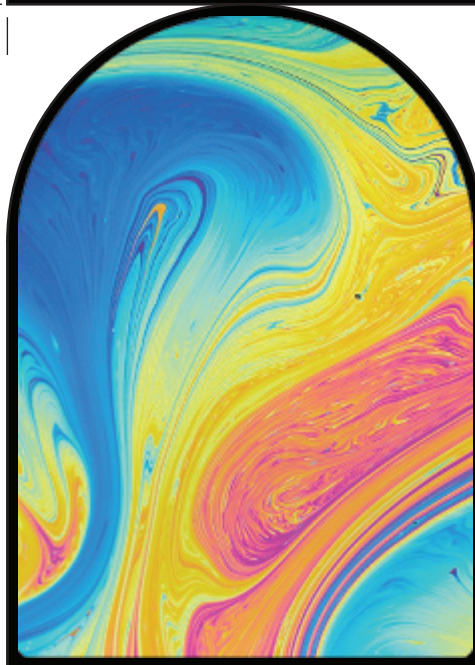
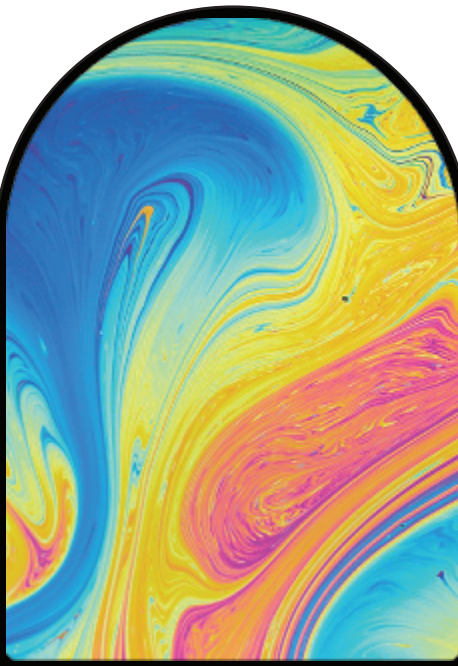
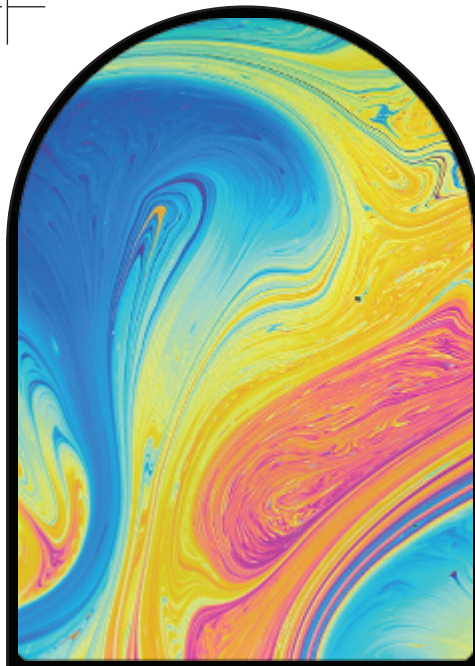




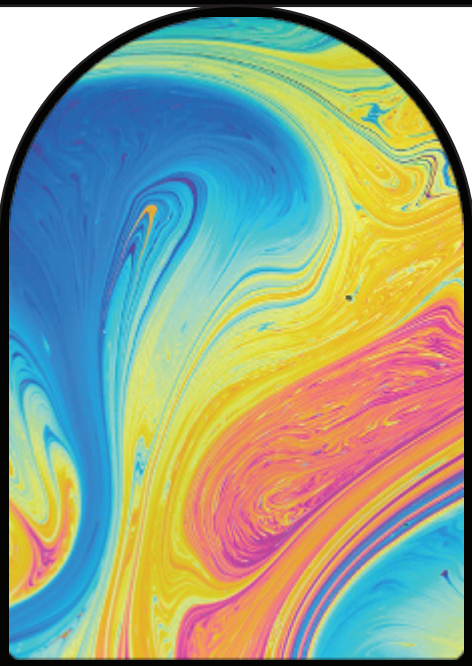
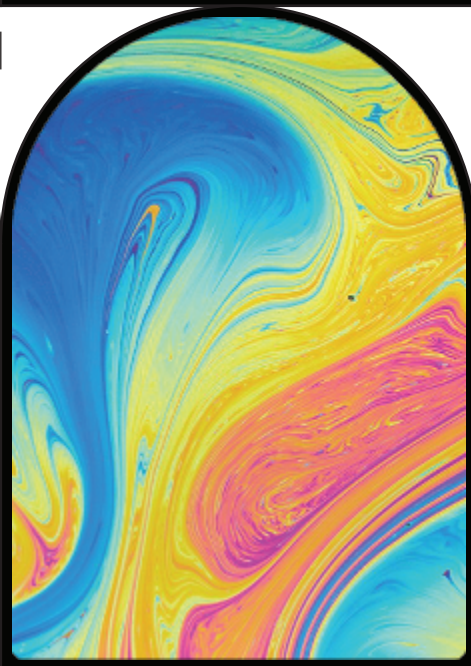
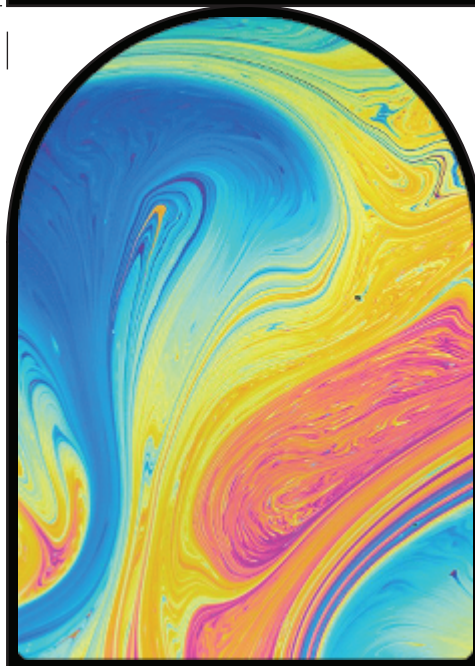
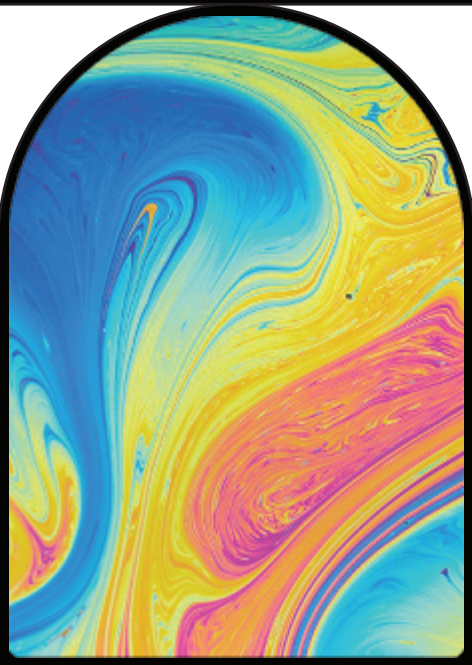
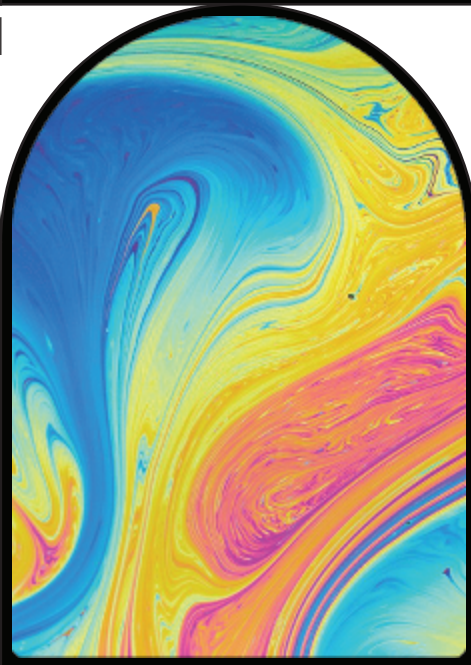
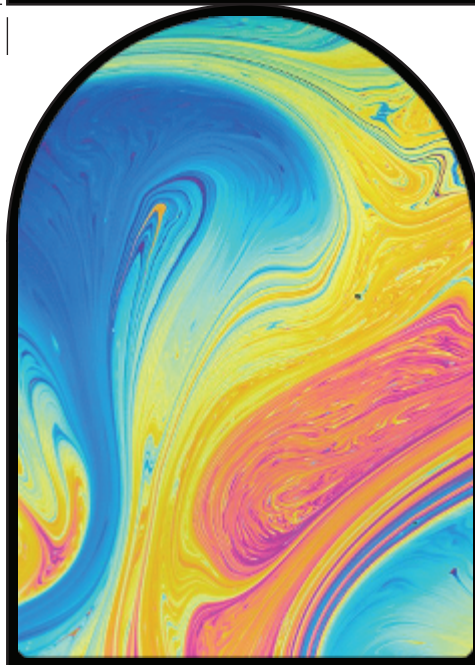
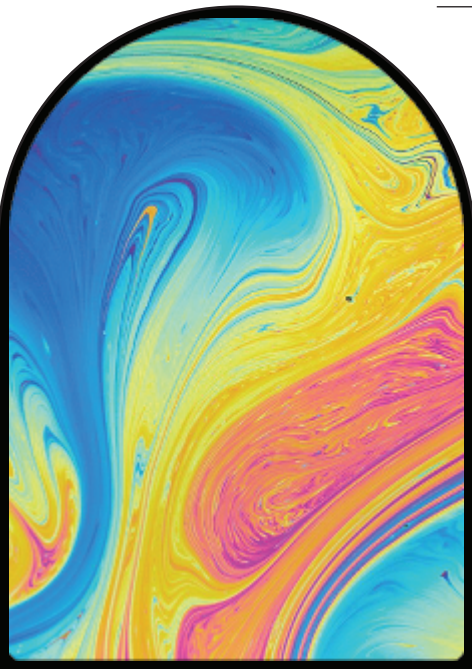
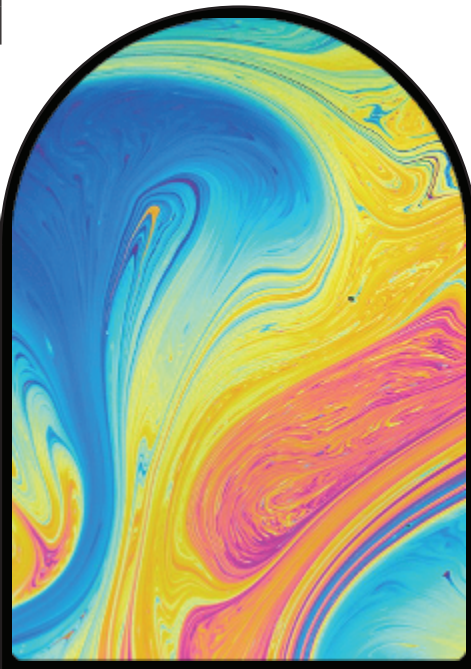
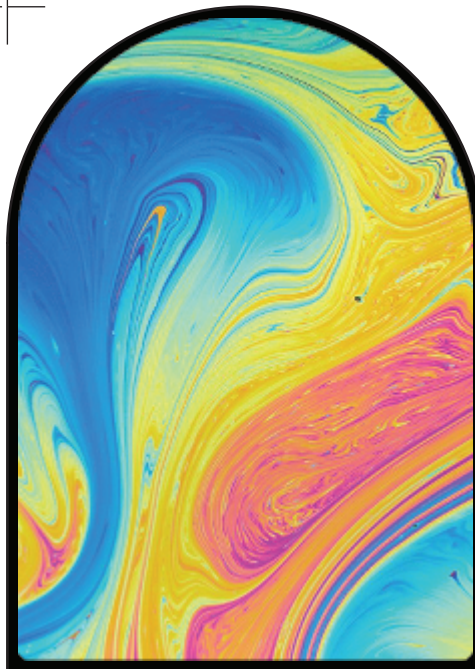




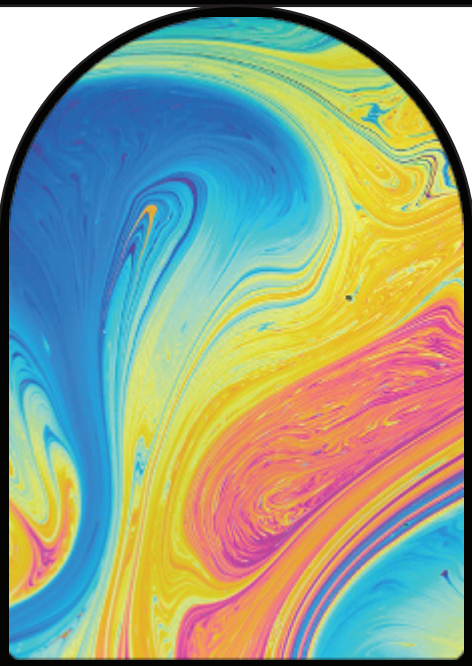
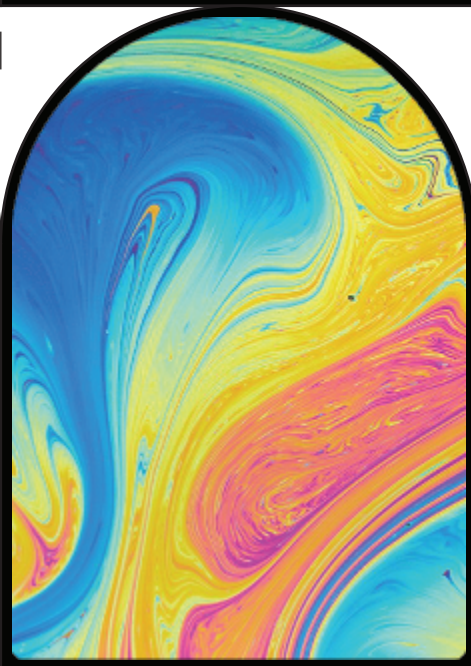
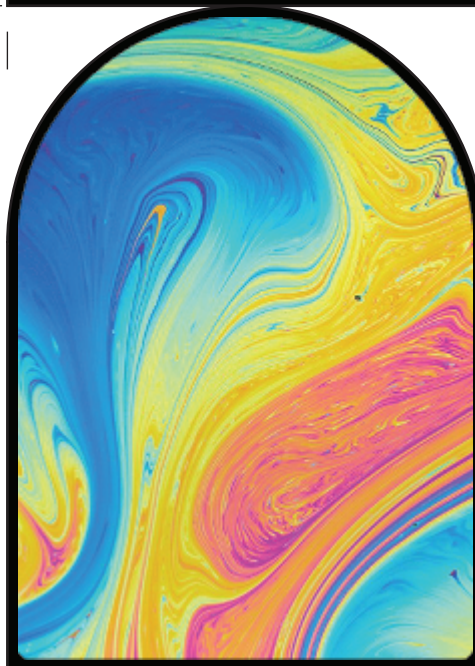
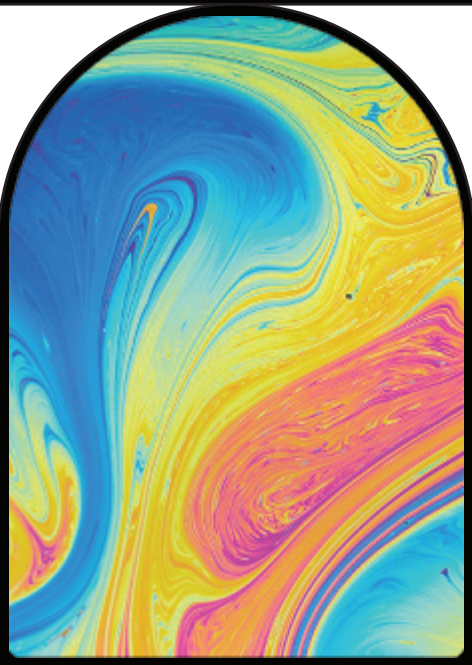
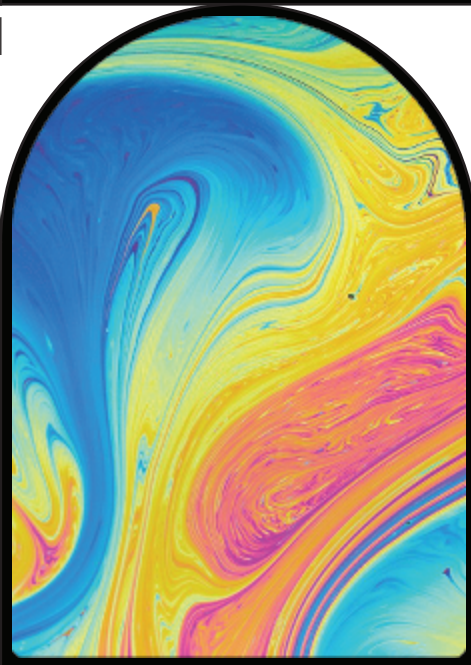
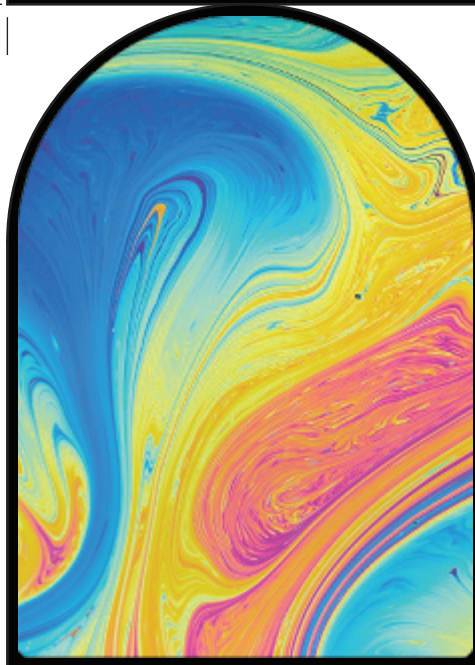
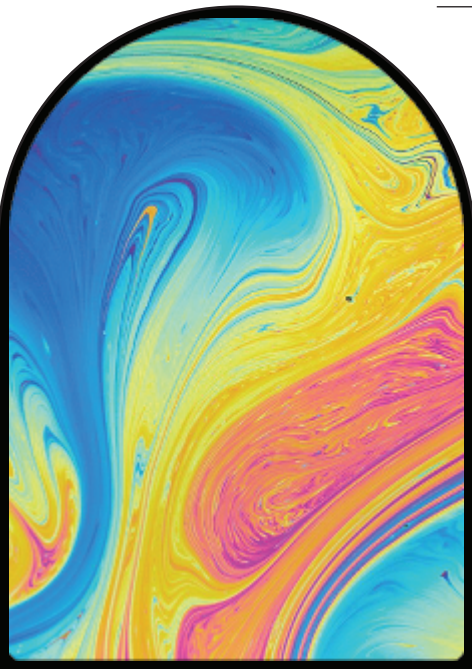
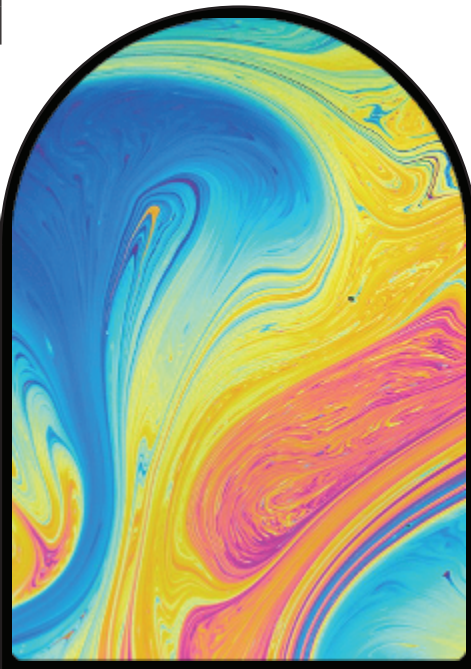
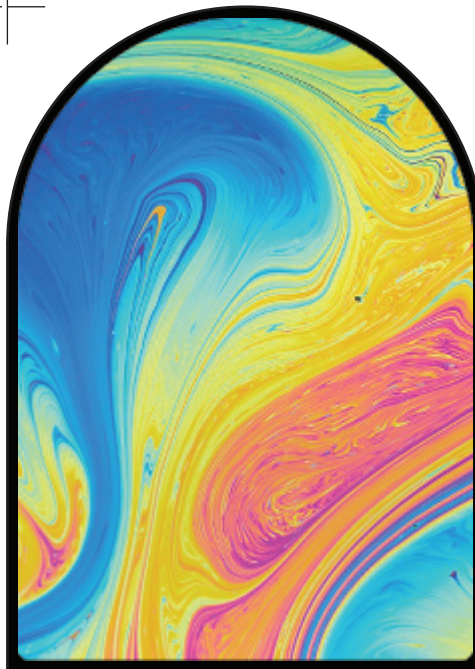


















## Player Aid

### 2) End Phase:

- a) Remove one token (foam) from each Bubble Card stack(s).
- b) If a Bubble Card has no tokens left, discard it.
- c) Draw Bubble Cards up to the maximum hand size (the hand size may exceed 3 if a certain Bubble Card is in effect).