

THEO K. MAVRAGANIS

# WHOOSH

BOUNTY HUNTERS

*Monsters have appeared all over the Kingdom. More and more villagers, mesmerized by their astounding cuteness, become their victims.*

*With most of the army in the North fighting invading enemies, the King has turned to Bounty Hunters like you to help him deal with this strange new threat.*

*Capture those cute monsters and the King will reward you generously! But beware: Each monster will need a different combination of weapons and spells in order to be captured and speed is going to be crucial.*

*Will you be the quickest?*

In **Whoosh: Bounty Hunters** you take the role of Bounty Hunters trying to capture cute monsters. You do this by revealing cards with weapons and spells and checking to see if they match those on the revealed monsters. The player who captures the monsters with the highest value is the winner.



# COMPONENTS

- 36 Monster cards



- 108 Weapons & Spells cards

- 84 Regular Weapons & Spells cards



- 9 Combo cards



- 12 Failed Attack cards



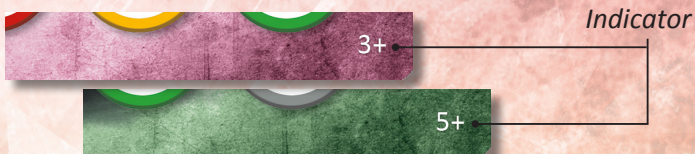
- 3 Wizard's Staff cards





# Game Setup

*If you are playing with less than 5 players, set aside all the Monster cards with the 5+ indicator on the lower right corner. If playing a 2-player game set aside all the Monster cards with the 3+ indicator as well.*



Shuffle the Monster cards and place them in 3 face-down piles of equal size near the center of the table, as shown in the following image. Then reveal the top card of each pile placing them close together.



Game Setup

Shuffle all the Weapons & Spells cards and split them in as many piles as the number of players, of roughly equal size (they don't need to have the exact same number of cards so no need to count). Give each player one of those piles and have them place it face-down in front of them.

The youngest player goes first.

## Game Overview

On your turn, reveal the top card of your Weapons & Spells pile. The next player on your left then does the same and players continue to do this in clockwise order, each revealing a card in front of them. When your turn comes again, reveal another card making sure to place it next to the previous one and not cover it. This is very important as all cards revealed **must always be clearly visible to all players.**





Play continues in this way. If at any point all the symbols shown on one of the Monsters have been revealed by the players (it doesn't matter who revealed them – any combination of players may have done so), you must quickly place your hand on top of the Monster in order to capture it. The first player to do it gets the card and places it on their side, **face-up**. At the end of the game, they will score points equal to the value on the top left corner.

If you try to capture a Monster and touch its card without all the symbols required being revealed, then you have made a mistake. Take the Monster's card and place it on your side, **face-down**. At the end of the game, it will count as 1 negative point.

Whenever a Monster is removed from the board (by a player either capturing it or making a mistake), a new Monster is drawn from its corresponding pile to take its place. In addition to that, all players take the Weapons & Spells cards they have revealed and place them face-down on the bottom of their pile. The player who took the Monster is the first to reveal a new card from their pile and play continues as normal.

If, after a card is revealed, two or more players try to capture different Monsters, only the first player to do so counts. If that cannot be determined, look at the numbers on the bottom left of the cards. The player who touched the card with the highest number is the one that counts. Keep in mind that this doesn't take into consideration whether the players' capture attempts were successful or not. You only check the attempt of the player with the highest number.

If two or more players try to capture the same Monster, only the one who did so first counts (usually the one whose hand is beneath everybody else's). If that cannot be determined (for example the different players' hands do not touch each other), then the player whose hand covers the most area on the Monster card, is the one that counts.

## GAME END

When the last Monster in any of the three piles is taken by a player, the game ends. Check the Monsters on your side, **adding the points of all face-up Monsters and subtracting 1 point for each face-down Monster.** The player with the most points wins the game. In case of a tie, the winner is the player with the most 5-point Monsters. If there is also a tie there, count the 4-point Monsters and If they are still tied, count the 3-point Monsters. In the rare case where the tied players have captured the exact same types of Monsters, they share the victory.

## IMPORTANT NOTES

- Each player plays the game with only one hand. When you need to capture a Monster, you must use the same hand you reveal cards with. To make it easy to remember, we suggest you hold your pile of cards in one hand and reveal cards (or capture Monsters) with the other one.
- While waiting for the other players to reveal their cards, your hand must always be behind the area in which you reveal your cards.
- When revealing a card, make sure you turn it in such a way that it becomes visible to the other players first.





# SPECIAL CARDS

## Combo Cards

When you reveal a card with two Weapons or Spells on it, it counts as both of those symbols.



*Combo card example*

## Failed Attack Cards

Some of the Weapons & Spells cards have an X on each corner (instead of their normal symbol) and they are shown somehow broken. These cards **do not** count as the Weapon or Spell they show – they are there to confuse you.



*Failed Attack card example*

*Note: When playing with young children, you may want to leave the Failed Attack cards out for your first few games. We suggest that you add them when they will be more experienced with the game.*

## Wizard's Staff Cards

The Staff is a wild symbol. It counts as any one Weapon or Spell.



*Wizard's Staff card example*

# CREDITS

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