



BLACK BONES

A FIGHTING AND STRATEGY GAME BASED ON TURN MECHANICS. OPPONENTS FIGHT IN AN AREA DIVIDED INTO SQUARES TRYING TO DEFEAT EACH OTHER, USING CARDS OR RESOURCES THEY FIND BY EXPLORING THE BOARD.

TARGET

Look for cannon balls to hit your opponents and make them sink by three hits.

COMPONENTS

A GAME BOARD DIVIDED INTO 36 BOXES

4 VESSEL TOKENS

24 GAME TILES

8 ROCK TILES

4 CHARACTER CARDS

42 ACTION CARDS

12 CUBES MARKS HITS

GAME PREPARATION

1 Place all the rock tiles using the **Maps List**, leaving the four boxes at the corners free.



2 Mix the game tiles and place them on the empty boxes, leaving the four boxes at the corners free.



3 Mix the cards and distribute them four blankets per player, place the rest of the deck covered next to the board.



4 Choose a vessel and place it on the box relative to its color, take the relative points card and place it in front of you.



PLAYING THE GAME

A game is divided into rounds of play. In your turn you can move your vessel trying to find the **Cannonball tile** to attack.

Then it will be up to the other participants and then back to you and so on until a player gets the win. Use your cards to move and act from your vessel. During the first round, no offensive action can be taken !!!

LITTLE
ROCKET
GAMES

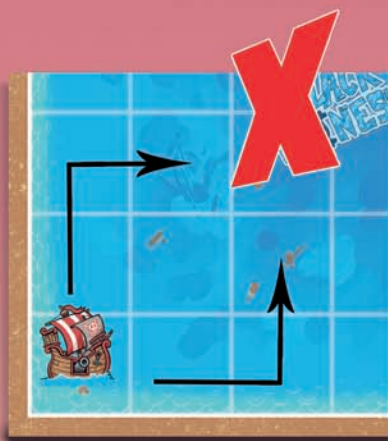
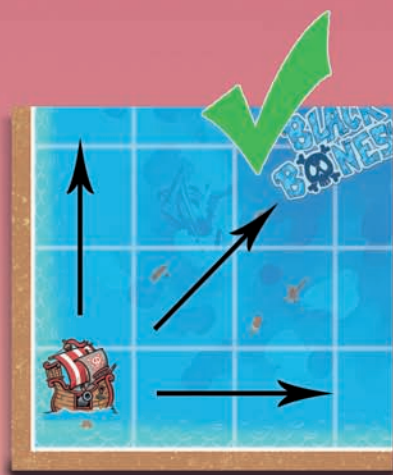
MOVEMENT

During your round the vessel allows to move in a straight line, in an orthogonal or diagonal direction in the number of boxes you want. When you finish a move by stopping on a covered tile, uncover it and play. Once done, the tile must be removed from the board. You can also stop on a box that does not contain tiles, in which case nothing will happen. You have the right to at least one move per turn, if you have Additional Movement cards you can make other moves. You can make moves and offensive Actions in the order you prefer, alternating them as many times as you want based on your possibilities.

For example: your vessel can move three spaces, find a **Cannonball** tile, use an **Additional Movement** card and move three more squares, shoot an opponent, play another **Additional Movement** card by moving five more spaces and end up on a box finding a **Fog** card.

IMPASSABLE BOX

A vessel cannot cross or stop on a space occupied by another player or on a **Rock** tile.



OFFENSIVE ACTIONS

To shoot or take offensive actions by using the cards you have find a **Cannonball** tile. You can decide to shoot whenever you want but you CANNOT have more than one cannon ball at the same time, so if you already have one and find another in the next round you are forced to fire a shot immediately. You can shoot along a straight orthogonal or diagonal trajectory from your position. You can shoot enemy vessels or destroy **Rock** tiles visible from your location. You can use the cards to change the effect of your shots.

HIT SHOTS

When you get hit by an opponent vessel, without you being able to defend yourself with the cards you have available, you must place a hit marker on your score card.

ATTENTION!!! With three hits you are out of the game!



WIN THE GAME

The last vessel in the game wins the battle.

ATTENTION!!! Should the tiles in the game end and there is not yet a winner, all the remaining vessels have to be placed at their respective starting points, all the tiles, including the **Cannonballs** set aside, reshuffled and the game board set up again to continue the battle until only one remains!

DESCRIPTION OF THE GAME CARDS

You have to look for the **Cannonball** tiles to shoot, but there are also other types of tiles and not all of them are nice:



ROCK TILE

You cannot pass or move this tile and you cannot see through it, pass between two adjacent tiles. You can destroy it with a cannon shot.



TARGET TILE

When you are still on this tile, your opponents having a **Cannonball** tile can hit you from whatever position they are.



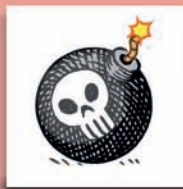
CANNONBALL TILE

It allows you to shoot or perform an offensive action. You can use it immediately or put it aside. **ATTENTION!!!** You can only own one, if you find another you have to use it immediately.



FOG TILE

When you are on this tile, opponents cannot hit you, unless they have the **Anti-Fog** card.



MINE TILE

If you find this tile you have to immediately discard an **Armor** card from your hand, if you don't have one, you have to choose another card to discard.

DESCRIPTION OF CARDS

At the beginning of each of his turn, the player takes all the cards from the deck he needs to having 4 cards in total in his hand. Deck cards allow you to move, defend yourself and change the kind of attack. The cards you use must be placed to the discard pile. When you have finished the cards in the deck, you have to take cards from the discard pile, mix them and place them covered to be used again.



ADDITIONAL MOVEMENT

You have an extra move during your turn.



ARMOR

When you get hit, discard this card to avoid taking damage. You are allow to use it to defend yourself from the Kraken too.



JOLLY

It can be used as: Additional Movement, Armor or Try Again.



ANTIFOG

You can hit an opponent hidden in the fog.



LASER

Hit everything on the firing line. It cross the rock tiles without destroy them. You can hit several opponents at the same time.



REBOUND

You can return a blow to the sender. You are not allow tu use it in case of Kraken and Laser attack.



TRY AGAIN

If an your opponent has defended himself from a hit, you can try again to shoot with the same **Cannonball** tile.



KRAKEN

It allows you to hit all opponents at once, even if hidden. The **Cannonball** tile is required to use it. You can defend yourself from the Kraken just by **Armor**.



CURVE BALL

You can make your shot turn 90 degrees. You can make multiple curves if you have more than one of **Curve Ball** card.

CREDITS

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