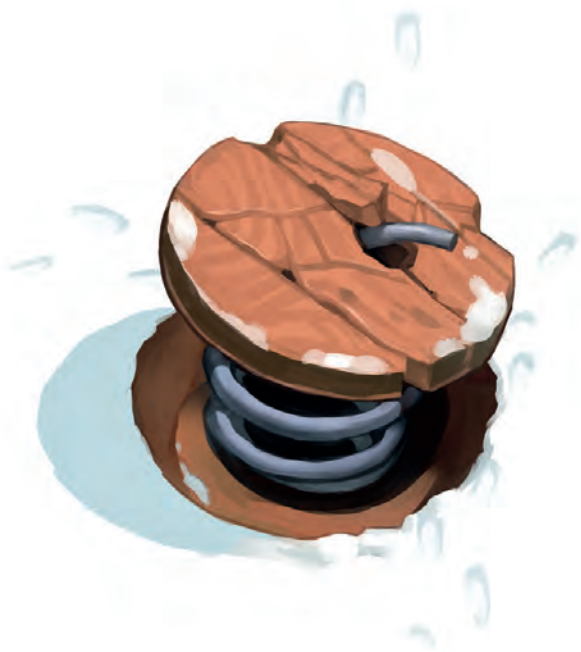
RULEBOOK

B

Do not read this before having played!

BAD BONES



David Flies

Alexander Brick, Aoulad, Oliver Mootoo

1-6 30' 8+

ADVANCED VERSION + COOPERATIVE VERSION + SKELETON CHIEFS

Now that you have played several games of the basic version, it is time to choose your favorite defenses and create a personal strategy based on new traps.

Attention! Do not read the following until you have mastered the basic game. You do not need to read all of the versions that follow. Choose one and try it!

COMPONENT LIST

COMPONENTS FOR THE BASIC GAME

×12

×6

×30

×6

×1

×6

×24

×1

×1

×12

×12

×12

×6

×12

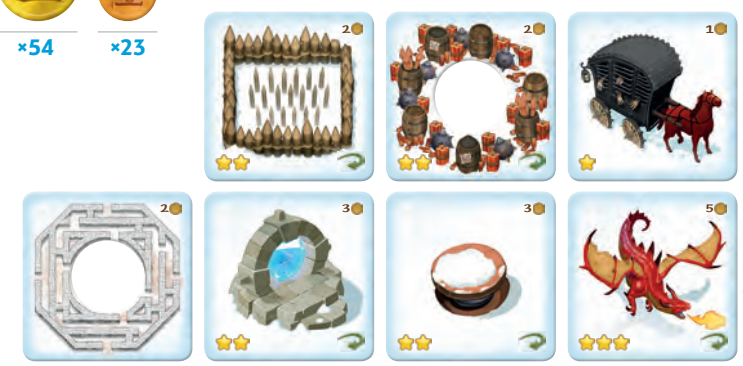
×12

ADDITIONAL COMPONENTS FOR THE ADVANCED VERSION

×1

×54

×23


×3

SKELETON CHIEFS

×1

×1

×1

×1

×1

×1

×1

ADVANCED VERSION

SETUP

The setup is identical to a basic game, except that each player buys equipment (Trap tiles and Weapon cards) before the beginning of the game during the new Market phase.

In the middle of the table, set up the various equipment that will be for sale at the Market. The quantity available depends on the number of players and is indicated in the following table:

Equipment/Number of Players	1 player	2 players	3 players	4 players	5 players	6 players
BARRICADE	1	1	2	2	3	3
BOMB	1	1	2	2	3	3
CATAPULT	2	4	6	8	10	12
DRAGON	2	3	5	6	8	9
HEARSE	1	1	2	2	3	3
LABYRINTH	1	1	2	2	3	3
PORTAL	1	1	2	2	3	3
SPRING	1	1	2	2	3	3
WALL	2	4	6	8	10	12
WEAPONS	*All the weapons are available*					

In addition, each player receives 1 free Treasure tile.

HOW THE MARKET WORKS

Each player has 20 coins (1 2) to spend, however they wish, to acquire whatever equipment they choose. The number in the upper-right corner of an equipment indicates its cost.

- Randomly determine a first player.
- Starting with this player, then going clockwise, each player can buy one equipment from those available at the Market.
- When each player has acquired an equipment, repeat the procedure counterclockwise, starting with the last player.
- Continue like this, alternating clockwise and counterclockwise, until everyone has spent their 20 coins (1 2).
- If you have spent all your money, or there is nothing left you can buy, simply pass your turn.
- Weapons are limited to **1 per player**.
- When everyone has passed, the game can commence as usual.

NEW TRAP TILES

As in the basic version, all traps the skeletons move onto are triggered at the end of the skeleton movement phase, regardless of the number of skeletons that have moved onto them.

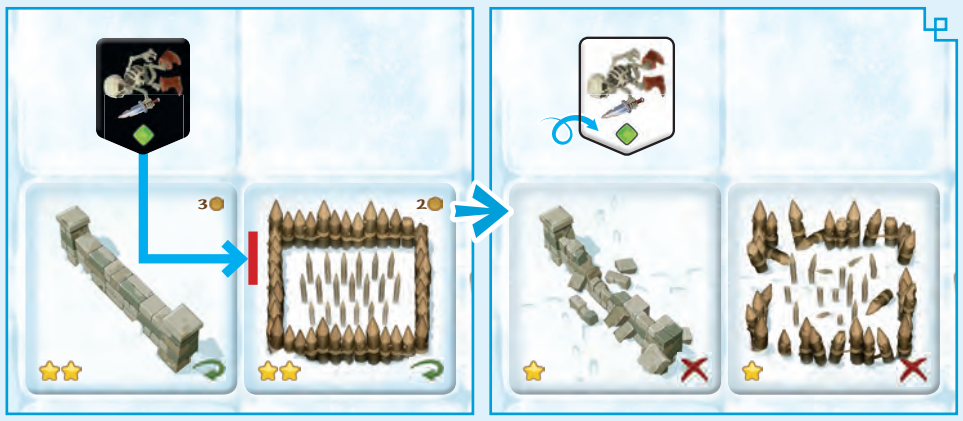
Barricade

The barricade is a trap that delays the skeletons.

As long as the barricade is on the board, the skeletons that are supposed to move onto it instead stay in place and flip over as if they had moved. After it is triggered this way, flip it to its Damaged side. If the barricade is already damaged, remove it from the game after the skeleton movement phase.

Clarification: Because the skeletons do not actually move onto the space with the barricade, a hero on it will not prevent it from being triggered.

Special case: If a wall must send skeletons to a barricade, the skeletons do not advance, but both the wall and the barricade have been used.



Example: *The skeleton advances 1 space and is immediately redirected by the wal. Because it cannot remain on the Wall tile, and because the barricade prevents access to its own space, where the skeleton normally would end up, the skeleton remains where it is, but flips over (its move is considered complete). In this situation, both the wall and the barricade are flipped because both were used.*

Bomb

The bomb is a trap that eliminates skeletons.

When the skeletons step onto the bomb, they are eliminated; return them to the bag. The bomb is thus flipped to its Blast Area side, and will remain on the board for the rest of the game. This tile can no longer be retrieved. From now on, traps can no longer be placed on this space; however, your hero and the skeletons move into it like a normal space.

SPECIAL EFFECT

The bomb can be placed on a space that is occupied by skeletons and nothing else. This immediately triggers its effect.

Note: This tile has a hole in its middle so any arrows on the board are still visible. The arrows have their usual effect.

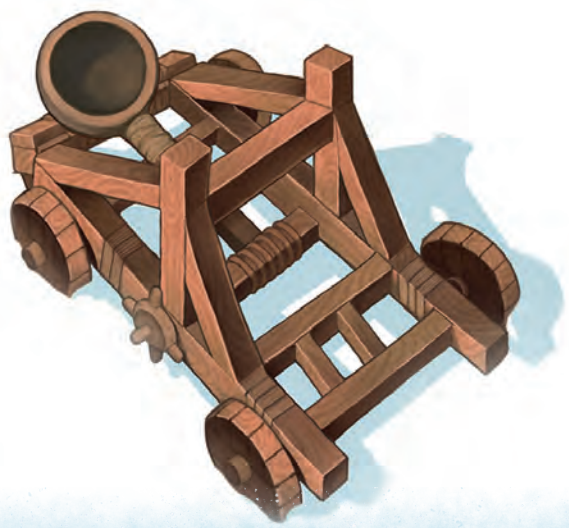
Hearse (indestructible)

The hearse is a trap that moves the skeletons.

When skeletons move onto the hearse, immediately send the skeletons and the hearse to the cemetery of any one opponent (your choice).

The hearse is the only trap that passes from one player to another. The player who receives it immediately adds it to their supply. It is indestructible.

At the end of the game, the person in possession of the hearse earns its points, not the person who bought it.



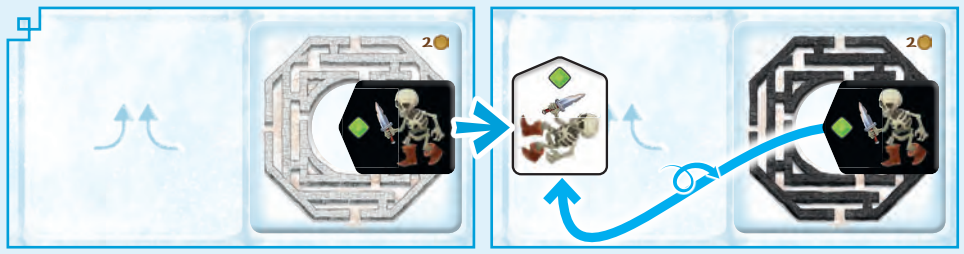
Labyrinth (indestructible)

The labyrinth is a trap that can delay the skeletons.

When you place the labyrinth on your board, choose which side is up, white or black.

When skeletons must move out of the labyrinth, they can only do so if they match the color of the labyrinth. Otherwise, they simply flip over in place, without advancing.

This trap is indestructible, and remains in place, without flipping, until you retrieve it.



Examples: *In the first example, the skeleton is black side up, so it* ***cannot*** *advance, because it is lost in a white labyrinth (the skeleton thus flips to its white side without moving). In the second example, the skeleton is black side up, so it* ***can*** *advance, because it is on a black labyrinth, so it immediately flips and is reoriented by a reorientation arrow.*

Portal

The portal is a trap that delays the skeletons.

When a skeleton moves onto a portal, you must immediately move this skeleton to its original forest on your board (on the matching symbol, with the drawing standing up, pointed into the middle of your board).

Flip the skeleton because it has moved this round.

After the portal has been used, flip it to its Damaged side. If it was already damaged, remove it from the game after the skeleton movement phase.

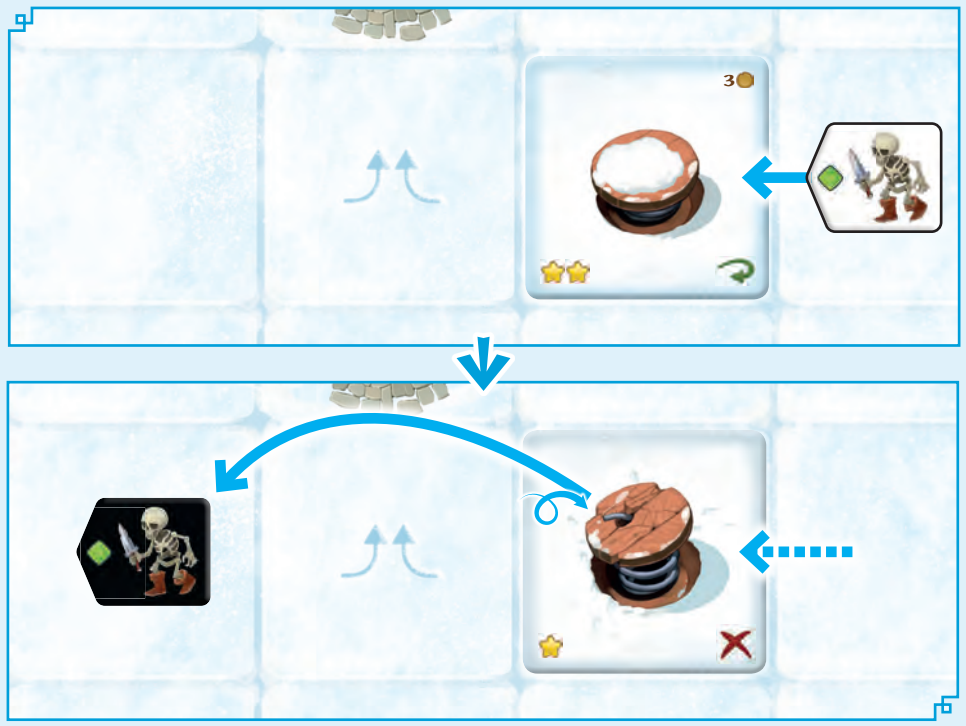
Example: *A skeleton moves into your magic portal; it is immediately teleported to the corresponding forest on your board and flipped over. It does not advance again this round.*

Spring

The spring is a trap that throws the skeletons.

When skeletons move onto the spring, it throws them 2 spaces further in the same direction they were going.

They are never affected by the space over which they are tossed, even if that space is occupied by a trap, your tower, or your hero. On the other hand, they are affected by whatever is in the space where they land (trap, hero, reorientation arrow, treasure...).



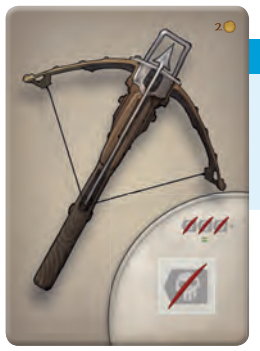
Example: *The skeleton enters the space with the spring, and is thrown 2 spaces further in the same direction. The skeleton is flipped as usual. It is not affected by the reorientation arrows over which it was thrown.*

Special Case: If the spring throws a skeleton onto a barricade, this skeleton lands on the spikes in the middle of the barricade, and is eliminated (return it to the bag). This counts as using the barricade, so it is damaged or destroyed at the end of the round.

WEAPON CARDS

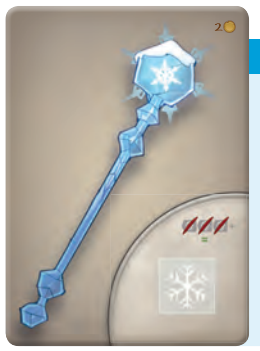
Your weapon's effect is triggered as soon as your hero eliminates at least 3 skeletons at once, whether in the hero movement phase or the skeleton movement phase.

Using your weapon's effect is utterly optional; you are not required to use it. There is no limit to the number of times you can use it in the game. Your weapon's effect only applies to the skeletons on the spaces of your own board, and not those in the forest. Your weapon's effect cannot chain: If it lets you eliminate another 3 (or more) skeletons, this does not trigger its effect again.



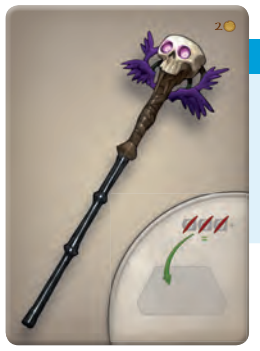
Crossbow

Eliminate a single skeleton from any space of your board; return it to the bag.



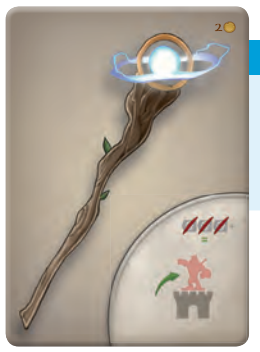
Ice Wand

Immediately freeze all skeletons in one space of your board. They will not move for one round: Flip them over as a reminder that they are immobilized (this means they will mismatch the color of the rest of the skeletons until they thaw; if this happened during the skeleton movement phase, it does not prevent the round from ending).



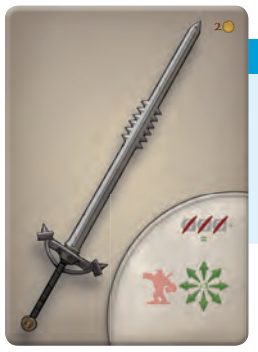
Death Wand

All skeletons that were just eliminated in triggering this (thus at least 3) go to another player's cemetery (your choice), rather than the bag.



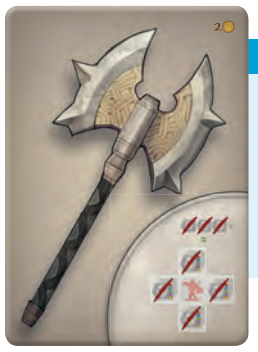
Teleportation Wand

Immediately move your hero to the top of your tower.



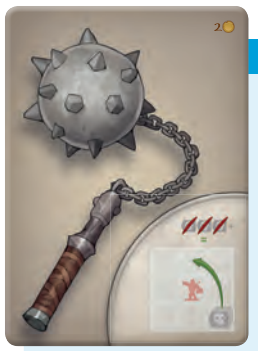
Two-Handed Sword

Your hero can immediately move again. As usual, he destroys all skeletons in the space to which he moves.



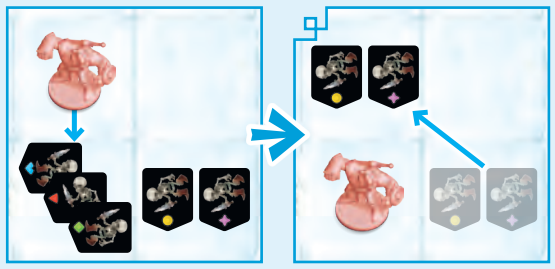
Battleaxe

Choose a skeleton symbol. All skeletons with this symbol that are in the 4 spaces orthogonally adjacent to your hero are destroyed; return them to the bag.

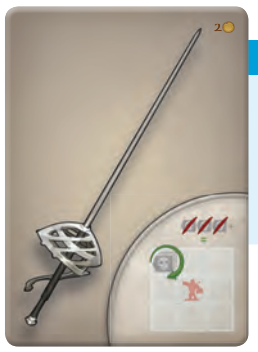


Morning Star

Immediately move the skeletons (without flipping them) from one space adjacent to your hero to another space, without traps, that is adjacent to your hero. The skeletons do not change direction.



Example: *During the hero movement phase, your hero destroys 3 skeletons, which are returned to the bag. This triggers the effect of his morningstar. He sends 2 skeletons adjacent to him to another space adjacent to him (without flipping or reorienting them).*



Rapier

Immediately reorient all of the skeletons in one space adjacent to your hero to point in the direction(s) of your choice.

COOPERATIVE VERSION

To play the cooperative game (for 2 – 6 players), use the backs of the boards (4 destroyed towers) and the back of the Play Aid board (green border). The rules of the game remain unchanged, with the following exceptions:

SETUP

- Take a number of House tiles equal to the number of players, and place them in the middle of the play area 1; these are the common capital you will need to protect.
- Place the Round Counting board 2 to the side, with the Round counter on space 1 3.
- Place 4 tower floors on each board, but they are separated onto the 4 spaces 4, rather than stacked as a single tower.
- Each player draws 4 skeletons from the bag, and places them according to the basic rules, except that you should not discard the skeletons with red symbols; place them just like the others 5.
  Note: The skeletons you normally would place at the top of your board will instead be at the bottom, pointing upward. Their drawings will be "standing on their heads" rather than standing upright.
- Once you have placed your 4 skeletons, place your hero on one of your four towers 6 (your choice).
- **The supply of traps is now shared by all of you.** The supply has 1 of each of the following per player: wall, catapult, and dragon 7.
- The supply has, however, only 1 single treasure 8, regardless of the number of players.

Example
of 4-player setup.

PHASES OF PLAY

The Round Counter board and Round counter will help you track the number of rounds in your game. As soon as a round is finished (after phase 4), advance the Round counter one space.

You are sharing a supply of traps, and there are fewer of them, so you will need to communicate about using them.

ATTENTION

During the place/retrieve trap phase, you cannot place a trap that someone else just retrieved this same round. To avoid any mistakes, when you retrieve a trap from your board, keep it in your hand until everyone else has placed or retrieved a trap. Then, return it to the supply, intact side up, for next round.

The game ends as soon as all the houses of the capital are destroyed, or one player has lost all four towers.

GOAL AND END OF THE GAME

Your mission is to survive as long as possible; if you last at least 10 complete rounds, you have won!

To achieve this, it is very important to work together on all tactical choices.

TOWERS

When a skeleton moves into a tower, the tower is immediately destroyed and removed from the game. The skeleton is also eliminated; return it to the bag.

Each tower only stops a single skeleton! Any additional skeletons continue in their path. You are free to choose which skeleton returns to the bag.

When a tower is destroyed, the ruins revealed on the board include a new reorientation arrow, which will affect skeletons in the usual way.

BOTTOM OF THE BOARD

When a skeleton moves into the forest at the bottom of your board, place it on another player's cemetery (your choice). It is wise to consult the other players before making the choice. The side forests work the same way they do in the basic game.

ADVANCED VERSION

It is possible to play the advanced version of the game cooperatively, in which case apply the following changes:

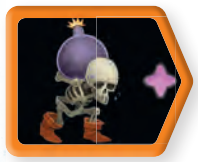
- The teleportation wand can teleport your hero to any tower still standing on your board, but never to a destroyed tower.
- The team has only 12 coins per player to share. Do your shopping for the shared supply in a cooperative way, rather than taking turns.

SKELETON CHIEFS

These new skeletons will spice up your games, and moreover will require you to revise your strategies in order to cope with their being on your board.

The Skeleton Chief tokens have an orange border to distinguish them from the other skeletons.
Never put them under a stack of skeletons; always keep them clearly visible.
They follow the same rules as normal skeletons, except for their special powers described below.

To use them, simply mix them with the other skeletons in the bag.



Chief Artificer ×3

If this skeleton moves onto a tower / into a village, it destroys 2 floors/houses instead of 1. Then return this skeleton to the bag.

Chief Necromancer ×3

When you draw this skeleton, you must immediately draw 3 additional skeletons.

The effect is cumulative: Each chief necromancer drawn also requires you to draw 3 more skeletons.

Nice Chief ×3

this skeleton moves onto a tower / into a village, of which at least one floor/house has been destroyed, this skeleton rebuilds a floor/house, rather than destroying one; return the skeleton to the bag.

If the skeleton moves onto a tower / into a village, of which no floors/houses have been destroyed, the skeleton simply returns to the bag.

Chief Instructor ×3

When this skeleton moves, all the skeletons in the same space (even other chiefs) become a single unit, all pointed the same way, and moving in the same direction it does. As long as the chief instructor is alive, this single unit cannot be divided, no matter what trap or weapon affects them; however, if the crossbow eliminates the leader, the rest march on, but separable once again.

If there are two chief instructors on the same space, choose which one leads the unit from now on.

Spectral Chief ×3

This skeleton is immortal. If your hero kills it, or if it moves onto your tower or into your village, put it in your cemetery, rather than returning it to the bag,

Chief Saboteur ×3

At the end of the skeleton movement phase, the chief saboteur destroys any traps he triggered (or participated in triggering) during this phase.

Remove the traps from the game; they cannot be retrieved. Return the chief saboteur to the bag.

The chief saboteur affects all Trap tiles the same way, including the Trap tiles from the advanced version that are marked “indestructible”. The only exception is the bomb: The blast area still stays on the board.

Skeleton Emperor ×1

If the skeleton emperor moves onto your tower (**any** of your towers if you are playing the cooperative version) / into your village, regardless of their condition, you have lost, and the game ends!

If your hero kills him, remove the emperor from the game, rather than returning him to the bag; however, your hero is also removed from the game. One does not defy the emperor without repercussions!