The Creation of J’s Bounty

J’s Bounty was created in August 2015 at Camp Ranachqua, at Ten Mile River Boy Scout Camp, in White Lake, NY.

It was created to fulfill the requirements of the Game Design Merit Badge, which was offered at Camp Ranachqua for the first time that summer.

The inspiration for this game came from a video episode of Yugioh Season 0, Episode 1 (<http://www.dailymotion.com/video/x3p2cqn> at around 17.56) in which Yugi and Ushio play a Shadow Game in which they advance, back and forth, up and down, based on a cards drawn from a line. The higher the card number, the greater you advanced, and your opponent moved back. Drawing the Joker meant you lost a turn.

I took these basic rules and expanded on them to develop J’s Bounty. The instructions on how to play can be found in [J’s Bounty - Instruction Manual](https://drive.google.com/open?id=16f2qpCiVR4oDdIxqOMDCNiuRftIdFH2wqSDiU7mPtFA).

I hope that you enjoy it.