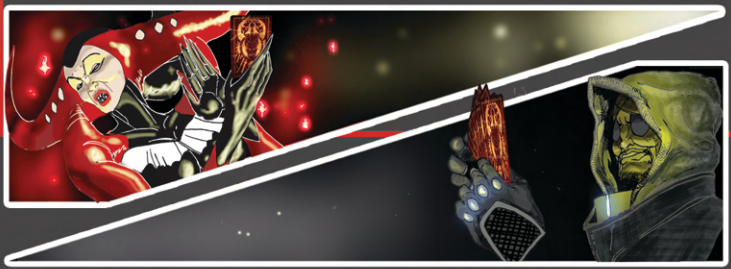
FIST-BUMP GAMES
BAD TREVOR
WELCOME TO FERO CITY.
A SPRAWLING METROPOLIS IN THE MIDDLE OF A DISASTROUS SUPERHERO VERSUS SUPERVILLAIN SMACKDOWN!
AS SWORN ENEMIES CLASH AND ICONIC LANDMARKS ARE PULVERIZED TO DUST, MOST CITIZENS HAVE GRABBED WHAT THEY CAN AND FLED THE CITY.
INSTRUCTIONS

CAN ANYONE STOP HIM? WILL ANYONE SURVIVE HIS WRATH? AND WOULD HE BE UP FOR A SELFIE?

HOW TO PLAY

Bad Trevor is a combative card game for 3-5 players, set in a world of brave superheroes, evil supervillains and the hapless civilians caught in-between. The aim is to be the first player to get rid of all the cards in your hand, whilst trying to stop your opponents from doing the same. This is done by playing an 'attack hand' against your opponent during your turn – three cards selected from your hand, which are placed face-down in front of them. Your opponent must take a blind pick of one of these cards and carry out the instructions on it - the remaining cards are then returned to you.

The instructions on these cards will differ, depending on whether it's a hero, villain or civilian. There are 52 cards, so plenty of opportunities for momentum to swing from person to person throughout the game. The key to winning is judging which attack hand to play and when - and hoping your opponents fall for your dastardly plans!



VILLAIN CARDS

These cards will make your opponent's life a real nightmare. For example, by forcing them to miss a go or pick up more cards. If your opponent picks up a villain card, they must read the action out loud and then place it face-up on the discard pile. They must then carry out that action – although they probably won't want to!

HERO CARDS

These cards will make your opponent's life easier - whether you want to help them or not! For instance, by allowing them to get rid of unwanted cards or to steal better cards from other players. If someone picks up a hero card they must read the action out loud and then place the card face-up on the discard pile. They must then carry out that action.

Note 1: Remember, after a player has picked up a card from an opponent's attack hand, the remaining cards must be returned to them and not placed on the discard pile.

Note 2: Some hero or villain cards may require a player to meet certain criteria in order for the card to take effect - such as already holding a specific card in their hand. In situations where a player doesn't meet that criteria, they can simply read the card out loud and place it face-up on the discard pile without carrying out any action. They can then proceed with their turn, by playing an attack hand against the next player in line.

Civilians

Civilian cards have no immediate benefit, but must remain in a player's hand until they're matched with an identical card of the same name and picture. Once paired up they are considered 'rescued' and can be placed on the discard pile, face-up. When a player does this, they are then granted one of three options.

1. Carry on as normal and play an attack hand against the next player in line.

2. Choose to **reverse** the order of play, from clockwise to counterclockwise, or vice versa. This means they will then play their next attack hand against a different opponent. Play will then continue in that direction unless someone pairs up two matching civilian cards and decides to reverse play again.

3. IF THEY'RE FEELING LUCKY A PLAYER CAN POINT AT AN OPPONENT OF THEIR CHOICE AND ASK THEM TO HAND OVER A SPECIFIC CIVILIAN CARD.

E.G..

If they guessed **correctly**, they can take it from that opponent, pair it up with the matching card from their own hand and discard them. They then have a choice of carrying out options 1, 2 or 3 again. However, if they guessed **incorrectly** and the opponent they pointed at does not have that civilian card, their go is over! They lose their opportunity to play an attack hand and the game continues with the next player in line.

Note 1: Options 2 and 3 can only be played when there are more than two players still left in the game. Once only two players remain, play simply goes back and forth between them.

Note 2: Civilians can only be paired up and discarded during a player's turn. For example, there may be instances where a player is handed a civilian card during someone else's go. If this happens, they must wait until it is their turn in order to 'rescue' them.

Note 3: Players are under no obligation to rescue civilians the moment they receive a matching card. In fact, they can hold onto as many matching pairs as they like, for as long as they like. This tactic can be used to reverse play when it's more advantageous, such as keeping that dastardly Bad Trevor away from you!

THE ULTIMATE VILLAIN

Unlike other cards, Bad Trevor can never be discarded. He will move from player to player throughout the game, slowing them down and making them more vulnerable to certain attacks. To make matters worse, if Bad Trevor is picked up by a player, they must also pick up all the other cards laid down in their opponent's attack hand and add them to their own cards. If these are hero or villain cards, the player does not carry out the instructions on that card – as they now belong to them, along with Bad Trevor! However, if they pick up any civilian cards, they are permitted to pair them up and rescue them if they have a matching card in their hand.

IMPORTANT

As Bad Trevor can never be discarded, the last person holding him is

THE LOSER OF THE GAME!

As Bad Trevor's arch nemesis, Kamikaze Kevin doesn't move from player to player throughout the game. Instead, he sits in the middle of the table, face-up from the very start. At any point in the game, if someone suspects that a particular card in a player's attack hand is Bad Trevor, they can pick up Kamikaze Kevin and slam him down on top of that card whilst shouting "Take that, Bad Trevor!" Their opponent must then flip over that card and reveal if the player was right or wrong.

If that player turns out to be correct, they immediately exit the game and hand all their remaining cards to the accused player!

But, if the accuser was wrong, their opponent can leave the game instead and hand all their cards to their accuser!

Kamikaze Kevin can only be used once in the entire game – after which he must be placed face-up on the discard pile. So players must decide very carefully when to use him, if at all!

And remember, Bad Trevor can never be discarded. So even if Kamikaze Kevin's attack was successful, Bad Trevor must still be returned to whoever laid him down, along with the other cards from that person's attack hand.

Note 1: Kamikaze Kevin can only be played on an attack hand of 2 or more cards. If an opponent is in a position to lay down a single card, they are immune to attack.
Note 2: Anyone can jump in and use Kamikaze Kevin at any point in the game - you don't have to wait until it's your turn in order to make an accusation!
Note 3: The player slamming down Kamikaze Kevin must shout "Take that Bad Trevor!" in order for the attack to work. If they do not shout it, or deviate from those exact words in any way, Kamikaze Kevin is returned to the middle of the table, face up. As punishment, the guilty person sacrifices their opportunity to use him for the remainder of the game!

STARTING THE GAME

At the start of the game, the entire deck is shuffled and dealt out evenly between all the players, face-down. Once everyone has picked up their cards, they have an opportunity to pair up any matching civilian cards in their hand and place them face-up on the discard pile. Doing so has no effect at this stage – i.e. they cannot reverse the order of play or demand a civilian from another player. Therefore, they can choose to keep these civilians in their hand for later on in the game – although there's a chance that they may lose one of these cards at some point, so they must decide carefully!

Whoever was dealt Kamikaze Kevin must then place him, face-up, in the middle of the table, next to the discard pile. The game then starts with this player, in a clockwise direction. They must lay down their first attack hand and...

LET THE MADNESS BEGIN!

ENDING THE GAME

The winner of the game is the first player to get rid of all cards in their hand. This happens the moment an opponent takes the last card, or cards, from that player's attack hand. Even if that opponent picks up a card which would impact that player, it has no effect, as they're already considered out of the game!
Of course, there's a second way of getting rid of all your cards -

Note 1: When playing the game of Bad Trevor, bluffing, reverse-psychology and general skullduggery are widely encouraged when playing an attack hand. Anything that might trick an opponent into picking up the card you want them to!

Note 2: Take care of your cards! There's nothing more annoying than people being able to guess which card is which due to it being damaged or defaced in some way. So we recommend always playing on a clean, dry surface and asking players not to bend or fold the cards. However, we understand that accidents can happen, which is why every deck has two spare 'Bad Trevor' cards in it. Just make sure that you leave the spares in the box before dealing out the cards!

QUICKSTART GUIDE

Remove any spare Bad Trevor cards from the deck and return them to the box. Shuffle the cards and deal them out evenly between all the players, face-down.

At this stage players can inspect their cards and rescue any matching civilians if they want, by placing them face-up on the discard pile.

The player with Kamikaze Kevin then places him face-up in the middle of the table. Play then begins with this person in a clockwise direction.

This first player lays down an attack hand of three cards, face-down, against player two.

Player two takes a blind pick of one of these cards. If it's a villain or hero card, they must read the instructions out loud, discard the card and then carry out that instruction.

If they picked up Bad Trevor they must pick up the other two cards as well, adding all three to their hand. Otherwise, the remaining two cards are returned to player one.

If they picked up a civilian card, this must remain in their possession, unless they can pair it with a matching civilian card. If matched, these civilians can be rescued by placing them face-up on the discard pile. Player two can then choose to reverse the order of play, demand a certain civilian from another player, or continue playing towards player three. Remember - if they ask an opponent for a civilian card that they don't have, their go is over and play moves to the next player.

Each player always ends their turn by playing an attack hand against their next opponent.

The game continues until only one player is left - the one still holding Bad Trevor!

Remember - Kamikaze Kevin can be played at any time by any player - but they must shout "Take that Bad Trevor!" when slamming him down on their card of choice. This move will end the game for either the accuser or the accused, depending on whether that player was right or wrong!

STILL CONFUSED?

Don't worry, you can find a fabulous 'how-to-play' video and lots more great content at badtrevor.com

And don't forget to follow us online at

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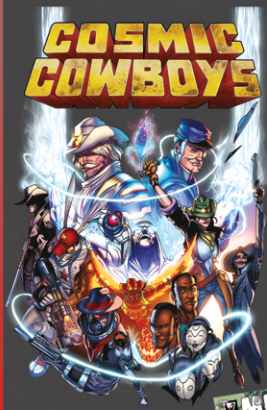

BEYOND THE BUNKER

AND LOADS MORE...

FIST BUMP GAMES

HOPE YOUR LUCK'S BETTER WHEN YOU'RE FACED WITH

BAD TREVOR