

BACK ALLEY BONES

DEMO RULES 1.0

INTRODUCTION

Back Alley Bones is a 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 one of the two vermin factions provided with the demo: pigeons or squirrels (rats and roaches are available with the full game). Players then select the three Character Cards from their faction that will be "rolling bones" for the game and place them in front of them, illustration side up. In the demo, each faction only has 3 Character Cards. In the full game, all four types of Character Cards are available to each faction: the Decoy, the Lookout, the Sizzler, and the Flex.

Then each player takes a Side Bet deck and places it next to their Character Cards. In the demo, each Side Bet Deck consists of 4 cards (5, 6, 8 and 9). In the full version of the game, the 4 and 10 are added to the Side Bet Deck.

Shuffle the Grub Deck and set it aside within reach of all players. Grub is what the players are trying to accumulate to win the game.

Shuffle the Point Deck and set it aside within reach of all players. In the demo, the Point Deck consists of 4 cards (5, 6, 8 and 9). In the full version of the game, the 4 and 10 are added to the Point Deck.

Shuffle the Gamble Deck and deal 5 cards to each player. The Gamble Deck contains Cheat and Luck Cards. These cards form the players' hands each round.

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 from the three Character Cards and places the Dice token upon him indicating he is the current Shooter. For the demo, we recommend using a quarter for the Dice token.

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 from the Gamble Deck 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 to make the Points equal to 7.

Every round, the entire Point Deck is shuffled before revealing the Points.

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.

Cheat cards are played on the left side of the Point. Luck cards are played on the right side of the Point.

Players alternate playing cards from their hands until all cards have been played.

A player may play any number of Cheat and/or Luck cards upon a Point during a round, as long as the play would not lower the Point below 2 or raise the Point above 12. A Point must *always* be between 2 and 12 after a card is played upon it or a card already on the Point is adjusted.

5. DETERMINE RESULTS

At the end of the round, if any of the Points equal 7, the current Shooter retains the dice token, and his player earns Grub from the Grub Deck for *each* point that equals 7. This is referred to as a standard Seven.

If none of the Points equal 7 at the end of the round, 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 final 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

The player who just received the dice token chooses an eligible Character Card (one who has not “crapped out” in a previous round) and puts the dice token on it, indicating that character is now the current Shooter.

Each player is dealt a new hand from the Gamble Deck and the next round is ready to begin.

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 characters. 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.

In the demo, we suggest using pennies as Cheat tokens.

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 player with 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.

If all three Points are hit with LOCKDOWN!, the round immediately ends and play passes to your opponent.

GRUB

There are two types of Grub in *Back Alley Bones*: Food and Pharma. Food has one Grub value and Pharma has two Grub values.

When a player receives Food from a standard Seven, a Lucky Seven!, or a Yo 'Leven!, she simply adds the Grub to her Grub total.

When a player receives Pharma from a standard Seven, a Lucky Seven!, or a Yo 'Leven!, she draws the top card of the Gamble Deck. If the card drawn is a LUCK card, the Grub value of the Pharma is the *higher* of the two values. If the card drawn is a CHEAT card, the Grub value of the Pharma is the *lower* of the two values. The Pharma is then added to the Grub total. The Gamble Card is then placed in the discard pile.

Each player must openly display their Grub total at all times.

CHARACTER ABILITIES

The Decoy

Exhaust before playing a Cheat to allow it to automatically succeed. Place a Decoy token on the Point card benefitting from the Decoy.

Luck cards can no longer be played upon a Point with a Decoy token.

For the demo, we suggest using a dime for the Decoy token.

The Lookout

Exhaust as a Cheat is played on a Point to discard the Cheat. Place a Lookout token on the Point card benefitting from the Lookout.

Cheat cards can no longer be played upon a Point with a Lookout token.

For the demo, we suggest using a nickel for the Lookout token.

The Sizzler

Exhaust to draw a card from the Gamble Deck.

The Flex

Discard a Gamble card and Exhaust to choose one of the following abilities: The Decoy, The Lookout or The Sizzler.

SIDE BET ABILITIES

A player may only use a Side Bet ability during her turn.

In the demo, the only available Side Bets are 5, 6, 8 and 9 (4 and 10 are available with the full game).

Sniffing (6 or 8)

Winning a 6 or 8 Side Bet grants the ability to Sniff. Exhaust 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* 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 to draw the top card of the Gamble 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* to draw the top 3 cards of the Gamble Deck and add 2 of them to your hand.

WINNING THE GAME

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