

BOUNCE



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- 14
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- 10
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- 1

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Deft Coyote Games

I've got skills, they're multiplying!



BOUNCE

Version: 0.5

Deft Coyote Games

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Players: 1 - 4 Ages: 4 and up



Time: 3 - 10 min.

Components: 1 game board, 1-4 arrows, 1-4 counters, and 3 standard dice

Description: Bounce is a survival game of pure luck designed to test the patience and stomachs of every board gamer. If there's one thing everyone loves, it's jumping on a trampoline. You're at a party and you've eaten your fill. After eating, you take off running and jump on to go as high as possible. It's only then that you realize you should have waited. The jumping is making you queasy and you're going to vomit if you don't get off soon. Unfortunately, this thing is harder to get off than you realized when you're sick and there are other people bouncing. You're only going to last so many jumps, and at this point, as sick as you feel, you're relying on good fortune to get off before throwing up and ruining the party.

This game was made to explore a specific game mechanic that can be annoying in other games: getting the exact number to finish and you "bounce" backwards any extra amount. The goal is to make the mechanic fun by putting it in a theme that makes sense.

STANDARD RULES

SINGLE PLAYER:

You have about 15 jumps in you before you hurl.

1. Roll the 3 jump dice.

2. Jump onto the trampoline as move one (jump one) with the token arrow indicating you're moving up. Place the jump arrow for your player pointing to 1.

3. Keep jumping. When at the top of your jump, the token turns to face downward. Similarly, it flips when you come down and get to the trampoline space. Note that turning the token is a move (you're at the top and bottom for two moves as your token turns). Thus, from off the trampoline there are 18 moves- 9 up, turn, 8 down.

- I. After 5 bounces you get better control of yourself and slow down your jumping. You lose a die, and only roll 2 from now on.
- II. After 10 bounces you finally slow down and go down to a single die. You slow down and you start to fall as soon as your move up ends. For example, if you're on your way down and are two spaces from the bottom and you roll a 6, then you fall 2, then bounce up to the 4th spot, and begin to fall with your next roll.
- III. After jump 14, if you are within 2 of the trampoline you can choose desperation and try to faceplant in order to land without bouncing too much. A faceplant uses a coin for a 1 or a 2 move.

WINNING:

You win if you ever land on the trampoline spot arrow down, and it happens before you've bounced (not rolled the dice) 15 times.

LOSING:

If you bounce 15 times you throw up. Party over.

MULTIPLE PLAYERS:

The game changes with multiple players because players bump into each other if they land on the same spot (otherwise they just go past them).

These follow as such:

- If the person moving (p1) is moving up and they land on another player (p2).
 - If the other player (p2) is on his way up, then player 1 takes p2's spot and p2 moves up one.
 - If p2 is headed down, p1 stops before p2 and turns to move downward.
- If p1 is moving down and they land on p2.
 - If p2 is headed downward, then p1 pushed p2 down a space.
 - If p2 is headed up, then p1 stops at p2's position, and p2 is bumped down one and turns downward.

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