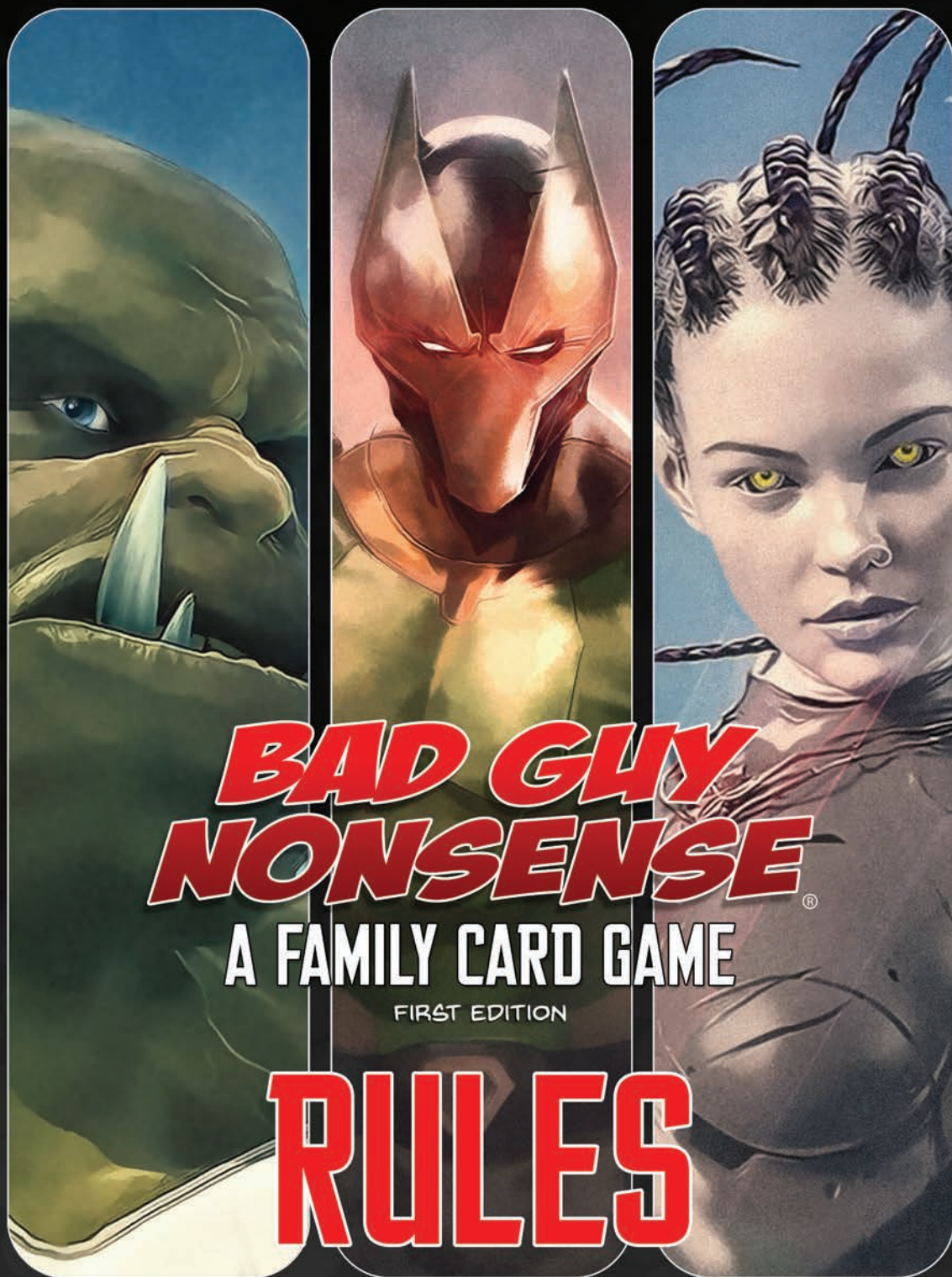


**BOUNTY HUNTERS COMPETE TO
CAPTURE THE FANTASTICAL IN...**



***BAD GUY
NONSENSE***[®]

A FAMILY CARD GAME

FIRST EDITION

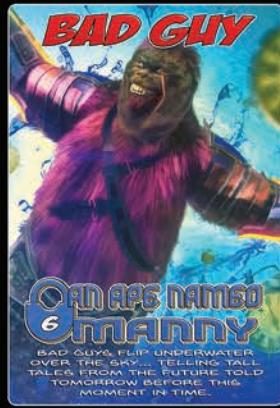
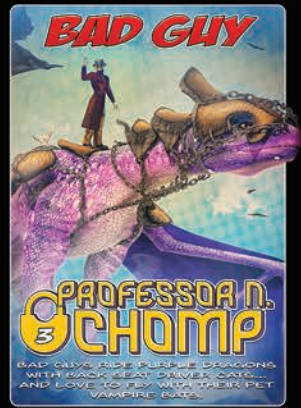
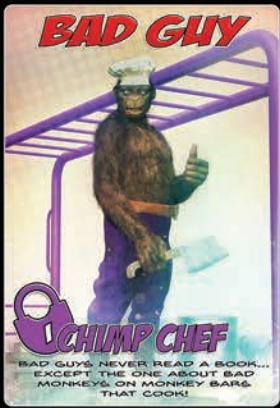
RULES



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In **BAD GUY NONSENSE**, you take on the role of a BOUNTY HUNTER and compete against your opponents to capture the most BAD GUY cards before the deck runs out.



The BAD GUY cards all have a colored and numbered lock on them. You'll need to get the right card combos to make a capture and score Bounty Points. The higher the value target, the harder the combo is to acquire.

Captures are made by using one or two LOCK cards:



or BOUNTY HUNTER cards:



You make captures and score points while the **SPECIAL** cards: A **BURGLAR**, **BANDIT**, **WITCH**, and a **MONSTER** all cause massive havoc between you and your opponent(s). There is only one of each so pay close attention to what has been played, and plan your turn accordingly.



The **BURGLAR** can swipe a capture. The **MONSTER** will 'eat' a capture, sending it to the discard pile. The **BANDIT** steals a random card from your hand, so don't reveal when you have good cards!



The **WITCH** can take any card from the discard pile, which includes previously played **SPECIAL** cards.



HEROES can block all **SPECIAL** cards. But when used, they too end up in the discard pile potentially reused against you by your opponent(s).



NONSENSE cards are worth 1 point if they are held at the end of the game, but you'll want to discard them early on to cycle better cards into your hand.



The game gets intense as each turn passes because once the deck runs out...



...The game is over. When this happens, uncaptured BAD GUY cards count as negative points. So you'll want to start discarding them when the deck runs low!



However, your opponent(s) may be able to pick them up and use it against you... It's impossible to tell how many turns are left as you don't know how many cards the next player will play!



Shuffle the deck and deal out 6 cards to each player. Place the remaining cards face down to form the play deck. The player on the dealer's left goes first. Turn order goes clockwise from there.

The goal of the game is to score the most Bounty Points by capturing BAD GUY cards.

Each BAD GUY card has a lock number on it that determines the LOCK cards required to capture the BAD GUY, as well as the Bounty Points the BAD GUY is worth once captured.

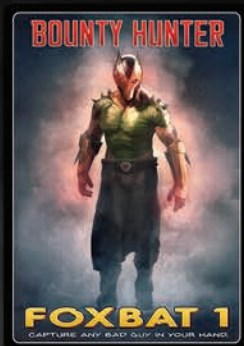
The basics of every turn are:

- Capture a BAD GUY
- *Or Discard 1 card
- *Or Play 1 SPECIAL card

Then replenish your hand to always end your turn holding 6 cards.

To capture a BAD GUY, use any of the following capture combinations:

A] 1 BAD GUY card and 1 BOUNTY HUNTER card:



B] 2 Identical BAD GUY cards:



C] 1 BAD GUY card and 1 LOCK card that matches the BAD GUY'S lock number and color:



D] 1 BAD GUY card and 2 LOCK cards. The sum of the 2 lock numbers must equal the BAD GUY'S lock number. At least 1 lock must match the BAD GUY'S color.



If you get a **BAD GUY capture** combination, you may place 1 combination down in front of your hand to score Bounty Points, when it is your turn.

Then restock your hand to 6 cards from the deck, and or take from the top of the discard pile to complete your turn.

Discarding:

You may **discard** 1 card from your hand into the discard pile, and draw a new card from the deck. The first card discarded in the game forms the discard pile. Anyone may look at the discard pile at any time.

*When a **SPECIAL** card is played, it is immediately placed on top of the discard pile.



The **SPECIAL** cards are:

A] The **BURGLAR** card allows you to steal 1 **BAD GUY capture** from an opponent. Restock your hand from the deck.

B] The **BANDIT** card allows you to steal 1 random card from an opponent's hand. The player who loses a card to the **BANDIT** does not restock their hand until the end of their turn.

C] The **WITCH** card allows you to take any 1 card from the discard pile.

D] The **MONSTER** card "eats" an opponent's **BAD GUY capture** of your choice. The capture goes into the discard pile on top of the **MONSTER**, and you choose the order they go in. Restock your hand from the deck.

E] **HERO** cards can block all **SPECIAL** cards, but you can not block another **HERO**. You are not required to block when holding a **HERO**, you should choose wisely when to use them.

*When used to block, **HERO** cards go into the discard pile on top of the **SPECIAL** card they blocked. After blocking with a **HERO**, you do not restock your hand until the end of your turn.

***HERO** cards may also be placed as a defender on top of a **BAD GUY capture** to protect it, where it will stay for the rest of the game. Then draw from the deck and or discard pile to restock your hand. This action is its own turn.

F] A **NONSENSE** card is worth 1 point if you are holding it at the end of the game.



When the deck runs out, the game is over. All players may now place any remaining **BAD GUY capture** combinations down they are holding, but no other actions are allowed.

If you are still holding BAD GUY cards and unable to capture them, these all count as negative Bounty Points.

Your total Bounty Points scored is as follows:

*Captured BAD GUY cards (all lock number totals)

- **Minus**

*Uncaptured BAD GUY cards still in your hand (lock number totals)

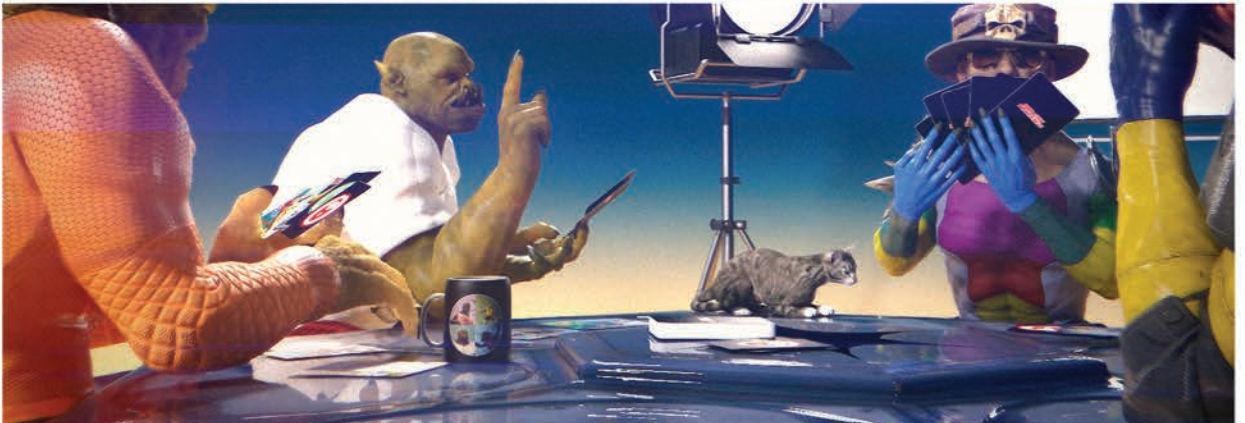
+ **Plus**

*1 point for each held NONSENSE card.

*When scoring, all BAD GUY card lock numbers are counted, including those with identical matches.



SHARE YOUR HIGH-SCORE
ON OUR FACEBOOK
GROUP!!



*Questions? email us at badguys@simpletricksandnonsense.net



CHECKLIST

The core **BAD GUY NONSENSE** game includes the following 64 cards. This list is important to pay attention to. High value cards are scarce and your gameplay will greatly improve if you understand how many of each card type is in the deck.

BADGUY CARDS:

- x1 Chimp Chef (1)
- x3 Trucks (1)
- x3 Captain Sorbet (2)
- x3 Professor N. Chomp (3)
- x3 Kung-Fu Tusks (4)
- x2 P. Jay (5)
- x2 An Ape Named Manny (6)
- x2 Aqua Monster (7)

LOCK CARDS:

- x5 R1, x2 R2, x2 R3, x2 R4, x1 R5
- x2 Y1, x2 Y2, x2 Y3, x2 Y4
- x1 G1, x1 G2, x1 G3, x1 G5
- x1 B1, x1 B2, x1 B6
- x1 P1

SPECIAL CARDS:

- x1 Bandit
- x1 Burglar
- x1 Witch
- x1 Monster
- x3 Hero
- x5 Nonsense
- x5 Bounty Hunter





BAD GUY NONSENSE is a card-management and take-that strategy card game. Wanna win? You'll need to consistently manage your hand to score Bounty Points based on the cards revealed thus far in the game.

IF YOUR ONLY MOVE IS TO DISCARD, DISCARD WISELY.

*Most points are scored via **BAD GUY captures**, and most games are won by high-value **BAD GUY captures**. So you rarely want to discard BAD GUY cards until late in the game unless you have no choice. If that happens, discard your lower value BAD GUY cards first.

*Discard **NONSENSE** cards early in the game, hold them as the deck runs low to score extra points at the end of the game.

STUDY THE CHECKLIST CLOSELY, HIGHER VALUE CARDS ARE SCARCE.

*Keep track of which BAD GUYS cards have been revealed throughout the game. This dictates the current playability of LOCK cards, based on a LOCK card's color. For example, if all BAD GUYS with a blue lock have already been captured, then a blue LOCK card's playability diminishes to only that of its number. Consider this whenever **discarding!**

*There are several LOCK cards to keep a close eye on and often hold on to. A Blue 6, Green 5, and Purple 1 can be very important cards to making a high-value capture.

***CHIMP CHEF**, The Purple 1 BAD GUY card does not obey the "scarcity equals value" logic as the rest of the cards do. This card is a red herring card to **AQUA MONSTER**, the Purple 7 BAD GUY card!

MAKE A CAPTURE AT THE MOST ADVANTAGEOUS TIME WHENEVER POSSIBLE.

*Since you can only pick up from the discard pile after making a capture or placing a HERO as a defender, try to time these actions for when a useful card lands on the discard pile, such as a **BURGLAR** or **MONSTER** card.

*Be cautious in making high-value captures early in the game if you can avoid it unless you hold a HERO card to defend them with. Remember, all placed captures can be stolen or eaten by an opponent.

WHEN THE DECK RUNS OUT, AVOID GETTING NEGATIVE BOUNTY POINTS.

*Drawing multiple cards near the end of the deck can be very risky depending on which BAD GUY cards remain. You may benefit in holding a capture in hand towards the end, as you can place the capture after the deck is finished.

***Holding** an extra BOUNTY HUNTER card in hand at the end is a good way to capture a BAD GUY card you may pick up towards the end of the game.

*Locks and Special cards are safe cards to be held at the end of the game, as they have no impact on your score.

HOLD A HERO CARD TO PROTECT AGAINST ATTACKS.

*Place a HERO card as a defender only on a high-value capture, and only when you have an additional HERO card.



VARIATIONS

The following are alternate rules you can employ to change up the game, or make it a little easier for young ones if you desire.

COSMIC PICKPOCKET:

At the beginning of your turn, you may pick up a LOCK card from the top of the discard pile if you play it in your current turn.

THE UNSPEAKABLE KEEPER:

Play multiple games, and whoever loses each round starts with The MONSTER card in the next round.

NONSENSE DROPLETS:

When a player discards a NONSENSE card, all other players must pass a card of their choosing to their right.

AFFAIR OF HONOR:

Play the game with open hands, cards out visible for all to see on the table. Gameplay changes drastically when you know what your opponent is holding.

TOP HUNTER LEGACY:

Save and tally up your scores over several games with the same opponents to see who is the best of the best.

FOR EASIER GAMEPLAY:

- A] Increase the starting number of cards dealt.
- B] Start the game with a NONSENSE card at the bottom of the deck. This gives a known 1 point bonus to whoever finishes the deck and prevents a potentially high-value card sitting at the end.
- C] You may discard more than one NONSENSE card at a time.
- D] You may use subtraction with lock values to make a BAD GUY Capture.
- E] You may use 3 LOCK cards to make a BAD GUY Capture.
- F] You may take a mulligan on your starting hand. Draw new cards and then shuffle your initial hand back into the deck.



BONUS CARDS

The following **BONUS SPECIAL** cards are not a part of the core game, but they allow for a more complex game. Add these cards in to mix things up once you're comfortable with the normal gameplay. Keep in mind, the more cards you introduce, the more difficult it will become to make captures. We recommend increasing the starting hand by **1** card for every **3** additional **SPECIAL** cards added.

BONUS SPECIAL CARDS:

*The **SMUGGLER** card allows you to hold an additional card until your next **BAD GUY** capture. Place him down in front of your hand, restock from the deck and also draw an additional card from the deck. Gameplay resumes as normal but you continue to hold and restock an extra card until you make your next capture. Once you do, The **SMUGGLER** goes immediately into the discard pile, and you restock to the starting hand size from the deck only.

*The **CHEATER** card is used out of turn to skip back to your turn. Turn order then resumes clockwise from there. In a two-player game you would play this card immediately after you complete your turn.

*The **TIME THIEF** card allows you to look and take any card from the deck. But you must then shuffle the deck.

*The **SUPER VILLAIN** card can block all **SPECIAL** cards, including **HERO** cards. He can also break through a **HERO** card on top of a capture. If you are still holding this card at the end of the game, destroy your largest capture. A **SUPER VILLAIN** will always betray you in the end!

*The **SUPER HERO** card can block all **SPECIAL** cards, with the added ability to block a **SUPER VILLIAN** card, but not a **HERO** card.

*The **PROPHET** card allows you to look at the deck.

*The **SCAVENGER** card allows you to take the top card from the discard pile.

*The **CON ARTIST** card allows you to swap any capture with any opponents capture.