Jack Furmanek Presents

J’s Bounty

Instruction Manual

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Introduction

10 Years ago, there was a mass murderer and con artist known as J. His reign of terror instituted across several solar systems gave him the nickname: King of Terror. He was eventually overthrown and imprisoned for life for his crimes. But now, he has recently escaped his imprisonment and gone into hiding. At the same time, an unknown dealer has offered a massive bounty for his capture, leading the best bounty hunters in the galaxy to look for him. His location is known due to a tracking implant in his chest. However, J has placed several obstacles to prevent anyone from reaching him. Now it is up to you to reach his location, capture him, and become the richest bounty hunter in the galaxy with the help of J’s Bounty...

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Getting Started

To play the game, make sure you have these items:

1. 1 Orb of Die-card Game Board
2. 2 Six-Sided Dice
3. 1 Full Playing Card Deck of 52 Cards and Two Jokers
4. 2-4 Game Tokens

To begin the game, place your tokens on the Start Space, and place your deck on the Deck Pile Space. Roll the dice to see who goes first.

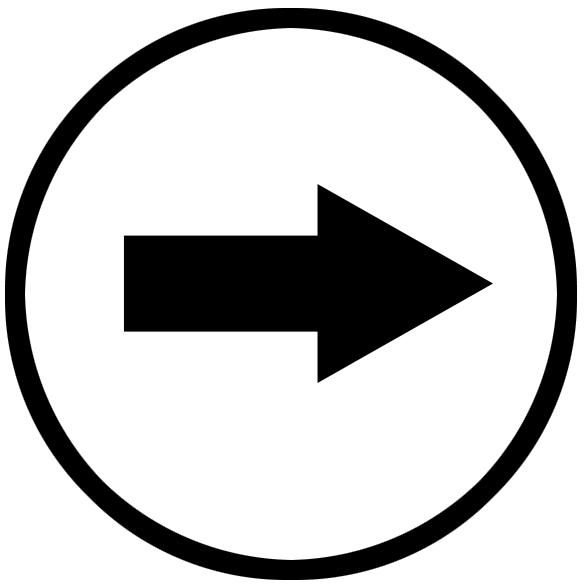
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The Game Board and Spaces

The Game Board is divided into 81 Spaces, many spaces have certain properties that must be followed as shown below:



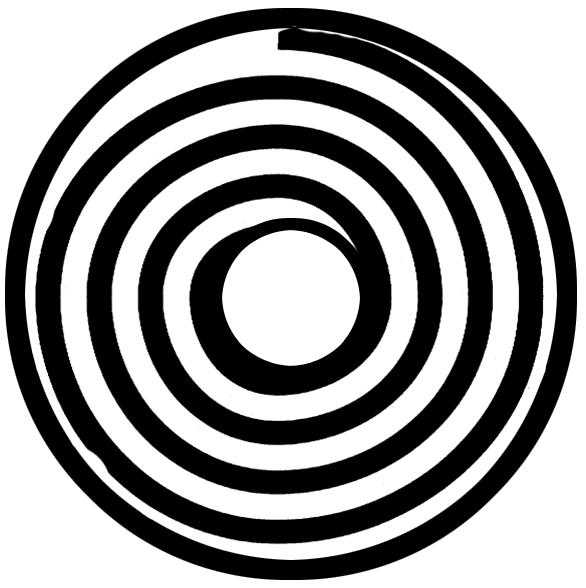
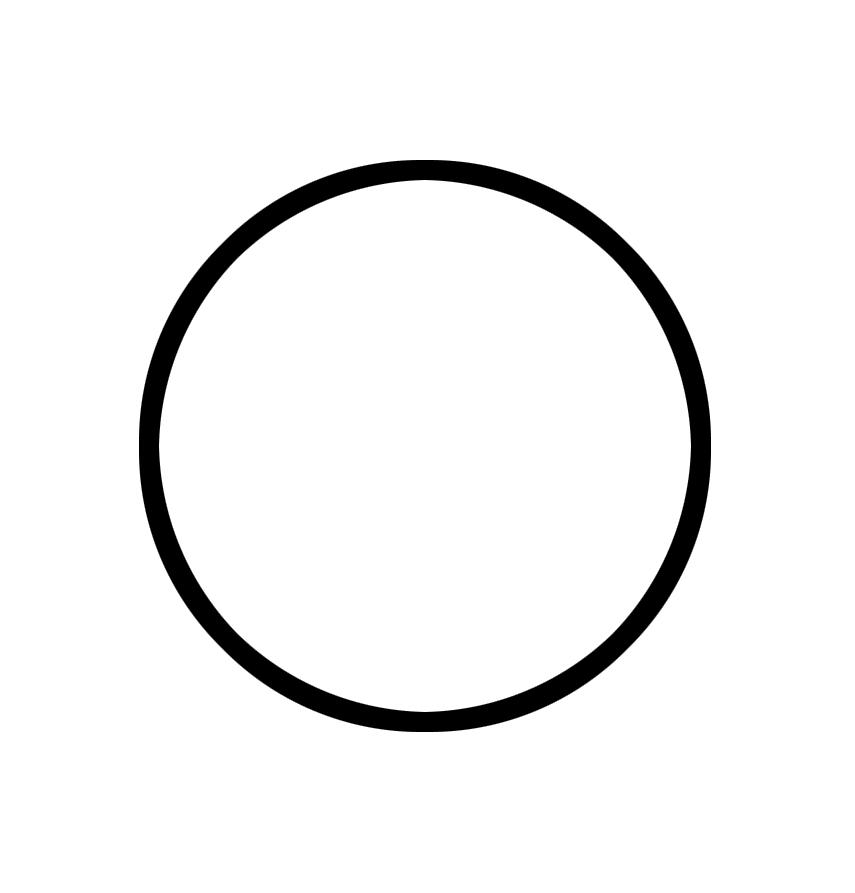
The Judgement Space: When you land on this space, reveal a card on top of the deck and utilize the card rules.



The Celleration Space: When you land on this space, roll the dice and move that many spaces in the direction that the arrow points.



The Portal Space: When you land on this space, roll the dice and move to the appropriate Exit Space depending on the roll. Then use the effect of that portal.

The Exit Spaces: You can only access these spaces via the Portal Spaces. When you land on this space, flip over the top card on the deck and follow the Red or Black path depending on whether or not the card is Red or Black.

The Blank Spaces: Nothing happens on these spaces. If you land on one, your turn is over

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Using the Dice

The Dice can use the following effects.

1. Turn Roll: At the start of each turn, the turn player rolls one dice and moves forward that many spaces.
2. Movement Spaces and Kings/Queens/Jacks: If a player lands on one of these spaces, they must roll the dice and move that many spaces in the direction that the arrow is pointing. If a King Queen or Jack is picked up, the dice is rolled to determine the number of spaces.
3. Portal Spaces: If a player lands on these spaces, roll both dice and proceed to the corresponding portal depending on the value. Portal 1: 2,7,12. Portal 2: 3,5,9,11. Portal 3: 4,6,8,10
4. Final Zone Barrier: Once a player passes the barrier and comes to the final three spaces, they must roll a six on each space to move forward. The player can roll two consecutive sixes in a row, but not three. If they roll three in a row, they do not win the game, they instead land at the start of the barrier, and their next turn is skipped

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Using the Cards

The cards can only be used if the player lands on a space which forces them to pick up one, or if they land on the numbered portal spaces. When a card is used, it is then placed face up on the discard pile. When all cards in the Deck have been placed on the pile, the pile is shuffled and placed back face down in the deck Zone

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If a player picks up a card, they must follow these rules for the value:

1 or Joker: Your turn automatically ends on the space that you’re currently on.

2-10: Move that many spaces.

King, Queen, or Jack- Roll the dice to determine the value of the card, then move that many spaces.

Also, the card’s direction is determined by its color:

Red: Backwards

Black: Forwards

When someone lands on a Exit Space, there will be two paths from the portal. The top card of the deck is then picked up, then, the path that is taken is the same color as the card picked up.

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How to Play

To begin, Each player rolls the dice once. The player with the highest value goes first. The player order goes clockwise from the first player.

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When a player lands on a special space, they must follow that space’s rules. If they land on another space as a result of the first one, they must follow that space’s rules. There is no limit to how many space effects can be used during a single turn.

When a player reached the final 5 zones, the player cannot leave these zones again, even by an effect. If a backwards movement is activated, the movement ends at the fifth zone from J’s Location. When the third to last zone is reached, the turn ends and the endgame rules are used from the player’s next turn onward.

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Endgame rules and

Winning the Game

In the last three spaces, to advance, the turn player must roll a 6 to move forward. If they are unable to, their turn ends. If they cannot roll a six within three turns, they move backwards one space.

If a player rolls a six, they are allowed to roll again for another six, it is not counted as try #1 if they are unsuccessful. If a player rolls three consecutive sixes in a single turn, they do not win the game. The player is instead placed back on the fifth to last space and cannot roll again until their next turn.

The first player to roll the third 6 and reach J’s Location wins the bounty, and therefore, the game.

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