



# BONNIE & CLYDE

LOVE & DEATH



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## Context

Bonnie and Clyde, Love and Death (B&C) is a one-player game where you play as the famous desperados Bonnie Parker and Clyde Barrow. Behind the wheel of vintage cars, you will have to stay together through stick-ups and shootouts and escape the police, who are always on your tail.

This is a game that unfolds in an historic context but one that we have romanticized with film clichés. Our heroes will still die - we are not remaking history, but rather the way that it ends.



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## MATERIALS

### Pursuit track (x1)



### Hideouts board(x1)



### “Wanted” board (x1)

### Armory board (x1)

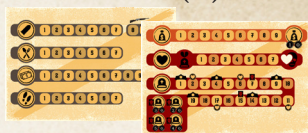


### Weapon mini cards



### Wooden game pieces (x29)

### Resource boards (x2)



### Car tiles (x5)



### Cards (x87)



## PURSUIT TRACK (H1)

This is the main board, which represents the high-speed pursuit between B&C and the police, according to their relative positions.

Each time that B&C encounter a time icon (⌚), they move forward or backward the corresponding number of spaces but can never go past “9”. (*cf. p.11+18*).

At each dawn, the police move forward a certain number of spaces, depending on their speed. They may not move off the board or pass B&C. (*cf. p.9+17*).

In the instance that B&C would pass the “9” space, instead, move the police back that number of spaces. The “1” space is the furthest back that the police may be placed.

## HIDEOUTS BOARD (H1)





This board is used for the II/A/Night phase and lets B&C rest and relax. Depending on the scenario (explained below), B&C may either rent a room for the night (yellow cartridge shows the price in dollars), find a hideout (orange cartridge shows the price in clues), sleep under the stars (red cartridge, free), or

sleep on the romantic farm (if victory conditions are fulfilled).

Once you've paid the cost or the conditions have been met, resolve the effects on the right side of the corresponding cartridge.

## RESOURCE BOARDS (#2)

### RESOURCE BOARD, GRAY.




This is used to keep track of ammo , food , dollars  and clues . Move the black markers as you gain or use up resources to keep track of them.

This board has two distinctive features:


- A separation of the ammo cartridge. This indicates that your maximum capacity for ammo that you may carry is 7. But, if you buy the "Remington Model 11 Shotgun", this capacity is raised to 9.

- To the right of the dollar cartridge, you will find a second icon marked with the number "10". This means that you may have more than \$10. When you reach "10", leave the marker in place and use another to mark any extra amounts that you might get.


### RESOURCE BOARD, RED.


The second, red resource board is for keeping track of your loot , love , victims  and the police that B&C kill during their murdering spree.


- The loot track represents *Black Lake*, B&C's non-physical hideout. When you place your loot during phase II/B/Dawn, this is where you will keep track of it. Note that loot has a second icon on the right side with the indicator "10", which functions in the same way as the dollars on the other resource board.

- The Victory space  replaces the "8" space on the love gauge. You must reach this "8" space and stay there in order to claim victory.

- The victim track can be used in several ways. Place a game piece and move it forward for each victim that you claim. Each time that you encounter an icon, resolve it.

- The  icons indicate the arrival of a new type of police (cf. p.16 and the difficulty levels to know which police count to follow).

- The  icons mean that you lose one love on the corresponding gauge.

- The  icons are reserved only for the "Wanted" rules.

When you reach "20", leave the first marker there and use another to mark any extra victims that you might claim. When you reach "10" with the second marker, move the first marker from "20" to "30"; when you reach "20" with the second marker, move the first to "40", then place the second marker back on "0".



- The list of police victims lets you keep track of the type of police eliminated by B&C, which will make it easier to keep track of the victory stars.

### **ARMORY BOARD (X1) AND WEAPON MINI CARDS (X8)**

This is the board where you can find the deck of available weapons (mini cards).

### **"WANTED" BOARD (X1)**

This board lets you keep track of the bounty on B&C's heads (optional rule).

### **CAR TILES (X5)**

Cars are essential - there is no other way for B&C to get around.

### **CARDS (X87)**

Character cards (x2)

Police cards (x3 front/back)

Road cards (x12) and country roads (x15), give the game form.

Village (x8), town (x8), and city (x8) cards are the stops along the way that B&C encounter.

Destiny cards (x12) are used to resolve actions.

Memory cards (x18) determine ill-fated events.

### **WOOD PIECES**

The wooden circles represent B&C's and the police's vehicles; the dark cubes are used as markers for all the gauges in the game; the yellow cubes are used for loot to be put on the car tiles; the red cubes are used to represent encounters with bounty hunters (*cf. "Wanted", p.18-19*).

### **BLACK LAKE (HIDEOUT)**

Black Lake does not exist physically. To get there and store loot, you must spend one Gas during the "Dawn" phase. This is how you will increase your loot gauge on the resource boards.



# SET-UP FOR A GAME AT EASY DIFFICULTY.






## **SET-UP**

Opposite, you will find a visual for setting up a game at the easy difficulty in the “classic” mode

Place the pursuit track in front of you (horizontally) and then to the right of it, the hideouts board (vertically). To the left, place the two resource boards with the one with the ammunition on top. Lastly, place the armory board above the resources.

Sort and shuffle all the packs of cards (except the police and vehicles). Place the mini cards on the armory and turn over 3 onto the corresponding places ; put the two packs of road cards above the pursuit track and the three packs of city cards to the right of the hideouts board; put a Ford A (1927) in front of you and the Bonnie and Clyde cards around the vehicle. Place the remaining vehicles nearby on your right and the police near the road cards.

Place the dark cubes on the corresponding spaces on the resource boards by following the instructions on the last page of the rule book; on the maximums of the various vehicle gauges; and on the HP icon  of the character cards.

Place the black circle on the “3” space on the pursuit track; this represents B&C’s vehicle. The police do not start on the game board and will only appear there once B&C have claimed their first victim, so place the blue circle, which represents them, next to the pursuit track.

Draw the first country road card (this one is “free”, so do not spend any gas) and start the game with it (skip straight to resolving phase I/A).

## **LET THE GAME BEGIN !**

*For the other starting conditions, game-play modes, and optional rules, follow the special instructions at the end of this booklet (cf. p. 24).*

## **GAMEPLAY**

A game of Bonnie and Clyde, Love and Death is made up of a series of turns and lasts until a victory or defeat condition is fulfilled. Each turn represents one day and takes place in two parts: I) Road Trip and II) Stopover.

### **VICTORY**


Players win the game when they fulfill the victory conditions determined by the difficulty or by the chosen achievement. An easy victory, for example, requires you to have 2 loot in the hideout (*Black Lake*), a full love gauge, and to spend the night on the romantic farm.

### **DEFEAT**

Several conditions may lead to defeat: one of the characters has no remaining health points, the love gauge falls to 0 (this is the couple’s separation and therefore the end of the adventure), or the characters must lose one ammo when they have none (which means they die in a shootout).

## I/ROAD TRIP

This part is divided into two phases: A/Morning and B/Afternoon.

During these two phases, if you cannot draw a road card because you are out of gas, then the car breaks down, and you must then immediately commit a carjacking .

### A/MORNING

Depending on the road type, the kind of exit taken the night before, and whether there is a fork in the road, B&C spend 1 gallon of gas to draw a road card or country road card. Then, resolve the effects of the card from bottom to top, deciding their attitude to each stop (icons).

- If you turn off toward a village, town, or city, you leave the road and must resolve the new card without exiting the phase you are in. Then, once it is resolved, advance to the following phase (I/B/Afternoon) by drawing the type of road card indicated.
- If you turn onto another road, move onto the next phase (I/B/Afternoon) by drawing the type of road card indicated.
- If you reach the end of the road, move onto the next phase (I/B/Afternoon) and continue of the same type of road.

### B/AFTERNOON

B&C spend 1 gallon of gas in order to draw a road card or country road card. Next, resolve this phase in the same way as the morning, the

only difference being :

If you finish resolving a road or country road, or if you finish resolving a village, town, or city that you visited, or if you take a fork in the road towards a new road or country road, or if you stop in a place of interest to spend the night, then move directly onto part II/Stopover.

## II/STOPOVER

This part is divided into two phases: A/Night and B/Dawn. Each phase is made up of a series of quick actions to be done in order.

### A/NIGHT

Each night, B&C must find a hideout to sleep in. There are three scenarios for this.

- If there is a place of interest (Cabin camp, Motel or Hotel) on the stopover card (village, town, or city) or on the road card that you are on, then you may stay the night there by paying the cost indicated in dollars (or by doing a stick-up). Resolve the effects on the corresponding orange cartridge of the hideouts board.

Note: in the case of a road card, what comes after the hideout where you sleep disappears, and you then go back on the run first thing in the morning on a new road card. Similarly, in a city, you may only get back on the road first thing in the morning

- There are some hideouts that don't physically exist on the cards and that must be "discovered". To do so, you



must pay the cost with the second "money" of the game: clues. Refer to the corresponding board to learn about these hideouts; you can find how to resolve them on the brown cartridges.


If you have enough clues to find a hideout, you may then stay the night there by paying the cost. Resolve the effects to the right of the brown cartridges.

- If you are unable or unwilling to choose either option, you may then wild camp. Resolve the effects. Note: this option is shown on the red cartridge and is always available, no matter your situation.

Then, move onto part II/B/Dawn.

## **B/DAWN**

Dawn is the phase where the police are activated and B&C take their first actions. You must strictly follow the order given below:

1. The police move forward on the pursuit track. Look at the number of  icons on the police card and then move the blue circle that number of spaces forward (1 space per visible icon) and potentially an extra space if B&C have at least one loot in their car.

If the police end up on the same space as B&C, a shootout must be resolved. (There can only be one shootout at Dawn, and the police cannot pass B&C).

2. Decide if you want to keep the same vehicle or steal another.

If you do not change vehicles, apply any love bonuses. (*Cf. vehicles p.17-*

18).

Otherwise, you must procure one by paying the necessary number of clues as indicated on the corresponding vehicle tile. Note: this vehicle must absolutely be different from the previous one).


3. Decide if you want to stow away any loot in the hideout (Black Lake) by spending one gallon of Gas.


4. (*Optional*) If you are trying for any particular achievements or stars, now is the time to take into account the number of days that have passed. Note: you may also keep track just for fun.

## **GENERAL RULES**

### **DRAWING**

When there are no more cards to draw, shuffle the discard pile and draw a card from this new pile.

When you encounter an icon with a  over it, draw and resolve the corresponding card (*cf. p.15*).

When you encounter the  icon, replace the card indicated within the icon with a new card of the same type that you drew.

## PRIORITY

As indicated, the rule for increasing the police level takes precedence over the rule for police deaths. This means that if you eliminated a police officer but change police type at the same time, then the new police is immediately placed on space "1" and will move as usual at the next dawn, in this way ignoring the rule that says that an eliminated police's back-up won't arrive until the following dawn and will start at the imaginary space "0".

Changing police type does not prevent the icons on the police card from being resolved if already under way.

The only thing that temporarily interrupts the resolution of a sequence of icons is an icon that requires you to draw a memory card. In every other case, add any new resolution to the end of the resolution already under way.

Example :

*This is a fork in the road. Leave the road, draw and resolve a card indicated (here, a city). Does not count as a stop but cancels out any time bonuses.*

*Here, there is no choice. Draw and resolve a memory card, (does not count as a stop).*




*If you choose to stop at a rest place of interest, your card stops immediately and you get no time bonus (you can't rest in the morning).*

## CHASE CARDS

### ROAD AND COUNTRY ROADS CARDS


To draw a road card, you must spend 1 gallon of Gas. Turn it over and resolve each stop in order, starting from the bottom. Note: everything that you pass no longer exists.

Stops may take different forms:

*Memories*  that arise without us being able to avoid them (do not count as a stop when counting time).

*Clues and Love* that symbolize the observations and moments shared together during each stop.

*Signs*, which indicate a place of interest. You may stop to do a stick-up or to make a purchase (counts as a stop when counting time) or you may go on your way (does not count as a stop).

*Forks-in-the-road*  which which let you leave the road and draw:



- Either a village, town, or city card (resolve it).


- Or a road or country road card (move onto the next phase).

If you reach the end of the road, take any time bonuses.

Each time bonus lets you move your vehicle one space forward on the pursuit track according to the following rules:

- Time bonuses are categorized into three groups by color, each representing the vehicles' speed, yellow being the slowest and red, the fastest. (cf. *vehicles p.17*).

- You may only take the speed bonus if your vehicle's speed is equal to or greater than the color of the time bonus. Example: an orange vehicle, such as the Ford B18 Roadster (1932), can take a yellow or orange time bonus but not the red one.

- Time bonuses  follow the same rules as stopovers. The first stopover is free, the second cancels out the red time bonus, the third cancels out the

orange time bonus, and the yellow one is always available.

Once any time bonuses are taken into account, if it is the morning, you may move onto the follow phase, the afternoon. If it is the afternoon, move onto part II/A/Night, and memorize the type of road indicated for the following morning.

#### VILLAGE , TOWN AND CITY CARDS.

When you draw a village, town, or city card, resolve its effects starting with the town entry box at the bottom. Then, you may take one unique action (stick-up, buy, or ignore) per icon in the city. The order in which you take your actions is important only for two types of icon:

- A potential rest place of interest. When you decide to go here, move onto part II/A/Night (only during the afternoon; you may do nothing else in this city except take the exit).

Example :

*When you encounter this icon, you may either do a stopover in order to get the bonus, or continue on your way (a black heart on a yellow background on the road works in the same way).*



*This is a place of interest. You may make a stop and then perform a unique action (stick-up or purchase). You may ignore this place and continue on. If you do a stick-up, draw a destiny card and turn it towards "Difficult Stick-up", resolve its effects, and then gain +2 food.*

Example :

*Exit from the city: You must leave on the same type of road as indicated.*

*This is a grocery store. You may stick it up to gain +1 food. You may also pay (\$1 for 1 unit of food) or choose not to go there.*

*Entrance to the city: before all else, resolve these icons.*



*This is a Motel. If it is the afternoon, you may stick it up to sleep there. You may also pay or choose to sleep a different way. (difficult stick-up)*

*This is a bank. You may only stick it up or ignore it. If you stick it up, draw a destiny card and resolve the corresponding side.*









- The city exit that takes you to the next Morning/Afternoon phase. If it is the afternoon, move onto part II/A/Night and remember the type of road marked on the exit.



## PLACES OF INTEREST, BANKS, AND HIDEOUTS





### PLACES OF INTEREST

There are several types of places of interest that work according to this general rule: When you come across one, you have three choices: do a stick-up, make a purchase, or ignore it. If you ignore it, nothing happens. If you were on a road, this does not count as a stopover.



These places of interest can be categorized according to the stick-up rules that they follow.


**GROCERY STORES**  let you buy as much food as you are willing to pay for using  (ratio 1:1). If you want to stick up a grocery store, draw a destiny card and resolve the icons on the  side. If you survive, gain . If you are in a city or if you see the  icon attached to the grocery store icon, then draw a destiny card but instead resolve the icons on the  side. If you survive, gain  .

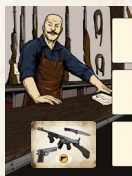
**GAS STATIONS**  work in the same way but with .


**GARAGES**  and **DOCTORS**  work in the same way, except that if you get a  or  icon on the destiny card when resolving a stick-up, you eliminate the mechanic or the doctor,



who can no longer heal you or repair your vehicle. In this case, you will not gain the extra time bonus(es) as you would at the grocery store, for example. That being said, if you do not get one of these two icons on the destiny card, then the doctor/mechanic heals/repairs for 1  or 1  ("2", in the case of a difficult stick-up).

**ARMORIES**  let you stock up on ammo and obtain more useful weapons. In fact, when you stop at an armory, you may



perform a stick-up or buy ammo, just like any other resource. If you decide to buy ammo, you may also buy one or more weapons. Their cost in  is shown on the cards.

Each time that you choose to stick up or buy from an armory, you must take out the weapon at the bottom and place the others near the bottom. Then, complete this action by drawing one or more cards.

There is no limit to the number of weapons that you can transport with you, but you may only use one per character during a single stick-up. During a stick-up, you may only choose which weapon(s) to use after drawing and consulting the resolution of the stick-up.

Note: it is not required to buy weapons to perform a stick-up. In fact, from the beginning of the game, B&C possess weapons that are not physically represented in the game. These are basic

weapons that have no effects other than allowing them to perform stick-ups and participate in shootouts.


## **BANKS**

When you encounter a BANK, you have only two options : perform a stick-up or ignore it. If you choose to perform a stick-up, then draw a destiny card and resolve the bank side. Otherwise, nothing happens.


## **HIDEOUTS**

There are hideouts that are physically represented on the cards and some that are not. They come in three types:

- HIDEOUTS REPRESENTED on the road and city cards: Cabin Camp, Motel and Hotel.

It is possible to pay for your stay (in ) , to perform a stick-up, or to ignore it. If you pay or survive a stick-up, you may resolve the icons on the right side of the cartridge. Note: there is no bonus if you sleep in a hide-out following a difficult stick-up, as opposed to a normal stick-up.

Note: if you encounter this type of place in the morning, ignore it.

- HIDEOUTS NOT REPRESENTED in the game: these are nowhere but available everywhere. To use them, you must pay with . These are potential places that "appear" where you are - if you pay the cost. They are the Workers camp, House and Abandoned house.

#### -SPECIFIC NON-REPRESENTED HIDEOUTS-


Wild Camping is free and available everywhere, at all times. This is the default solution when nothing is possible or desirable.


The Romantic Farm is one of the end-game conditions, and is only available if the other victory conditions have been satisfied (*cf. p. 24*) and if you have enough clues to use it.

Note: under no circumstances may you materialize a place in the morning.

## **ACTIONS AND RESOLUTIONS**

### **GAINING AND LOSING RESOURCES**

When you encounter a yellow icon on a black background with a  icon, lose one unit of the indicated resource and adjust your resource board accordingly.

When you encounter a black icon on a yellow background with the  icon, gain one unit of the indicated resource, and adjust your resource board accordingly.



## **IGNORING, BUYING, AND STICK-UPS**

### **IGNORE**

Nothing happens. This does not count as a stopover.

### **BUY**


You may decide to buy what is for sale in the place of interest that you are visiting. Everything costs 1 unit = \$1 (there is no other quantity limit besides what you can pay).

Weapons in the armory are an exception, but ammo still costs \$1.

### **STICK-UPS**




#### NORMAL STICK-UP.

You may decide to stick up any place of interest. In most cases, you must draw a destiny card, resolve the stick-up on the  side, then gain one unit from what you are sticking up.




#### DIFFICULT STICK-UP

If you stick up a place with this icon, or if you perform a stick-up in a big city, then draw a destiny card, resolve the stick-up on the  side, then gain two units from what you are sticking up.



#### BANK STICK-UP

Draw a destiny card and resolve the stick-up on the  side. Remember: the loot gained from this is placed on the corresponding available space in your vehicle.



## CARJACKING

If your vehicle is destroyed or breaks down, or if you do not have enough gas to draw a road card, you must find a new vehicle. If you are not in the II/B/Dawn phase, or if you are but do not have enough clues to steal a vehicle que vous n'avez pas assez de pistes (or if you do not wish to spend them), you must commit a carjacking.

Take a Ford A (1927), but also the following:



## **RESOLUTION CARDS**

### **MEMORY CARD**

When you draw a memory card, you must resolve it immediately.


If the card has a “?” on it, this is a “random” memory. These memories lower the game’s difficulty.

To resolve this memory, you must choose what to lose among the three available options. Note: you must first choose a resource that you possess. If you do not have any of the three resources, then the card has no effect.

Otherwise, it is a normal memory, and you must resolve its effects by following the icons on the card.

You may choose to reverse the effects of the memory by spending 2 clues.

## SPECIAL CASES:

- For the memory cards with the “accident” icon, you must draw one destiny card and resolve the (gray) “accident”  side.
- Reversing a shootout gains you one or two ammo but does not affect the number of victims (neither negatively or positively).
- Reversing an accident entirely repairs your vehicle.

Remember to choose to reverse an accident or not BEFORE drawing the accident card.

Example :

*Lose 1 Love or ...*



*... spend 2 Tips to gain 1 Love*



## DESTINY CARD

“Destiny” cards let you resolve normal, difficult, and bank stick-ups, as well as accidents. When you draw one, place it with the side that you want to use facing you and resolve all the icons.

## SHOOTOUTS AND VICTIMS

Shootouts obey a simple rule:



When you make one or more victims, you must adjust the victim tracker on the red resource board.

This tracker has three different icons that are activated when the marker reaches:

- Love gauge -1

For readability, we have not placed the under the icon, but this still represents the loss of 1 Love.

- Wanted gauge +1

Only if you use the optional “Wanted” rule (*cf. p.18*).

- Police level +1

Confrontations with the police are special and are detailed more fully in the section pertaining to police.

## Victim tracker



## Police Victims

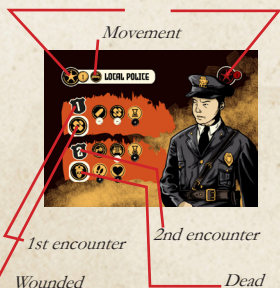
## POLICE

The police are the end-game threat for B&C. They appear as soon as B&C claim their first victim and remain until the end.

Each one possesses a yellow police level and, potentially, a red level. Depending on the difficulty level, you must use the number of the corresponding color.

The police level represents the type of police pursuing B&C. Each time that you encounter the symbol

Yellow police level      Red police level






on the victim track, the current police stop their pursuit and are replaced by a police of the corresponding level.

This new police appears on space 1 of the pursuit track.

*For example, when you claim your 9th victim, the detective appears with the police level of yellow; whereas, with the red level, it would be the Texas Ranger.*

### POLICE PURSUIT

Each dawn, move forward the number of spaces indicated on the card (one space per  icon). If you have one or more loot in your car, the police move forward one extra space.

### CONFRONTATIONS WITH THE POLICE



If the police reach the same space as B&C (either by moving forward or if B&C move backward), then a confrontation takes place. Resolve all the icons of the first line of the police. If B&C survive, place a cube on space 1 of the police, meaning that you have wounded them.


Then, if there is another confrontation, do the same thing on the following line.

If it is the last line of the police, then the officers are dead. New police of the same level will reappear at the next dawn, starting from space "0", except if, during the same confrontation, you increase the police level (*Cf. Priority p. 10*).

## BONNIE AND CLYDE

### CHARACTERS

You play as Bonnie Parker and Clyde Barrow. These are your characters. They have Health Points (HP ) and one skill (or even several in the optional "Runs and campaign"). Each time that you lose 1 HP () , choose which character will lose it.

The only time when both characters lose health simultaneously  is when you are out of food and have to consume one.

B&C each posses one skill on their character cards :


BONNIE PARKER : Lets you replace one village or town card by drawing a new card. 1x per game.

CLYDE BARROW : Lets you replace one road or country road card by drawing a new card. 1x per game.


*Note: the front side of Bonnie and Clyde is an illustration inspired by historical photos, and the back is a free interpretation from the imagination of gangsters.*




### VEHICLES

Vehicles occupy a central role in the game, and B&C must always have one in order to advance. Each vehicle has its own characteristics that allow for various strategies.

GALLONS OF GAS  if you run out, vous you may not draw a road card but

can finish the one you are on.

Starting from the difficult level (*cf. p.24*), when you lose gas  but are out, this means that your car breaks down immediately. Perform a carjacking.

**BODY:**  if you reach zero, your vehicle is unusable, you take  , and you can do nothing except get a new vehicle. .

If it is the afternoon and you can spend the night where you are, you are not required to immediately perform a carjacking and may wait until dawn and steal a vehicle using your clues.

**SPEED:** lets you take time bonuses of the same color or an inferior color (Red>Orange>Yellow).

**COST IN CLUES:** for stealing a vehicle during the II/B/Dawn phase (note that when you get a new vehicle, you must set the Gas and Body gauges to

their maximum).


**LOVE:** gained if you keep your vehicle during the II/B/Dawn phase.

**SPECIAL CHARACTERISTICS:** only usable under special conditions.

These special characteristics are described in the icon reference section.

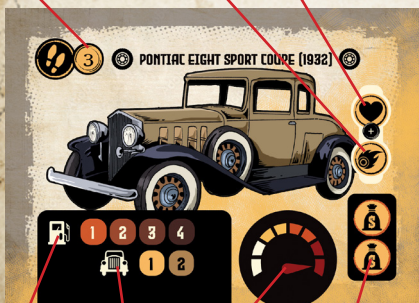
## ADVANCED RULES

### "WANTED" (ADVANCED RULE)

Place your "Wanted" tile next to the resource boards and place a marker on the "0" of the "Wanted" gauge. Each time that you steal loot or encounter the  symbol, increase the gauge by "1" and immediately apply the effects.

At times, the effects will require you to place a red "Encounter" maker, which represents the bounty hunters

*Coût du véhicule*      *Spécial*      *Bonus Amour*



*Gallons  
d'essence*

*Carrosserie*

*Vitesse*

*Butins*



*Compétence*



*Points de vie*

*Mort*



lured in by the price on your head and who are waiting for you along the way. If you encounter one, you must, in order to defeat and discard them, spend either 1 , or take 1 . If you can do neither, it's game over.


Below is an explanation of the effects indicated on the "Wanted" gauge.

**0, 1, and 2 :** Nothing.

**3 :** Lose more time during carjackings and put an "Encounter" marker on the deck of citycards.

**4 :** Police can no longer be placed on space 1. Put them on space 2 and put an "Encounter" marker on the pursuit space that matches the number of victims killed by B&C.

**5 :** Replace Ford 1's (1927) with Ford B's (1928) for carjackings and put an "Encounter" marker on the deck of road cards where you are not.

**6 :** Doctors and mechanics heal/repair for "1" for free (you must pay if you want to be healed/repared more, without a discount) ; during each shootout with the police, spend one  extra and place an "Encounter" marker on the pursuit track +2 past where the police are.

**7 :** The conditions for finding a house change (it is always possible to use the normal conditions from the hideout board). Place an "Encounter" marker on the space that is 2 spaces behind B&C and one on the space that is two ahead of B&C.

**"+" :** Each time that you must increase your Wanted level beyond "7", place an "Encounter" marker

on 1D66 roll (roll 1D6 for the tens and another for the ones) :

11-12- Village ; 13-14- Town 15-16- City

21-22- B&C's space -3 ; 23-25- B&C's space +3 ; 26- B&C's space

31-35- police card ; 36- police card (2 cubes)

41-43- country road; 44-45- highway ; 46 : both roads

51-52- memory pack; 53-54- destiny pack ; 55-56- armory

61-62- sleep outside ; 63-hideouts \$ ; 64- clues hideout ; 65-66- Black Lake (loot cache).

## **RUNS AND EXPERIENCE (OPTIONAL)**

The "runs and experience" mode borrows a little from the "die and retry" concept from video games. The goal here is to die, get stronger, and try to beat your loot record.

Thus, you can gain experience from your victories in order to upgrade your starting characters, vehicles, and arsenals. There is one goal: make your loot cache at Black Lake the richest place in the USA.

Each type of victory or achievement yields a certain number of experience points (xp) :

Easy victory (xp+1)

Normal victory (xp+2)

Difficult victory (xp+3)

Hardcore mode victory (xp+4)

In order to keep the game balanced,

when you gain more than 5xp on the same difficulty level, you must go up one level during your next game.

### **The starting changes are as follows:**

Choose two character names and write them in the corresponding boxes on the experience sheet, which you can download by scanning the QR code on the back of the box.

Start your first game without skills; and get the following vehicles ready: place the Ford A (1927) in front of you and the Ford B18 Roadster (1932), Chevrolet AE Independance, Pontiac Eight Sport Coupé (1932), Ford V8-48 Fordor Sedan (1935) in vehicles that you can steal at dawn.

Play a game as usual, then once you have finished and counted up the xp, you can spend it to:

- Buy skills (variable xp, *cf. p.22*)
- Improve your vehicles on the XP side (xp2).
- Start the game with a weapon (xp = cost in \$, maximum 1 per character).
- Boost your HP (xp 3, maximum +1 per character).
- Add a “random” memory card to your deck (those that you pick up by increasing the difficulty level).

### **INFINITE MODE**

If you play on infinite mode (*cf. p.24*), instead of the “Runs and experience” rules, use the following:

- Gain (xp1) for every 2 loot hidden at *Black Lake*.
- During the II/B/Dawn phase, vous

you can spend your xp to improve yourself.

- Do not save your xp from one game to the next.

### **DUO OR SOLO PLAY**

B&C is designed to be played alone or with another person with the same rules. If you play with two people, you may choose your character to get more immersed in the game, though this has no effect on the rules.

Moreover, there are several ways to play B&C :

The *CLASSIC* mode by changing the difficulty level as you wish and are able.

The *CHALLENGE* mode, where you must gain the various achievements offered below. (*cf. p.24*).

The *RUNS AND EXPERIENCE* mode, where you gain experience during each game for upgrading your characters, weapons, and environment.

### **DUO PLAY (OPTIONAL RULES)**

There is an extra rule meant to spice things up a bit when playing with two people. Go through each phase and, on each turn, decide what to do. Your partner, if they desire, may change your decision by paying 1 Love.

### **WEATHER**

Counting up the consecutive icons at the end of the day lets you determine the next day's weather. Next, refer to the “weather” reference section, which will indicate what modifica-



tions will take effect at the end of the next “Dawn” phase.

Here is the detailed explanation:

- 2 [rain]: Rain. Hideout cost is increased by +1 ☹️.

- 3 [rain]: Storm. Hideout cost is increased by +1 clues ; ☹️ -1 ; ☹️☹️

- 2 [clouds]: Mild weather. No effect.

- 3 [clouds]: Dust Bowl. draw an accident card; ☹️ ; move directly onto the “afternoon” phase.

- 2 [sunshine]: Warm spell. ☹️.

- 3 [sunshine]: Heatwave. ☹️ ; ☹️☹️ ; difficult stick-ups are considered normal stick-ups.

If you get multiple weather modifications in a single turn, they cancel each other out, and the weather doesn't change. Resolve the weather effects from the previous day.

## APPENDICES

### WEAPONS

Here is the explanation of weapons effects. Remember: you may only buy these weapons (in \$) and not get them during a stick-up.

- **30-06 Browning Automatic Rifles:** Turns a difficult stick-up into a normal stick-up but spends one extra ammo.

- **Colt .38 & Colt M1911 :** HP+1 and lets you lets you redraw a memory card once per game.

- **Knife :** During a shootout (a single icon), lets you save one ammo but costs

you 1 HP extra besides HP lost during resolution of the shootout.

- **M1917 Enfield :** Lets you eliminate a police officer during the first encounter; resolve only line 1 of the encounter. Caution: the two final police are impervious to this weapon.

- **MK1 grenade:** During a shootout (more than one icon), lets you save one ammo, but you lose 1 Love extra besides any Love lost during resolution of the shootout.

- **Remington Model 11 Shotgun :** lets you draw a destiny card once per game, increases your max ammo capacity (do not receive +2 munitions), “Wanted” gauge +1.

- **Thompson M1921 :** Lets you gain \$1 extra during a bank stick-up.

- **S&W N°3 Schofield :** [HP]+1 and lets you redraw a destiny card once per game.

### SKILLS

There are two ways to use this skills list.

You can create your own couple of heros and give each one a skill. This is sure to change the way you play and lets you find the way that suits you best.

The other way is to play with the optional “runs and experience” rule. You can download and print character sheets by scanning the QR code on the back of the box.

In either case, these skills all have a limited number of uses (use a cube to keep track) or particular conditions for using them.

**Road Warrior (xp1)** : Replace one road card or one country card with another. Draw a new card. 1x/game.

**City Slicker (xp1)** : Replace one town or city card; 1x per game.

**Driver (xp2)** : lets you do two greep stopovers per road instead of one.

**Orientation (xp1)** : Replace one country road or village card; 1x per game.

**Country Folk (xp1)** : Replace one village card ; 2x per game.

**Romantism (xp3)** : Start with +2 in your Love gauge / doesn't lose any more love during Wild Camping

**Straight Shooter (xp3)** : Lets you win shootouts against the police by using one fewer ammo.

**First Aid (xp2)** : Lets you heal your companion (2x per game, +1 HP).

**Hobo (xp1)** : You have worked with the hobos and so know their signs and encampments, which lets B&C benefit from their hospitality for free(night without modifier) ; 1x per game.

**Fistfight (xp2)** : Lets you not eliminate (RIP) one person during a fight (2x per game).

**Bluff (xp2)** : Lets you cancel a shootout or stick-up when you are out of ammo. Continue on as if nothing had happened (2x per game).

**Mechanic (xp2)** : Lets you repair your vehicle at night (Body +1 ; HP -1).

**Endurance (xp2)** : Gives you 1 extra HP.

## DOWNLOADABLE SHEETS

By scanning the QR code on the back of the box (or by asking customer service), you can find the sheets for playing the “runs and experience” mode and for keeping track of your successes.

You can also find any corrections and/or adjustments that are released over time.

## STARS

On the last page of this booklet, along with the startign and victory conditions, you will find a stars and achievement system.

The stars enhance your victories. You can earn between 0 and 5 on any given difficulty (as two stars is contradictory, it is possible to gain 6 in a single game).

The achievements are challenges in the form of constraints that we suggest to liven up your play style.

Please do not hesitate to share your ideas; we will pass them on and might even get to test them!





## WHICH SIDE?

Be a part of the workers' struggle in New York during the 1910-1911 winter fire.

This is a cooperative survival, worker placement game, where you are the worker.

1-4 players, 120-180 min.



## CRÉDITS

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## PRODUCTION ETHICS

We develop and produce our games locally within a 50km radius of the Landes region of France, where we assemble our games in the most ecologically responsible way possible: by hand. In this way, we limit our production footprint as much as possible.

## PLAY ETHICS

We offer deep and original games that focus on immersion and theme with mechanics that support simulation. Our games are also designed with an eye towards replayability, far from any consumerist aim.

## **DIFFICULTY, VICTORIES, AND ACHIEVEMENTS**

**EASY VICTORY:** The following conditions must be fulfilled: Love gauge full; 2 Loot in the hideout; One night spent at the Romantic Farm.

**Starting conditions:** Ammo 7; Food 7; \$4; Love 4; Yellow police

**Stars:** Claim 9 victims; Win in less than 10 days; Eliminate a local police; Survive 10 nights; Win with a Ford Fordor Deluxe.

**NORMAL VICTORY:** The following conditions must be fulfilled: Love gauge full ; 4 Loot in the hideout; One night spent at the Romantic Farm.

**Starting conditions:** Ammo 7; Food 5; \$3; Love 3; Yellow police; Remove two “random” memories from the pack.

**Stars:** Claim 14 victims; Win in less than 10 days; Eliminate a Sheriff; Eliminate a Detective; Survive 13 nights; Win with a Ford Fordor Deluxe.

**DIFFICULT VICTORY:** The following conditions must be fulfilled: Love gauge full; 6 Loot in the hideout; One night spent at the Romantic Farm.

**Startung conditions:** Ammo 7; Food 5; \$3; Love 3; Red police; Remove four “random” memories from the pack.

**Stars:** Claim 20 victims; Win in less than 10 days; Eliminate a Texas Ranger; Survive 16 nights; Win with a Ford Fordor Deluxe.

**HARDCORE MODE:** The following conditions must be fulfilled: Love gauge full; 8 Loot in the hideout; One night spent at the Romantic Farm.

**Starting conditions:** Ammo 5; Food 4; \$2; Love 3; Red police; Remove six “random” memories from the pack.

**Stars:** Claim 30 victims; Win in less than 10 days; Eliminate Frank Hamer; Survive 20 nights; Win with a Ford Fordor Deluxe.

**INFINITE MODE:** You must get as much loot as possible in the hideout.

**Starting conditions:** Ammo 7; Food 7; \$4; Love 4; Yellow police.

### **ACHIEVEMENTS (AVAILABLE ONLY IF YOU PLAY WITHOUT XP)**

- ☐ **Survival:** beat the creative team's record (X days).
- ☐ Starve to death.
- ☐ Get killed by a roadside merchant.
- ☐ Get killed by a dWoctor while out of ammo.
- ☐ Eliminate Frank Hamer on every difficulty level.
- ☐ **Petty bourgeois :** win without every Wild Camping or using a Workers' Camp.
- ☐ **Proletarian:** never use more than a Ford A (1927) or Ford B (1928)
- ☐ **Hobos:** sleep solely while Wild Camping or in the Workers' Camp
- ☐ **Roadhog:** lose three vehicles due to an accident