

BRUNO

THE BANDIT

THE CARD GAME

For 2 to 5 players

Components: a deck of 48 Chance Cards (18 Chance 1 cards and 30 Chance 2 cards), a deck of 30 Skill Cards, the Cover Card, as well as 6 blank cards (2 Chance 1, 2 Chance 2, and 2 Skill) in case you either lose some cards, or want to make up your own cards for the game. That's a total of 85 cards, for those of you scoring along at home.

Background Story: One night at the Belching Hydra (the seediest and most dangerous watering hole in the kingdom of Rothland) an argument breaks out: who is the best thief in the land? You and your fellow crooks make a deal: whoever steals the most valuable loot in one night shall be declared the greatest thief in Rothland! But beware: the Rothland Imperial Guard are on the lookout for criminal activity this night. Not only that, other Rothland citizens are out and about this eve, and can cause you no end of trouble. Finally, your fellow thieves are not above stealing your ill-gotten gains from you, should you let your guard down. You will need nerves of steel, dogged determination, and a ruthless streak a mile wide to be crowned Rothland's King (or Queen) of Thieves!



2 Object of the Game: To collect more valuable Loot (Treasure Items) than your opponents.



Overview: Players take turns by either:

- drawing a Chance Card, which will contain either Treasure Items or Events
- going through and stealing one Treasure Item Chance card from the Unclaimed Treasure pile
- playing a "Mug Another Player" Skill Card, and attempt to steal one treasure from an opponent
- using their turn to replenish their Skill Card hand.

When the last Chance card has been drawn and played, the game is over, and the player with Treasure Items worth the most Gold Sovereigns (GS) is the winner. Any cards in the Unclaimed Treasure pile can no longer be claimed.

Setup: Separate the Chance 1 and Chance 2 decks, and shuffle them. Place the Chance 1 deck on top of the Chance 2 deck, and place this combined deck face down on the table. Shuffle the Skill Deck, and deal 6 Skill Cards to each player. Place the remainder of this deck face down on the table next to the Chance deck. Leave a space for a discard pile for the Skill deck, and two spaces for discards for the Chance deck. One space will be the Main Discard pile (for Event cards, discarded Wanted Posters, used Treasures, etc.), and the other will be the Unclaimed Treasure pile.



Play

Stealing Treasure from the Chance Deck: The game starts with the first player drawing the top Chance Card and placing it face up on the table. Chance 1 Cards are all treasure, mostly non-magical, but with a few minor magic Treasures, in order to get all players in to the game. More challenging treasures, as well as problematic event cards, will be found in the Chance 2 Cards.

All Chance 1 and many Chance 2 Cards are Treasure Items, which the player may attempt to steal, by playing Skill Cards from his hand. Each Treasure Item has a Skill Point rating on the top right of the card. The player must play at least that many Skill Points from their hand in order to successfully steal the item. The player then takes the card and places it in front of him, as part of his Loot. Note: some Treasure Items have special functions which can add to a player's abilities in acquiring more treasure, dealing with events, or stopping mugging attempts from other players. As well, some Magic Treasure cards can be used once only. After the card is used, it is discarded and will no longer be counted as part of the player's treasure. Used Treasure cards go in the Main Discard pile, and NOT the Unclaimed Treasure pile.



3 **Stealing Treasure from the Unclaimed Treasure pile:** If a player draws a Treasure Item, and cannot, or does not wish to attempt to steal it, the player places this card in to the Unclaimed Treasure pile, and their turn is over. The next player may, if he chooses, go through the Unclaimed Treasure pile, and attempt to steal any item in said pile.

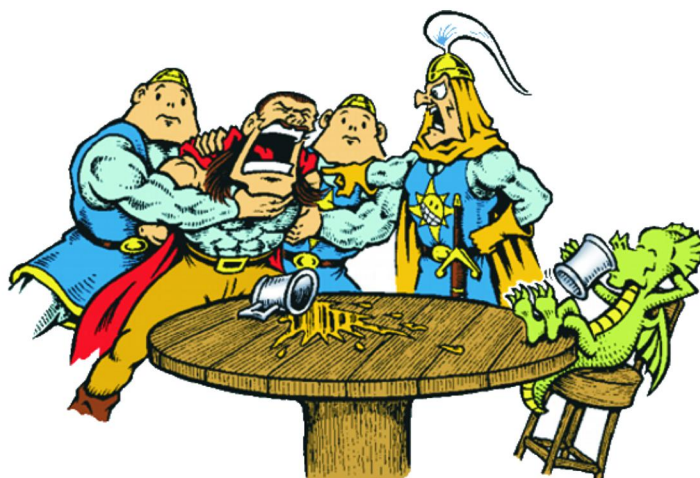


Note: Items in the Unclaimed Treasure pile cost an extra 2 Skill points to steal!

Chance Event Cards: Some Chance 2 Cards are also Events, in which the player may have to play Skill Cards or lose Treasure Items or Turns, depending on how the encounter goes.

Four of the Event cards are **Rothland Imperial Guard** cards. If a player draws an RIG card, he must either spend Skill points to escape them, or bribe them with Treasure Items, or play a "Hide Treasure" Skill Card. If you have no Treasure Items (or have played "Hide Treasure" to appear empty-handed) the RIG will not bother you. Any treasure you use to bribe the RIG goes in to the Main Discard pile. If you cannot bribe or escape the RIG, they arrest you, and put you in the Pillory, where you lose your next two turns.

There is also the "You Dirty Rat!!" card, in which you can call the RIG on another player. The above RIG rules apply to the player you used this card on.



Players will also encounter other characters from the **Bruno the Bandit** comic strip and will have to deal with them, as outlined on the cards themselves. If one of these characters takes treasure on you, it goes in the Main Discard pile.

Four of the Event cards are **Wanted Posters**. If a player has a Wanted Poster in front of him, this will make it much tougher to deal with the Rothland Imperial Guard. The RIG will not accept Bribes if you have a Wanted Poster, and It will cost more Skill Points to escape them. If you draw a Wanted Poster, and have a "Remove Wanted Poster" Skill Card, you may play it immediately to get rid of the Wanted Poster. Otherwise, you will have to wait until you acquire a "Remove Wanted Poster" Skill Card in order to do so.

Note: if a player has no Treasure when he draws a Wanted Poster card, he may discard it. He may also discard a Wanted Poster in front of him if he loses all his Treasure, or if he's been arrested by the RIG and placed in the Pillory.





Mug Another Player: On his turn, a player may instead attempt to mug an opponent. To do so, the player plays a "Mug Another Player" Skill Card, and declares which opponent they will attempt to mug. To avoid getting mugged, the potential victim may then play a "Hide Treasure" Skill card, and the mugger's turn ends. If the victim cannot hide his Loot, the mugger then chooses which of the victim's treasure they wish to steal, and then plays the number of Skill Points written on that card in order to steal it. Play then continues to the next player.

Replenish Your Skill Hand: If a player has 2 cards or less when their turn comes around, he may choose to replenish his hand, if there are enough cards in the Skill deck. He then draws cards from the Skill Deck so his hand size is back to 6 cards. Note, if the Skill Deck has been depleted, shuffle the Skill Cards already played and place them face down on the table, so that players may continue to replenish their hands from them.



Skill Cards: Skill Cards are used by players to steal treasures, or deal with other events as they occur. The value of each Skill Card is determined by the number in the corners of each card.

All of the one point Skill Cards have Special Abilities. They are: Mug Another Player, Hide Treasure, and Remove Wanted Poster.

You may play the **Mug Another Player** on your turn to attempt to steal one treasure from another player. Note: the one point on this card is included in the number of points needed to steal an item from the mugged player.

You may use the **Hide Treasure** card to thwart another player's attempt to steal from you, or hide your loot from the RIG or other characters you may encounter when you draw from the Chance deck.



You may play **Remove Wanted Poster** in order to remove a Wanted Poster in front of you, or to immediately discard a Wanted Poster should you draw one from the Chance Deck.





Note: These special cards can also be used as regular Skill cards worth 1 point if you wish.



'Nother Note: You will not receive "change" if you play more Skill Points than are necessary. For instance, if you use a 10 point Skill Card to steal an item worth 7 Skill Points, you will not receive 3 Skill Points back.

Play continues until the last Chance Card has been played. Afterwards, players add up the value of their Loot (the GS value on the top left of each Treasure Item card). Whoever has Loot worth the most Gold Sovereigns is the winner!

We hope you enjoy this game as much as the comic strip that inspired it! And remember, if you have any questions, thoughts, suggestions about the game, don't hesitate to drop your ol' buddy Ian a line at eeebenz@yahoo.com

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the **Brutal Blade of**

BRUNO
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