

BACK ALLEY BONES

RULES 1.4

INTRODUCTION

Back Alley Bones is an irreverent card game set in the world of Verminopolis that represents a back alley craps dice game between factions of vermin.

In a game of craps, when the dice come up 7 or 11 on the shooter's first roll, that's GREAT for the shooter. If the dice come up 2, 3 or 12 on the shooter's first roll, that's BAD for the shooter.

In Back Alley Bones, those numbers hold significance in the same way for the "shooter":

7 or 11 = GREAT, WOOHOO, WOOT

2, 3, or 12 = BAD, BAH, LAMEZ0RZ

CRAPS WITHOUT DICE?!?!

Indeed. The mechanics of Back Alley Bones are meant to reflect concepts in craps, not provide a simulation of the classic gambling game. Cool? Kewl.

Let's PWN some Grub!

GAME SET UP

First, each player chooses a faction (rats, squirrels, pigeons, roaches). Players then select the THREE Shooters from their faction that will be "rolling bones" for the game and places them in front of them. Currently, each faction has four types of Shooters to choose from: the Decoy, the Lookout, the Sizzler, and the Flex.

Then each player takes the Side Bet deck associated with their faction and places it next to their Shooters.

Shuffle the Grub Deck and set it aside within reach of all players.

Shuffle the Point Deck and set it aside within reach of all players.

Shuffle the CHEAT and LUCK Deck and deal 5 cards to each player.

Determine first player randomly. The players are now ready to roll some bones!

GAME ROUND

1. CHOOSE A SHOOTER

The first player picks her first shooter and places the dice token upon him indicating he is the current shooter.

2. REVEAL POINTS

The first player then draws the top THREE cards from the point deck and places them in a column. These will be the points she is trying to equal 7, using the CHEAT and LUCK cards at her disposal, as well as the abilities of her characters and previously won SIDE BETS.

Of course, her opponent will be playing CHEAT and LUCK cards, and utilizing character and previously won SIDE BET abilities as well, to thwart her efforts.

3. CHOOSE SIDE BETS

Both players then secretly choose a SIDE BET for the round, and place it **face down** in front of them. SIDE BETS are revealed at the end of the round.

4. CHEAT AND GET LUCKY!

The player with the current Shooter plays first.

During a player's turn, she may play 1 CHEAT or 1 LUCK card upon a POINT to influence its value. She may also use any character or SIDE BET abilities available to her.

Players alternate playing CHEAT and LUCK cards until all cards have been played.

5. DETERMINE RESULTS

At the end of the round, if any of the POINTS now equal 7, the Shooter gets to retain the dice token, and a new round begins.

If none of the POINTS equal 7, the dice token is passed to the opposing player and the Shooter that just lost the dice token is flipped over to the "Crapped Out" side of his character card, indicating he can no longer be the Shooter this game.

6. REVEAL SIDE BETS

Before the next round begins, players reveal their SIDE BETS. If the total on any of the POINTS

equals a chosen SIDE BET, that player places the winning SIDE BET in front of them and the SIDE BET's ability is available to that player for the rest of the game. If a SIDE BET is not a winner, it is returned to the player's SIDE BET DECK.

7. START A NEW ROUND

GAME MECHANICS

PLAYING LUCK CARDS

LUCK cards can never be countered. However, the value of the LUCK card (1, 2, or 3) affects the value of the POINT exactly that amount. Playing a LUCK card upon a POINT can result in a YO 'LEVEN, LUCKY SEVEN or a LOCKDOWN.

PLAYING CHEAT CARDS

CHEAT cards can be countered by The Lookout or The Flex. However, the value of the CHEAT card (2, 3, or 4) is flexible. When a CHEAT card is played, the player places a number of CHEAT tokens upon it, indicating the value she wants the cheat to be. The number of CHEAT tokens placed on a CHEAT card can never exceed the card's maximum value. For example, a CHEAT 3 may contain 1, 2 or 3 CHEAT tokens, never 4.

YO 'LEVEN!

Whenever a POINT reaches 11, the player who played the card upon it may refresh all her exhausted cards immediately.

If a LUCK card is used to reach 11, the player who played the LUCK card also receives the top card of the GRUB deck.

Both the current Shooter or her opponent can snag a Yo 'Leven!

LUCKY SEVEN!

Whenever a Shooter gets a POINT to 7 as a result of playing a LUCK card, the Shooter's player receives the top card of the GRUB deck.

Only the current Shooter can snag a Lucky Seven!

LOCKDOWN!

Whenever a POINT reaches 2, 3 or 12 as a result of a LUCK card being played upon it by the defender, that POINT is removed from play for the remainder of the round.

CHARACTER ABILITIES

The Decoy

Exhaust before playing a CHEAT to allow it to automatically succeed. Place a decoy counter on the CHEAT card benefitting from the decoy to indicate it can no longer be adjusted.

The Lookout

Exhaust as a CHEAT is played to discard the CHEAT.

The Sizzler

Exhaust to draw a card.

The Flex

Discard a card and Exhaust before playing a Cheat to allow it to automatically succeed. Place a decoy counter on the CHEAT card benefitting from the decoy to indicate it can no longer be adjusted.

OR

Discard a card and Exhaust as a CHEAT is played to discard the CHEAT.

OR

Discard and Exhaust to draw a card.

SIDE BET ABILITIES

A player may only use a SIDE BET ability during her turn.

Sniffing (6 or 8)

Winning a 6 or 8 SIDE BET grants the ability to SNIFF. Exhaust the won SIDE BET to draw the top card of the GRUB deck. Then choose whether to put the card back on top of the GRUB deck or on the bottom of the GRUB deck.

Stacked Sniff (6 AND 8)

If you have won both the 6 and 8 SIDE BETS, exhaust BOTH won SIDE BETS to draw the top 3 cards of the GRUB deck, then replace them in any way you choose.

Drawing (5 or 9)

Winning a 5 or 9 SIDE BET grants the ability to DRAW. Exhaust the won SIDE BET to draw the

top card of the CHEAT/LUCK deck and add it to your hand.

Stacked Draw (5 AND 9)

If you have won both the 5 and 9 SIDE BETS, exhaust BOTH won SIDE BETS to draw the top 3 cards of the CHEAT/LUCK deck and add 2 of them to your hand.

Adjusting (4 or 10)

Winning a 4 or 10 SIDE BET grants the ability to ADJUST one CHEAT or one LUCK card already played upon a POINT. Exhaust the won SIDE BET to ADJUST one CHEAT or one LUCK card. Once a CHEAT or a LUCK has been adjusted, it cannot be adjusted again for the remainder of the round. Indicate this by placing a “boxman” token on the adjusted card.

Stacked Adjust (4 AND 10)

If you have won both the 4 and 10 SIDE BETS, exhaust BOTH won SIDE BETS to ADJUST any combination of 3 CHEAT and/or LUCK cards.

WINNING THE GAME

The player with the highest grub total after each player has “crapped out” with all three of their Shooters, wins!