

Ladybug

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Components

49 cards: 7 colours, values 1 to 7.

16 aphid tokens: double-sided (1 point / 3 points).

Anatomy of a card

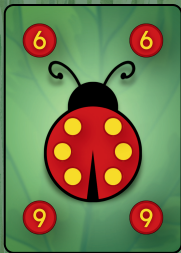
Every card has two colours:

Dominant (the body):

Sets the led colour and breaks ties. (here: red)

Secondary (the spots):

Counts both for following the colour and for trump. (here: yellow)



The 7s always have the same colour for the body and for the spots.

Objective

Score the most points over 4 rounds by winning the tricks that contain aphids - above all the ones you bet on, which are worth three times as much.

Setup

The person whose last wish came true is the dealer.

Shuffle and deal 12 cards to each person.

The 49th card is revealed: its body sets the trump colour for the round.

Each person receives 4 aphid tokens.

Betting phase

Before the tricks, each person marks the cards in their hand that they believe will win a trick.

Procedure

Simultaneously, choose 1 to 4 cards from your hand and place them face down.

You may not bet on a card whose body is the trump colour.

You may bet on a card whose spots (secondary) are the trump colour.

Everyone reveals their bets and places an aphid token (1-point side up) on each card.

Bet cards stay face up in front of their owner and are still part of their hand.

Trick phase

The person to the dealer's left leads the first trick.

The body of the first card sets the led colour.

You must follow it if you can: a card follows if it carries that colour on its body or on its spots.

If you have that colour on neither the body nor the spots of any card, you may play any other card.



Led colour:
blue



Follows the
colour:
dominant



Follows the
colour:
secondary



Does not
follow the
led colour

Winning the trick

Once everyone has played, the trick goes to, in this order:

To the highest card carrying trump (body or spots);

Otherwise, to the highest card carrying the led colour (body or spots).

The winner leads the next trick.

Ties

If two cards are tied, the one carrying the deciding colour (trump or led colour) on its body wins.

Example with no trump played

Trump is red



Lead



Follows (body)



Follows (spots)



Does not follow

No red was played: the highest blue wins the trick.

Tie example

Trump is red



Lead



Follows+Trump



Follows



Trump

Two trumps of value 2: the body beats the spots.

Handling the aphids

When a bet card is played, its token goes with the trick.

If the person who bet it wins the trick, they keep the token and flip it to its 3-point side.

Otherwise, the winner of the trick keeps it on its 1-point side.

End of round

Everyone counts their tokens and records their score, then takes 4 tokens back.

The person who led the first trick deals the next round.

After 4 rounds, the highest total wins.

Variant - 3 players

Setup

Each person receives 16 cards.

Each person receives 5 aphid tokens.

During the betting phase, choose 2 to 5 cards from your hand.

The game is played over 3 rounds, so that each person deals once.

Advanced variant

For bigger swings, a stealing phase is inserted after the bets are revealed.

Procedure

Stealing costs a token: anyone who has bet all of their cards therefore cannot steal.

Simultaneously, each person points at an opponent of their choice — the one they want to steal from.

Each person may steal only once, and may be stolen from only once.

Resolving conflicts

If several people point at the same target, each thief places face down the card they are offering in exchange.

The target chooses their thief; those not chosen take their card back and may attempt a new steal among the people who have not yet been stolen from.

Making the exchange

The person stealing chooses a bet card they want to take into their hand.

In exchange, they give a card of equal or higher value from their hand.

They then add an extra token from their supply onto the card they gave.

Cards with two tokens

If their owner wins the trick: 6 points.

If an opponent wins the trick: 2 points.

Example

A and B point at C. A and B each offer a card to C. C gives A's card back; B steals.

B takes the red/blue 5 in exchange for the card offered (blue/green 6).

The blue/green 6 stays in front of C with 2 tokens.

Keyword summary

Dominant colour (body): sets the trump;
sets the led colour; wins ties.

Secondary (spots): valid for following the
led colour or for trumping.

You MUST play the led colour if it appears
on the body OR the spots of one of your
cards.

Score reminder

Your own bet: 3 points.

Captured bet (from an opponent): 1 point.

Credits

Design and artwork: Valou Leuba

