

BEARS vs BABIES

THE RULES

(DON'T WORRY, IT'S MOSTLY PICTURES)

HEY! DON'T READ THESE RULES!

Reading is the worst way to learn how to play a game.

Instead, go online and watch our instructional video:

www.bearsvsbabies.com/howtoplay

2-5 PLAYERS
AGES 10+

CONTENTS:
107 CARDS

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GOAL

Build amazing Bears (and other Monsters)
strong enough to eat the horrible Babies
when they attack.

Whoever eats the most Babies wins!

SETUP - PRACTICE ROUND

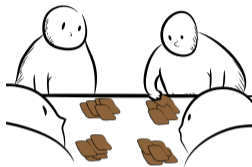
The best way to learn a game is by actually doing stuff.
For the next few minutes, you're going to try a quick practice round.

- 1 Unfold the playmat in the middle of the table.
- 2 Open Packet 1 (leave Packet 2 in the box for now.)



SETUP - PRACTICE ROUND

- 3 Shuffle the cards REALLY WELL.
- 4 Deal five cards face-down to each player.
- 5 Players may look at their own hand.



- ↳ If you get a Baby Card (any card with the word “Baby” on it) in your initial hand, put it face-down on the playmat on the matching color block.



This green Baby Card goes **face-down** on the green color block

- ↳ Draw a new card to replace it so you still have five cards; repeat as necessary.



SETUP - PRACTICE ROUND

- 6 Roughly separate the remaining deck into three Draw Piles and put them face-down on the playmat.



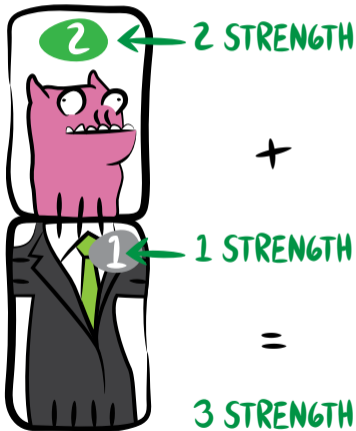
- 7 Pick a player to go first.
(Some sample criteria: furriest, most recent tantrum, most body parts, etc.)

PLAYING CARDS

You can play up to two cards on your turn to build Monsters.

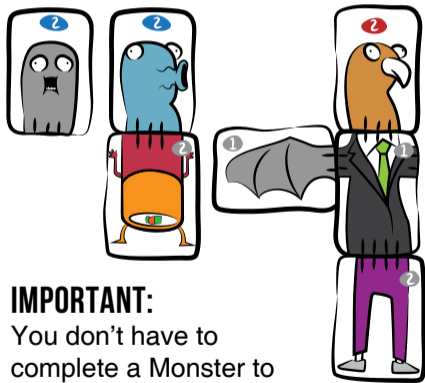
You must play a Head Card to start building any Monster.

Add strength by adding additional body parts.



PLAYING CARDS

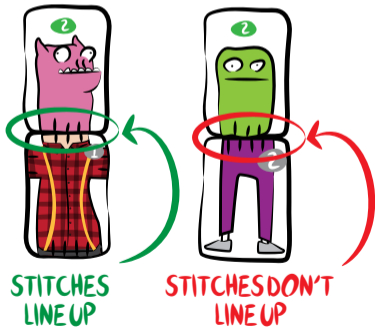
Your collection of Monsters is your MONSTER ARMY. Build as many Monsters as you can, and add as many body parts to them as possible to add to their strength.



IMPORTANT:

You don't have to complete a Monster to start building another one.

As you build, make sure the stitches line up.



DRAWING CARDS

If you can't play two cards, you can draw a card instead.



There are three Draw Piles to help randomize the cards you draw.

Drawing a card or playing a card is an “action”.

On your turn, you can perform two actions:

ACTION 1:

Draw or play a card.

ACTION 2:

Draw or play a card.



PRO TIP:

Count your actions out loud so that everyone can keep track.

DRAWING CARDS

There is no maximum or minimum number of cards you can have in your hand.



When any Draw Pile is depleted, do not replace it. Just work with the remaining Draw Piles.

If you draw a Baby Card, put it face-down in the matching Baby Army.

IMPORTANT:

Drawing a Baby and putting it on the playmat counts as one action.



TRY IT NOW

Go around the table three times playing and drawing cards to build Monster Armies.
As you play, the Baby Armies will grow as well.

BEARS
(AND OTHER MONSTERS)

BABIES



MONSTER ARMIES

The goal of building Monsters is to make them strong enough to eat the Babies.

There are three types of Monsters, determined by the oval icon on each Monster's head:

LAND MONSTER

(GREEN)



SEA MONSTER

(BLUE)



SKY MONSTER

(RED)

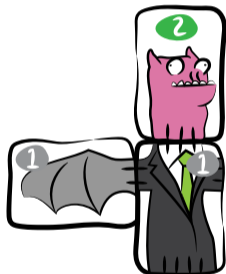


All your Monsters of the same type fight together, so you really have three Armies in front of you.

MONSTER ARMIES

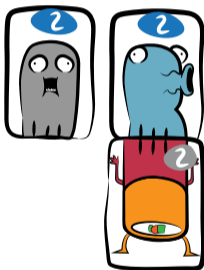
Here's an example of the three Monster Armies you might have built and the strength of each one:

LAND MONSTER(S)



LAND MONSTER
ARMY STRENGTH 4

SEA MONSTER(S)



SEA MONSTER
ARMY STRENGTH 6

SKY MONSTER(S)



SKY MONSTER
ARMY STRENGTH 2

Notice that you can build multiple Monsters of the same type and add their strengths together because all your Monsters of the same type will always fight together!



TRY IT

For practice, each player should announce the strength of their three Monster Armies.

Some players might only have one or two Army types.

PROVOKING THE BABIES

Notice there are three types of Baby Armies to match the three types of Monster Armies.

LAND BABY
(GREEN)



SEA BABY
(BLUE)



SKY BABY
(RED)



The goal of the game is to build Monsters strong enough to eat the Babies when they attack.

Babies will attack whenever they are provoked.

PROVOKING THE BABIES

To provoke a Baby Army on your turn:

- 1 Take **NO ACTIONS**
- 2 Yell **"PROVOKE!"**
- 3 Pick one of the Baby Armies to provoke.
(Land Baby Army in this example)
- 4 Turn over the Baby Army that's been provoked and add up the strength of the Baby Cards in the pile.



LAND
BABY
ARMY
STRENGTH

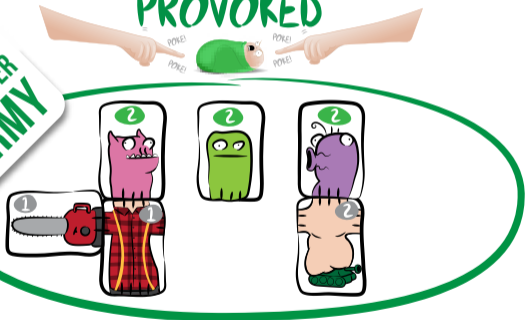
4

PROVOKING THE BABIES

A provoked Baby Army will attack ALL players' Monster Armies of the matching type anywhere on the table.

LANDBABIES
PROVOKED

ALL LAND MONSTERS
MUST FIGHT TOGETHER
AS AN ARMY



All matching Armies anywhere on the table must fight!
Including those of the player that provoked the Babies!

PROVOKING THE BABIES

The strongest Army wins.

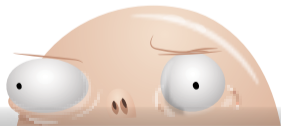
MONSTERS WIN

The player with the strongest Monster Army that can beat the Babies wins the battle and collects the Babies as points.



BABIES WIN

If none of the players can beat the Baby Army, the Babies win and are moved to the Discard Pile.



If there's a tie between the Monsters and the Babies, the Monsters win.

PROVOKING THE BABIES - EXAMPLE

POKE!
POKE!

LANDBABIES PROVOKED

IF YOU HAVE MORE THAN ONE MONSTER OF THE SAME TYPE, THEY ALL FIGHT TOGETHER.

PLAYER 2
LAND ARMY STRENGTH: 5
MUST FIGHT

PLAYER 1
LAND ARMY STRENGTH: 0
DOES NOT FIGHT (ONLY 1 LAND MONSTER)

PLAYER 3
LAND ARMY STRENGTH: 7
MUST FIGHT

LAND BABY 4
ARMY STRENGTH: 4

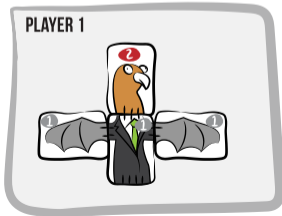
4
+
3
= 7

MOST POINTS WINS THE BATTLE!

PROVOKING THE BABIES - THE AFTERMATH

All Monsters and Babies only fight once!

After a battle, all Monsters that fought are discarded regardless of who won.



PROVOKING THE BABIES - STRATEGY

As you can see, provoking the Babies can clear huge Armies from the table, so use it strategically!

You can provoke a Baby Army when you think your Monster Army is strong enough to eat the Babies, or provoke to wipe out another player's Army before it grows too powerful.

PRO TIP:

You can provoke a Baby Army if you don't have any Monsters of that type. It's a great way to hurt your opponents!



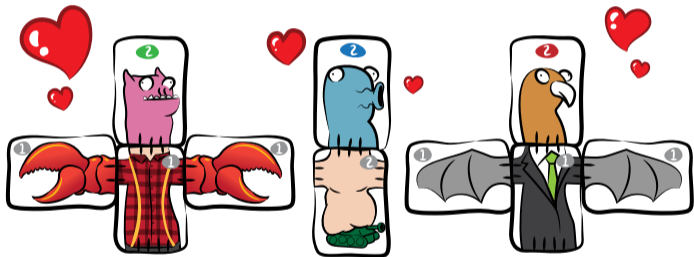
TRY IT

For practice, the next player should
provoke the Land Babies.

If there are no Land Babies, provoke a different Baby Army.

LET'S PLAY

Now enjoy your last few moments
with your Monsters.



We're about to collect all the cards, end
the practice round, and **PLAY FOR REAL.**

LET'S PLAY

Collect all the cards and Monsters from all players, and clear the playmat.

OPEN PACKET 2

This packet contains extra Babies and other cards that either help you build more amazing Monsters or hurt other players. You can learn what each card does by reading the text on the card.

BEAR HEADS

There are five Bear Heads in this packet (cards with the word BEAR at the top). Keep them separate for a moment.

These cards are the strongest but also the most vulnerable cards in the game.

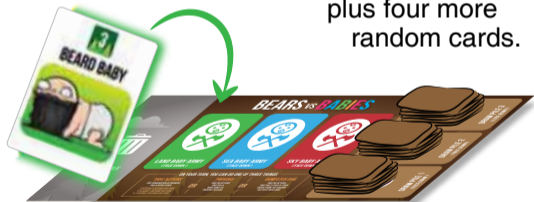
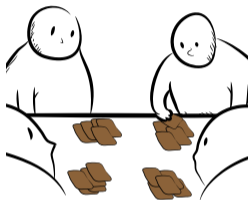
Bear Heads are all three types of Monster (Land, Sea, and Sky) which means they must fight in EVERY battle. Use them carefully.

BEAR
(RAINBOW)



SETUP

- 1 Shuffle the cards from both packets together REALLY WELL.
- 2 Deal one Bear Head to each player.
(Shuffle any extra Bear Heads into the deck.)
- 3 Deal four more cards to each player so that your starting hand is the Bear Head plus four more random cards.



Once again, put any Baby Cards dealt in your initial hand on the playmat face-down and replace them until you have five cards.

- 4 Roughly separate the deck into three face-down Draw Piles on the playmat.



YOUR TURN

ON YOUR TURN, YOU CAN DO ONE OF THREE THINGS:

TAKE ACTIONS

ANY COMBINATION OF DRAWING
AND PLAYING CARDS



OR

PROVOKE

TAKE NO ACTIONS AND PICK A BABY
ARMY TO PROVOKE INSTEAD



OR

DUMPSTER DIVE

TAKE NO ACTIONS AND TAKE A
CARD OF YOUR CHOICE FROM THE
DISCARD PILE INTO YOUR HAND



STUFF YOU KNEW ABOUT

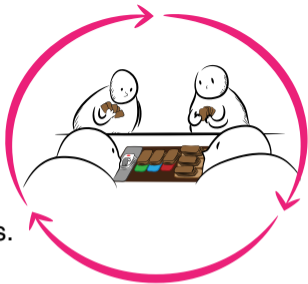
SOMETHING NEW

REMEMBER: If you draw a Baby Card, you must move it to the playmat. Drawing and moving a Baby counts as 1 action.

PLAYING

PLAY CLOCKWISE AROUND THE TABLE

This isn't practice, so you don't have to spend three rounds just building Monsters.



PRO TIP:

Be strategic about when you play and when you draw. You might want to build powerful Monster Armies immediately, or collect cards for a while and let your opponents fight it out.

Remember, you're trying to eat as many Babies as you can to win the game!

DON'T START PLAYING YET! YOU HAVE ONE MORE PAGE TO READ!

ENDING THE GAME

When all the cards have been drawn, the player with the most points wins!

Points are determined by adding up all the numbers on the Baby Cards you've eaten.



When a player draws the last card from the last Draw Pile, that player will complete their turn, and then every player (including the player that just drew the last card) will get one final turn.

You don't have to take all your actions on your final turn if you don't want to.

HOW MANY ACTIONS DO YOU GET?

Although we've been practicing with 2 actions per turn to learn to play, the number of actions you take on your turn depends on the number of players:

- 2 PLAYERS: 4 ACTIONS PER TURN**
- 3 PLAYERS: 3 ACTIONS PER TURN**
- 4+ PLAYERS: 2 ACTIONS PER TURN**

THAT'S IT.
STOP READING...GO PLAY!

IF ANY QUESTIONS COME UP, GO FIND THE SHEET CALLED
"FREQUENTLY ASKED QUESTIONS."

BONUS RULE

Add this rule to the game because you really like rules and want more of them.

ARMAGEDDON ATTACK

After each player takes their final turn, there will be a final attack in which Baby and Monster types are ignored. All the Baby Armies left on the table will combine forces to attack all players. The player with the strongest combined Monster Army who can beat the combined Baby Army will win the battle and collect the final points. (Otherwise, the Babies win and no one collects the final points.)

All other normal battle rules apply.

RESETTING

The cards come separated into 2 packets when you first open the box. If they're not separated into packets anymore and you really want them to be, the easiest way to recreate the packets is to gather all the Heads, body parts, and Babies into "Packet 1" (87 cards) and everything else into "Packet 2" (20 cards).

It's not exactly the way the game was packaged, but it's close enough to get you going.

BEARS vs BABIES

FREQUENTLY ASKED QUESTIONS

YOU DON'T NEED TO READ THIS TO PLAY

CONTENTS: 107 CARDS

BODY PARTS

Bear Head: 5
Land Head: 7
Sea Head: 7
Sky Head: 7
Crossroad Torso: 9
Mini Arm Torso: 3
Mini Body: 3
Armless Body: 2
Legs: 7
Arm: 10

BABIES

0 Point Babies
Land: 1
Sea: 1
Sky: 1
1 Point Babies
Land: 3
Sea: 3
Sky: 3
2 Point Babies
Land: 3
Sea: 3
Sky: 3
3 Point Babies
Land: 2
Sea: 2
Sky: 2

OTHER CARDS

Tool: 5
Lullaby: 2
Hat: 3
Mask: 3
Swap: 2
Dismember: 3
Wild Provoke: 2

TIES

What if there's a tie between players during a battle?

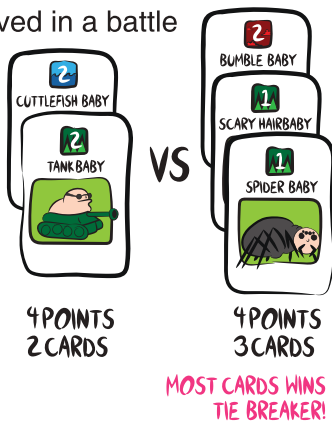
If two or more players have winning Monster Armies of equal strengths, the Babies and the winning Monsters stay on the table and wait for the next battle. (The Babies return to their pile face-down.)

Any other players who were involved in a battle and lost discard their Monsters as usual.

What if there's a tie between players at the end of the game?

The player with the most Baby Cards wins.

In the case of a continued tie, the players share the victory.

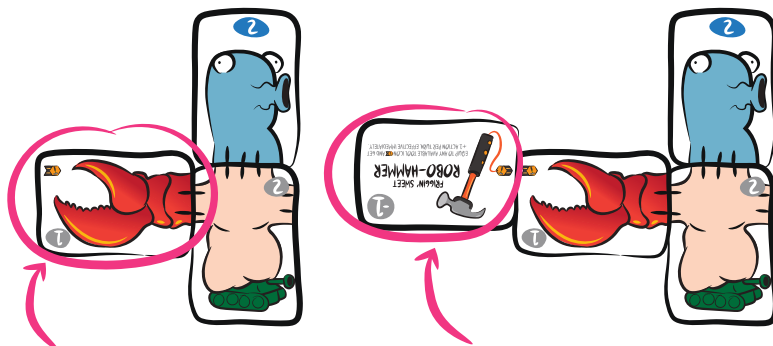


BUILDING MONSTERS

Can I move the parts of a Monster around?

Once you start building a Monster, you cannot rearrange any of the parts of that Monster.

Can I attach Arms or Tools to Monsters upside down?



Yup! You can play an Arm upside down to make it fit on either side of a Torso or Body Card.

You can also play a Tool upside down to fit on either side of a card that has a matching connection.

PROVOKING

Can I provoke an Army if there are no Babies or Monsters in it?

No. Both Babies and Monsters of the provoked type must be somewhere on the table.

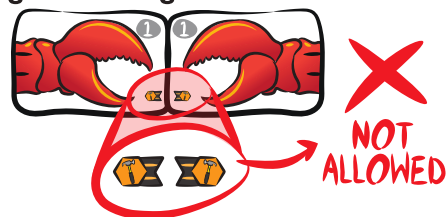
Can I provoke a Baby Army if I personally don't have any Monsters that will fight?

Yes. This is a great way to hurt your opponents.



Can I attach body parts together using the tool connector?

Nope! Tool connectors can only be used to add Tools to your Monsters.



Can I connect any matching stitches together?

Nope! You cannot connect a card to another card of the same type.



POINTS

Do I have to show other players how many Babies I've eaten during the game?

No. You only have to show them when you're figuring out your score at the end of the game.



Can I count the number of Baby Cards in a Baby Army?

Yes, but the cards must not be turned over.

DUMPSTER DIVING

Can I Dumpster Dive for a Baby Card?

Yes, but you must play it immediately.



BEARS vs BABIES

QUESTIONS ABOUT PARTICULAR CARDS:

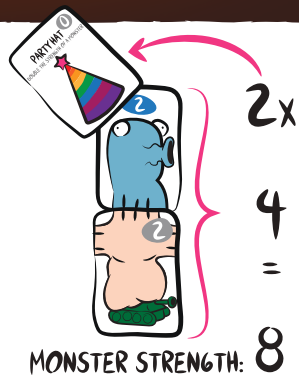
FIELD GUIDE



HAT 3 CARDS

Doubles the strength of a Monster.
Add the strength of all cards making up that Monster and its Tools and then double the total.

A Monster can only wear one Hat at a time.



WILD PROVOKE 2 CARDS

Provoke any Baby Army.
YOU MUST PLAY THE CARD IMMEDIATELY.

You must provoke a valid fight (both Monsters and Babies of that type on the table). If you cannot provoke a valid fight, the Provoke Card is discarded and the action is wasted.

If you are dealt a Provoke Card as part of your starting hand, shuffle it back into any Draw Pile and draw another card.

SWAP 2 CARDS

Swap any two Heads on the table.

You can swap Heads between your Monsters and another player's Monsters, between two other players, or between two of your own Monsters.

If you swap a Head wearing a Hat, only swap the Head. The Hat stays where it is.

If you swap a Head wearing a Mask, the Mask and the Head are swapped as if they were a single card.

MASK 3 CARDS

Play this card with any Head to keep the identity of your Monster a secret from all the other players. Play the Mask Card on top of any Head as a single action.

- Masked Heads are swapped or dismembered as if they were a single card.
- A Masked Head's identity must be revealed when that Monster's type has been provoked.
- If you want to provoke a Baby Army and you're not sure if there are any Monsters that must fight because there are Masked Heads, you can still try provoking.
- You can look at the identity of a Masked Head you received in a swap.



PRO TIP: Place the Head Card face-down on the table and the Mask Card face up!

TOOL (+1 ACTION CARDS) 5 CARDS

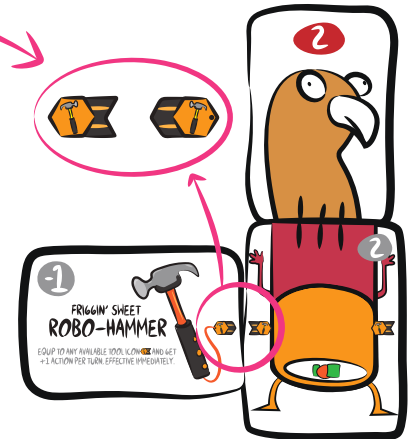
Receive one extra action per turn, effective immediately, but subtract one point of strength from the Monster.

Connect Tools using the two corresponding sides of a tool connector.

You can attach a Tool to either side of a Monster even if it means playing the Tool upside down.

Remains in effect for all future turns as long as it's being held by a Monster with a Head. (If your Monster's Head is dismembered, Tools held by that Monster are ignored until it gets a new Head.)

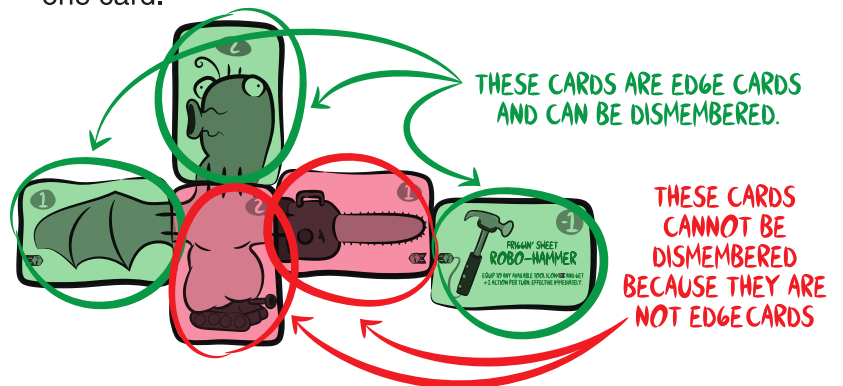
Monsters can hold multiple Tools, but each must have its own connector.



DISMEMBER 3 CARDS

Remove and discard any "Edge Card" from any player's Army, including your own.

Edge Cards are cards that are not connected to more than one card.



- After dismembering, the remaining cards making up that Monster remain on the table.
- If you dismember a Head, the headless Monster is dead but not removed from the table. A dead Monster may not fight, use Tools, or have any cards attached to it until you add a Head and bring it back to life.
- You cannot dismember a Head wearing a Hat because it's not an Edge Card. Just dismember the Hat.
- If you dismember a masked Head, discard the Mask and the Head as a single card.

LULLABY 2 CARDS

Remove the top half of the cards in the Baby Army of your choice, round up if there is an uneven number of cards, and move them to the Discard Pile.

If there is only one Baby Card in a Baby Army, discard that card.



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