

2-BIT BANDITS



1-4 players



60-90 min.



Age 12+

Like all epic adventures, this one begins in a saloon. You just arrived this morning to the gold rush boom town of Stone Ridge looking to stake your claim. As you gulp down your root beer, you see a sign:

WANTED!

**The Bandit Shamandillo Gang
Dead or Alive.**

The Bandit Shamandillos have stolen the mayor's beloved horse, Princess. They have holed up in the desert and have dispatched their minions to guard the route. You decide to win the mayor's favor by trying to find the Bandit Shamandillos and bring them to justice. Beware, each Shamandillo has learned to control a force of nature through lost desert magic. Rescue Princess and you'll earn the admiration of the mayor and the town.

2-Bit Bandits is a game for 1 to 4 players where each player proceeds through five to seven levels of play, taking on the dreaded Bandit Shamandillos and their minions. Each level is divided into stages that you pass by rolling your way through a mini select-a-quest path structure. The game ends when the Bandit Shamandillos have been defeated or everybody loses their last life. Highest points at the end, wins the game.

Object

Take on the Bandit Shamandillos and their minions and return Princess to the mayor. If you have the most points at the end of the game, you win. For solo play, try to set a high score and beat it the next time.

Contents

- 5 6-Sided Dice
- 10 10-Sided Dice
- 4 Good Guy Cards
- 42 Stage Complete Markers (white)
- 4 Good Guy Pawns
- 12 Continue Tokens (red winks)
- 7 Minion Cards
- 24 Level Cards
- 54 Scene Cards
- 32 Pickup Cards
- 41 Point Cards
- 8 Bad Guy Health Counters (3 white, 7 red)
- 7 Bandit Shamandillo Cards
- 24 Number Reminder Cards
- 8 Health Markers (4 white, 4 red)

Initial Setup

Choose a Game Length

	FINAL BATTLE TRIGGER	CONTINUES
EASY	FIND 5TH SHAMANDILLO LEVEL	1
STANDARD	FIND 6TH SHAMANDILLO LEVEL	2
EPIC	FINISH 6TH SHAMANDILLO LEVEL	3

See Final Battle for Final Battle rules.

Set Up the Level Cards



EASY	4	2	5	3
STANDARD	6	3	6	3
EPIC	6	3	11	3

Game Setup

- Place the 'STONE RIDGE' Stage Card in the middle of the playing area.
- Set the Minion Cards face-up near the playing area.
- Shuffle the Bandit Shamandillo Cards, Pickup Cards and Scene Cards and set them in separate face-down piles near the playing area.
- Place all the dice, Bad Guy Health Counters, Stage Complete Markers, Point Cards and Number Reminder Cards in separate piles near the playing area.
- Place Level Cards stack face-down near the playing area.



Player Setup

- Each player chooses a Good Guy Card and Good Guy Pawn.
- Give each player a Health Marker to place on the full red heart on their Good Guy Card and Continue Tokens based on the length of game desired.
- Place your Good Guy Pawn on the 'STONE RIDGE' Stage Card. All players roll a six-sided die; highest roll goes first.



The Good Guys



Pancho Vanilla



Calamity Janet



Lone Star



Prospector Pete

On Your Turn

1. Explore
2. Stage Setup
3. Choose Your Path
4. Play The Stage
5. Finish The Stage

1. Explore

On your turn you may choose to either move your Good Guy Pawn onto a Stage that does not have a Stage Complete Marker on it or draw two Level Cards from the deck and put one back on top. If you drew a new Level Card, you may choose go off the edge of a Level Card and continue on an unblocked path by lining up the new Level Card's arrow with the one from the card you are leaving. If this results in a path being blocked on another side of the Level Card because the path doesn't continue onto the adjacent card, this is still legal; the blocked path is just not usable. You may only place one new Level Card on your turn, and then you must choose an available Stage. **You may not Explore new Level Cards if there's a Shamandillo Hideout that isn't covered with a Stage Complete Marker anywhere on the current Level Cards.**



Stages

Each Stage will either provide your Good Guy with a benefit or require your Good Guy to complete a series of Scenes and/or a Shamandillo Battle. Place a Stage Complete Marker on the Stage icon upon completion; this Stage can no longer be played. A Stage icon cannot be passed until it is completed.



– Saloon – This is the only Stage that can never be completed. Choose to play this Stage to restore your Health to maximum, but discard all Pickups you are currently holding. You may freely pass this Stage icon. You receive no point bonus.



– Covered Wagon – Collect 2 Pickups. You receive no point bonus.



– Owned Wagon – Only the Good Guy whose picture is on the wagon may complete this Stage. Collect 2 Pickups. You receive no point bonus.



– Oasis – This Stage type consists of 2 Scenes. Receive 200 Points upon completion.



– Camp – This Stage type consists of 3 Scenes. Receive 300 Points upon completion.



– Native Village – This Stage type consists of 4 Scenes. Receive 400 Points upon completion.



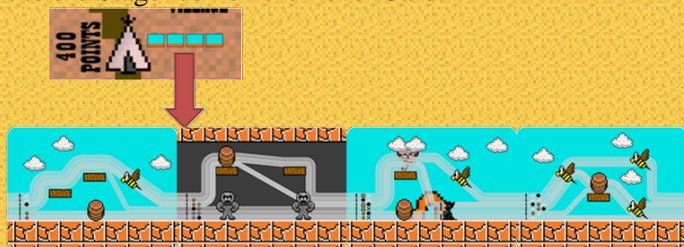
– Fort – This Stage type consists of 5 Scenes. Receive 500 Points upon completion.



– Shamandillo Hideout – This Stage type consists of 2 Scenes, a Shamandillo Battle and then collect 2 Pickups. Receive 800 Points upon completion.

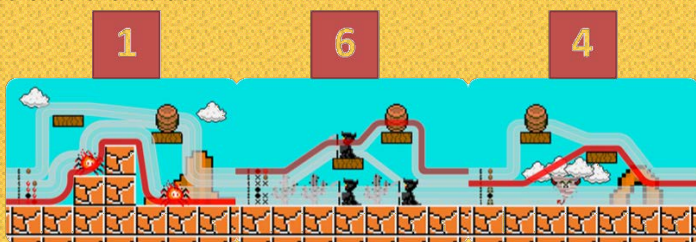
2. Stage Setup

Setup a Stage by assembling a lineup of Scene Cards as shown next to the Stage icon on the Level Card.



3. Choose Your Path

Roll a number of six-sided dice equal to the number of Scene Cards for the Stage, then place one six-sided die over each card to indicate which path you will take. If you need to use the dice for other actions, use the Number Reminder Cards to replace the dice over the cards.



4. Play The Stage

Resolve each Scene Card from left to right as you go through the stage. You have the option to back out following each Scene Card. All points collected each Scene are only added to your score after you complete the final Scene in the Stage. If you fail to complete a Stage by backing out or losing all of your Health, you lose any Points you've earned for the current Stage.

To back out, you will need to declare, **after finishing a Scene**, that you are backing out. Return any Points that you accumulated for the Stage, return your Health to the 4th Heart on your Good Guy Card, unless you have more than 4 remaining, then stay at your current total. Place the Scene Cards for the Stage you backed out of into the discard pile.


Scene Card Encounters

The symbols at the beginning of your path on each card indicate which encounters you will face. The following is a summary of what you will see:



– Barrel – Collect 1 Pickup.



– Heart – Increase your Health by 1 .



– Tumble Bomb – Your Health decreases by 2.



– Spikes – Roll a 6-sided die, decrease your Health by the number rolled.



– Minion Battle – Battle Minion without their ability.



– Elemental Minion Battle – (Fire shown) Battle Minion with their ability.

Pickup Cards

Pickup Cards provide your Good Guy with special powers that can help you get through the Levels. Pickup Cards have three uses that can be played at specific times. Both Pickup slots become Active Pickup slots and both Pickups can be used simultaneously after completing Level 5.

Printed Ability: The printed ability is the primary ability of the card and can only be used out of the Active Pickup slot on your Good Guy Card and only while actively playing a Scene.

Health Boost: The heart icon on the Pickup Card indicates that you can discard a Pickup Card at any time (except when revealing new Pickup Cards you are collecting during a Scene) to gain a Health.

Attack Ability: The symbol in the top left corner indicates that the Pickup Card may be discarded prior to ANY Good Guy starting a Minion Battle to either turn a Minion Battle into an Elemental Minion Battle by discarding the Pickup with the matching symbol of the Minion or by discarding to add additional Minions to any Minion or Elemental Minion Battle.

Before starting a Scene, you may switch the slots of your two Pickups. When you add a new Pickup, you can rearrange your Pickups as long as you discard down to a maximum of two Pickups before continuing on in the Stage (you may not use a Pickup's bonus or printed ability to clear a slot). If you discard your Active Pickup you can slide your Stored Pickup into your Active Slot to use as your Active Pickup during a Scene.



– Adobe Mask – You take 2 HP before losing one health. Keep track of partial Health loss during a Scene with the white Health Markers, but ignore partial damage previously taken when starting a new Scene. (Discard to add Elemental Power to a Golem Battle.)



– Breathing Potion – Ignore Breath Roll in battle following Water Level Rules. (See Water Level Rules). (Discard to add Elemental Power to a Dune Bug Battle.)



– Doom Amulet – Required roll to do damage is reduced by 2. If you are playing level 5, you now need a roll of 3 or more instead of 5. (Discard to add Elemental Power to a Reaper Battle.)



– Feather – Battles follow Flight Rules (See Flight Rules). (Discard to add Elemental Power to a Beezard Battle.)



– Fireball – Roll two additional **red** 10-sided dice during each round of battle. Red dice do no damage to Good Guys. (Discard to add Elemental Power to a Fireantula Battle.)



– Lucky Horseshoe – Re-roll up to two 10-sided dice that you rolled during each Round of Battle. (Discard to add Elemental Power to a Prickly Bear Battle.)



– Mug of Root beer – Discard Root Beer to gain 4 Health. (Discard to add 2 Minions to one Battle.)



– Slice of Pie – Recover to full Health when backing out of a Scene. (Discard to add Elemental Power to a Dust Devil Battle.)



– Sheriff Star – Discard to skip a Scene Card. (You get no Pickups or Points for that Scene, but also take no damage. Cannot be used to skip a Shamandillo Battle.) (Discard to add 2 Minions to one Battle.)



– Warped Tuba – Discard to swap two Scene cards or to replace a Scene card with the next one from the top of the deck. (Discard to add 2 Minions to one Battle.)

Elements



Earth



Wind



Fire



Water



Stone



Life



Death

Determining the Current Level

The Current Level is equal to 1 plus the number of Shamandillos defeated.

Resolving Minion Battle

A Minion Battle will either be an Elemental Minion Battle or a Minion Battle. In Elemental Minion Battles, the Minion will use their printed ability from the top of the card, in Minion Battles, they will not use that power.

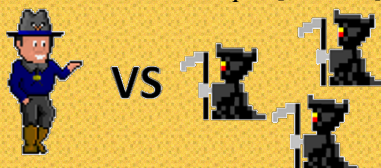
A Minion Battle is divided into Rounds. Each round there will be one Battle Roll that will determine the amount of HP dealt to the Good Guys and Minions.

Minion Battle Order:

1. Place a Bad Guy Health Counter on the number on the Minion Card that you are facing matching the current level.
2. Roll a number of 10-sided dice equal to the current level and reduce the Minions' Health by 1 for every die that is equal to or greater than the current level. Your Good Guy loses a Health for every die that is less than the current level. Move all Health Counters down to record the damage. Good Guy successful rolls are applied before Minion successful rolls. Rolls of 0 always damage Good Guys and a rolls of 9 always damage Minions. This ends the Round of Battle.

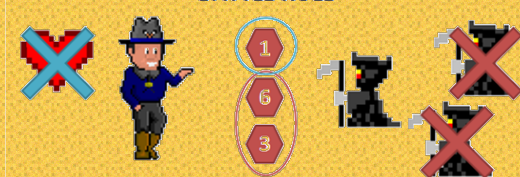
3. If your Good Guy and at least one Minion are still alive repeat step 2. If all the Minions have been defeated collect tentative Points based on the number of Minions you defeated and whether or not you just finished a Minion Battle or Elemental Minion Battle. If your Good Guy was defeated, see Losing a Life.

Minion Battle Example [Level 3]



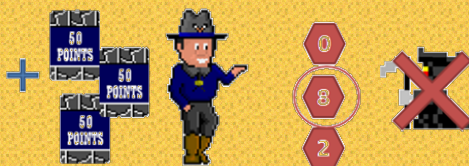
- 1) The Battle Roll will use 3 10-sided dice (because it's Level 3). The roll is 1/6/3. Reapers lose 2 Health due to the 3 and 6 rolled and Lone Star loses 1 Health due to 1 being rolled and would lose a second Health if this were an Elemental Minion Battle due to Reaper's ability to cause 1 HP of damage at the end of each round of a battle.

BATTLE ROLL



- 2) If Lone Star and the Reapers are still alive after the the Round of Battle, then another Battle Roll occurs with 3 10-sided dice again (because it's still Level 3). The roll is 0/8/2. Because the Good Guy successful rolls are used prior to Minion successful rolls, the last Reaper is defeated and Lone Star takes no further damage. Lone Star now tentatively collects 50 Points per Reaper if this were a Minion Battle or 100 Points per Reaper if this were an Elemental Minion Battle.

BATTLE ROLL



Minions



– Beezard –Beezards cause battles to follow Flight Rules.
(See Flight Rules)



– Dune Bug – Dune Bugs cause battles to follow Water Level Rules. (See Water Level Rules)



– Dust Devil –Dust Devils spawn an additional Dust Devil after each round they have not been completely eliminated.
(Does not have an effect in Level 1).



– Fireantula – Fireantulas cause Good Guys to replace one black 10-sided with a yellow one. The yellow die only damages Good Guys. (Does not have an effect in Level 1).



– Golem –Golems have no special power, they just require 2 HPs to kill. Keep track of partial Health loss during a Battle with the white Bad Guy Health Counters.



– Prickly Bear –Prickly Bears cause one die rolled during each Battle Roll that would successfully deal 1 HP to one of them to be re-rolled.



– Reaper –Reapers cause 1 HP of damage at the end of each Round of Battle.

Resolving Shamandillo Battle

In a Shamandillo Battle, the Shamandillo will use their printed ability from the top of the card.

A Shamandillo Battle is divided into Rounds. Each round there will be one Battle Roll that will determine the amount of HP dealt to the Good Guys and Shamandillo.

Shamandillo Battle Order:

1. Place a red Bad Guy Health Counter on the number that matches the current level on the Shamandillo Card that you are facing. Fill the rest of the row with the white Bad Guy Health Counters.
2. Roll a number of 10-sided dice equal to the current level and reduce the Shamandillo's Health by 1 for every die that is equal to or greater than the current level. Your Good Guy loses a Health for every die that is less than the current level (up to the maximum HP dealt for the Shamandillo). Move all Health Counters down to record the damage. Good Guy successful rolls are applied before Shamandillo successful rolls. Rolls of 0 always damage Good Guys and rolls of 9 always damage Shamandillos. This ends the Round of Battle.
3. If your Good Guy and the Shamandillo are still alive repeat step 2. If the Shamandillo has been defeated collect 300 times the current level tentative Points. If your Good Guy was defeated put the Shamandillo card face up on the Shamandillo deck and then see Losing a Life.
4. Place all defeated Shamandillos in a stack off to the side where you can easily see how many have been defeated so you can determine the current level.

Bandit Shamandillos



Dusty –Dusty receives current level-4 health (min. 0) back at the end of each round that Dusty is still alive.

El Diablo – El Diablo deals one additional HP of damage to your Good Guy after each Round of Battle.

Rocky –Rocky has health equal to four times the current level instead of three times the current level like the other Shamandillos.

Santa Ana –Santa Ana causes his battle to follow Flight Rules. (See Flight Rules)

Slick –Slick causes his battle to be fought with Water Level Rules (See Water Level Rules).

Smokey –Smokey deals up to level-1 (min. 1) Damage each round.

Snake Eyes – Snake Eyes rerolls up to current level-3 (min. 0) number of 10-sided dice per round that would have successfully dealt damage to him.

Flight Rules

Flight Rules take effect when your Good Guy is using a Feather Pickup, you are taking on the Shamandillo Bandit Santa Ana, or you are facing Beezards in an Elemental Minion Battle.

Flight Rules introduce a Flight Level. The ground is at Flight Level 1. If you have a Feather, your Flight Level is determined by rolling a 6-sided die and using the minimum of the number rolled and the current level, otherwise you are on the ground. Good Guys, Minions and Shamandillos may only attack enemies up to one Flight Level above their own Flight Level. Good Guys may choose which Minions to target specifically in a Flight Battle. Re-determine Flight Level for all Good Guys, Minions and Shamandillos after each Round of Battle. Rolls of 0 always damage Good Guys and rolls of 9 always damages Minions and Shamandillos.

Determining Flight Level Example



Pancho Vanilla enters an Elemental Minion Battle with a Feather Pickup. Pancho rolls a 3 and since it is a Level 4 battle he is flying at a Flight Level of 3. Then the Beezards roll 6/1/1/3. Because it is Level 4, the first Beezard will only have a Flight Level of 4. Pancho Vanilla will be able to attack any Beezard since he is flying at a level higher than or within 1 of every Beezard. The two Beezards flying at Level 1 will not be able to attack Pancho Vanilla (unless they roll a 0) because they are more than 1 Level below Pancho Vanilla.

Water Level Rules

When Water Level Rules are active, your Good Guy must roll a 6-sided die after each round of Battle. This roll is called a Breath Roll. If your Good Guy rolls equal to or less the number of rounds the Battle has gone, then you lose 1 HP. Minions and Shamandillos are not affected by Water Level Rules as they are able to breathe underwater. No Feathers may be used in a Water Level Battle.

5. Finish The Stage

If you pass the Stage, collect your tentative Points (Including the Stage Bonus). Place the Scene Cards from the Stage into the discard pile. Play passes to the next player on your left.

Final Battle

If you are playing the game as Easy or Standard, the Good Guy who places the requisite Shamandillo Hideout while Exploring starts the Final Battle. If you are playing an Epic game then the Good Guy sitting to the left of the Good Guy who just completed the 6th Shamandillo battle Stage begins the Final Battle.

The Final Battle consists of exclusively fighting the Bandit Shamandillo. Flip the top Shamandillo card and place it in the center of the play area adding its Bad Guy Health Counters to the card. Place a Princess for each Good Guy still alive next to the Shamandillo. Play then proceeds as described in the Resolving Shamandillo Battle section with the following exceptions:

- The Battle begins with the first Good Guy completing a Battle Roll. The next Good Guy to the left will then complete a Battle Roll and so on until the Shamandillo is defeated or all Good Guys are defeated.
- Both Pickups held become active at the same time.
- Each HP dealt to the Shamandillo in the Final Battle gives the attacking Good Guy 100 tentative points. No points are given at the end for eliminating the Shamandillo or completing the stage.

- If you are defeated and have a Continue available, you may use it on your next turn at the start of a Round of Battle to re-enter the Final Battle with full Health. Discard the Continue Token at that time. If you are defeated when the Final Battle ends you do not receive a Princess, even if you have a Continue Marker. You will collect any other tentative Points you collected.
- Good Guys need a die roll of 6 or more to deal an HP of damage. The Shamandillo needs a roll under 6 to deal an HP of damage to Good Guys, regardless of the current level.

Good Guys still alive at the end of the Final Battle collect a Princess Card. The Princess is worth 1,000 Points for Easy, 2,000 Points for Standard and 3,000 Points for Epic. After the Final Battle, everybody, even those who are defeated, count up their Points to see who won the game.

Losing a Life

If while playing a Scene, your Health Marker drops off your board and you have no more Pickups in your possession, you lose a life. If you have a Continue Token, discard it and move your Good Guy to the Saloon. This ends your turn. At the start of your next turn, you will have full Health and no Pickups. If you didn't have a Continue, you are out of the game but can still win if you accumulated the most points (See Winning the Game).

End of the Game

The game ends and all players total up their points if the Final Battle is successfully completed, players cannot legally play another Level Card and all available Stages are completed or the last Good Guy is defeated. If the game ends with the completion of the Final Battle and there are still available Stages left to complete, Good Guys, starting with the Good Guy with the fewest points can play Stages until they can't Continue or no longer have the fewest points. Stages completed after the Final Battle are played at a Level equal to the number of Shamandillos defeated in total and cannot be backed out of. If you reach a point where all but one Good Guy has been defeated and they have the most points, they can end the game and claim victory. The last Good Guy remaining cannot back out of a Stage.

Winning the Game

At the end of the game each player totals their points. The highest point total wins. In the event of a tie, then the Good Guy with the higher remaining Health and Pickups total is the winner. If there's still a tie, then you tied.

Clarifications

- A roll of 0 on a 10-sided die is considered a 0, not a 10.
- When a player, Minion or Shamanddillo deals a damage and causes their enemy to move their Health Marker down one space, that is considered losing a HP (hit point).

Credits

Game Concept:	Chris Romansky
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Legal



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