





Resource management ; action placement, survival.

Solo game, 15 minutes, Complexity: 2/5.

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Thanks for playtests, feedback, and suggestions to Hamilcar, Gabriela, Cécile, and Faustine.

A SHORT HISTORY

During the first lockdown, the Do It Yourself association organized several game jams around different themes. It was during one of these events that Bonnie and Clyde: Love and Death was born. And to be completely honest, the first version was very bad. (One has to face the facts: I'm not very good at designing a solid game mechanism in 48 hours.)

The game remained forgotten in a drawer for a year, until the summer of 2021. While I was working on something entirely different, the core mechanic suddenly became clear. Like a disturbing flash that forced me to take the game out of oblivion...

And that is how Bonnie and Clyde: Love and Death was born. One year later, I wanted to create its prologue: Love at First Shot.

SYNOPSIS

Bonnie Parker and Clyde Barrow grew up during the Great Depression of the 1930s, a period that hit Texas particularly hard. The collapse of cotton prices triggered a severe agricultural crisis, leading to the loss of land for many farmers and a massive rural exodus. Unemployment and poverty spread widely, affecting both rural areas and cities.

During this time of crisis, banks played a controversial role. Their involvement in land seizures and business closures, in response to loan defaults, intensified economic hardship and reinforced a strong sense of injustice among many Texans.

The Texan youth of this era, including Bonnie and Clyde, was especially affected by the lack of future prospects, despair, and idleness. Faced with an uncertain future and very limited opportunities, many turned toward unconventional paths. This difficult context contributed to shaping the trajectory of Bonnie and Clyde, ultimately leading them to their infamous criminal career.

COMPONENTS

- 6 cubes (A) for the tracks: Police Activity, Finances, Love, Despair, Police Threat, Ammunition.

- 9 cubes to manage the state of Romanticism/Passion, Poems, Police Surveillance, and the presence or absence of

Roy Thornton, Bonnie Parker's husband.

- 4 cubes (A) to mark the actions performed each day (Locations and Daily Actions).

- 2 distinguishable six-sided dice (2D6). It is possible to play with only one die.

- The "Police Action" card provided in the print-and-play booklet (optional).

SETUP

1- Place one cube on space "1" of the Finances/Dollars track (just below "Daily Life Cost").

2- Then place one cube on space "0" of the Love, Despair, Police Threat and Ammunition tracks.

3- Place one cube on the "+" space of Roy Thornton.

4- Place 2 cubes on Places and 2 cubes on Daily Actions.

OBJECTIVE, VICTORY, AND DEFEAT

The goal of the game is to encourage

encounters between Bonnie Parker and Clyde Barrow so that they fall deeply in love and decide to go on the run together.

You win if, at the end of a turn, you have reached all four spaces of "Love Until Death" :

Love at "2" ; Ammunition at "2" ; Passion at "2" ; Poem at "3" and you have kept one Daily Action available to perform the "Leave Town" action .



You lose the game in either of the following situations:



- If the police kill Clyde Barrow, which can only occur when the Police Action roll (1d6) results in "8+".



- If Clyde is forced to migrate in order to find work (when you are unable to pay the cost of living at the end of a turn).





NOTIONS

Roy Thornton   : Married to Bonnie Parker when she was only 15 years old. Bonnie is bored with her marriage and with her life, and it is through poetry and through Clyde Barrow that she finds an escape. At the beginning of the game, Roy is present and is therefore placed on "+". You must wait until Roy is absent ("-") in order to gain a Passion point.


Passion  : Passion drives the two young lovers, Bonnie and Clyde. They must accumulate two Passion points in order to have both the desire and the courage to go on the run together. To gain one Passion point, you must gain Love +1 while already at Love "2" (or gain Love +2 while already at Love "1"), and Roy Thornton must be absent ("-"). Place a cube on the leftmost available Passion space and reset the  Love cube to "0".

Poems  : Bonnie Parker always had strong academic abilities and showed an early talent for writing. She began writing poetry at a young age. Later, while working as a shop assistant, poetry became a way for her to express herself and to escape despair. To write a poem, you must gain Despair +1 while already at Despair "2", and spend \$2. Place a cube on the leftmost available Poem space and reset the  Despair cube to "0".

Prison: Clyde Barrow could spend fre-

quent periods in prison, even before becoming a criminal. The police often tended to look for culprits in the poor neighborhoods of East Dallas. To go to prison, you must gain Police Threat +1 while already at Police Threat "2". Lose Love -1, place a cube on the leftmost available Modifier +X space  and reset the  Police Threat cube to "0".




Note that you now have a permanent modifier applied to the Police Action roll.

Ammunition  : Ammunition plays an important role in the story of Bonnie and Clyde, as well as in the history of Texas. After rolling 1d6 for the Police Action, you may choose to spend one (and only one) Ammunition to reduce the result of the die by -1.

Note that if you have no Ammunition, you cannot spend one at a loss and lose an action instead (see Negative)

Police Action: The police sometimes find real culprits, but more often look for scapegoats in order to close cases quickly. This somewhat "random" persecution is represented by a 1d6 roll at the beginning of each turn. You must add to the result any +X modifiers present on the board.

If you are at Police Threat "2", add +1 in addition to any extra modifiers shown to the right of the Prison (for a maximum total modifier of +4: +1 / +1 / +2 / +3).


Negative: If any of the following tracks  Love,  Despair or  Ammu-

dition must go below “0”, discard one Passion cube, one Poem cube, or one Action cube.

- In the case of Action cubes, the cube is automatically recovered at the end of the turn.

- In the case of Passion or Poem cubes, they must be earned again under the normal conditions.



- If you have no Passion or Poem cube to discard, nothing happens.




If the Finances track  goes below “0”, Clyde leaves alone and starving to find work in labor camps in Louisiana, and you lose the game.



ACTIONS



Places


Clyde Barrow has two Place actions per turn, representing where he will be in the morning and in the afternoon. As he tends to move around a lot, he can never be in the same place both morning and afternoon. You must therefore perform two of the following four actions (unless you have lost 1 Action cube for the turn).

- Home  : Clyde stays at home. Increase  Despair by +1.

- Cement City  : Clyde visits Bonnie Parker. Decrease  Despair by -1 and increase  Love by +1.


- Dallas  : Clyde finds a small job. Increase  Finances/Dollars by +1.




- Go for a ride  : Clyde finds a vehicle and takes Bonnie for a drive. Decrease  Finances/Dollars by -1 and increase




 Love by +1.





Daily actions


Clyde has two Daily Actions per turn, representing how he spends his day. Once again, he cannot perform the same action twice in the same turn. You must therefore perform two of the following six actions (unless you have lost 1 Action cube for the turn).

- Apply for good work  : At that time, someone like Clyde, coming from a poor family, had little real prospect of social advancement through work. You may attempt to look for a good job, but this action has no effect. It is simply a way to spend one action.



- Apply for work  : Yes, Clyde could find work. Not every day, not well paid, and not interesting—but it was possible. Increase  Despair by +1 and  Finances/Dollars by +1.

- Make a photo  : Clyde and Bonnie loved taking photos of themselves. Thanks to this, we have archival pictures of the couple on the run, with their cars and weapons. However, it was expensive and could not be done often. Decrease  Finances/Dollars by -2 and increase  Love by +2.

- Get ammunitions  : Clyde can buy ammunition for his weapons—or steal it. Decrease  by -1 OR increase  Police Threat by +1, then increase  Ammunition by +1.

- Stick up  : Clyde can also rob small

shops. Decrease  Ammunition by -1
OR increase  Police Threat by +1,
then increase  Finances/Dollars by +2.

- Leave town  : You may only perform this action if you have fulfilled the other victory conditions, meaning you have reached and remain on all four "Love Until Death  " spaces at the end of a turn (Love "2", Ammunition "2", Passion "2", Poem "3").

...And once you have already been living a dangerous life for some time, you set off in your Ford B on the roads of Bonnie and Clyde: Love and Death for one final run...

GAME TURN

Turns are played one after another until you trigger either the victory or defeat conditions.

- d6 rolls (Police Action and Roy Thornton)
- Place actions ("Places")
- Daily actions ("Daily Actions")
- Resolution Phase

D6 ROLLS

Roll 1d6 for the Police Action, add any

applicable modifiers, then refer to the corresponding table.

AND

Roll 1d6 for Roy Thornton. On a result of 5+, his status changes (present / absent). Move his cube to "+" or to "-" depending on the space he previously occupied.

PLACE ACTIONS

Place all available Action cubes on the Places of your choice, then resolve all direct and indirect effects (for example, tracks reaching their maximum values), in the order of your choice.

See "Places" actions for details.

Once all Place actions are resolved, proceed to Daily Actions.


DAILY ACTIONS

Place all available Action cubes on the Daily Actions of your choice, then resolve all direct and indirect effects (for example, tracks reaching their maximum values), in the order of your choice.

See "Daily Actions" for details.

D6	Police Action
1-2	Nothing happens
3	Despair -1
4	Love -1
5	Police Threat +1
6-7	Police Threat +1 AND Ammunitions -1
8	Clyde is dead.. game over

RESOLUTION PHASE

Pay the Daily Life Cost of  \$1. If you cannot, you immediately lose the game.

Then check whether you meet the victory conditions.

If not, begin a new turn.

THE END

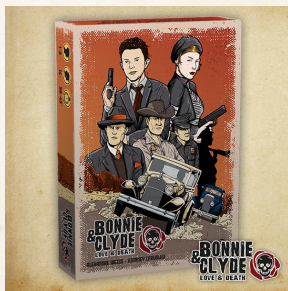
PROMOTIONAL BLURB

BONNIE AND CLYDE, LOVE AND DEATH

B&C is a textless narrative road trip in which you play the famous outlaw couple during their final run.

A solo or cooperative two-player game of survival, resource management, and tough choices.

1-2 players, 20-40 min.



BONNIE AND CLYDE, A ROADMAP THROUGH HISTORY

B&C is an expansion for Love and Death.

The story unfolds on a period road map, transformed into a playable board to experience the couple's final getaways directly on it.

The rules remain largely the same, with one major difference: route and city cards are replaced by the road map, allowing for greater planning and anticipation.