

BOUNTY HUNTERS

Visit planets, fight aliens, and grab bounties in a series of quick dice games that test your luck, your speed, and your willingness to take a risk.

MECHANICS

Dice rolling

Mini games

Push your luck

Bluffing

Party



 **3-5**
PLAYERS

 **20-45**
MINUTES

 **8+**
AGE

DICE MINI GAMES

SIX PLANETS · PARTY

ABOUT THE GAME

Bounty Hunters pits the players against each other in six rounds of quick dice games, one per planet. Every planet is its own little game with its own rules, and you can both win and lose points in each of them. There are push your luck games, bluffing games, speed rolling games, and social deduction games, and none of them takes more than four minutes to play and one minute to learn.

KEY FEATURES

Big swings

You can outwit the whole table in the bluffing game and feel very clever, and two minutes later you're the one who can't get rid of the bomb in time. The ups and downs are a big part of the fun.

The Golden Die

There's no board game around the mini games like in Mario Party. Instead the golden die ties them together. It goes to whoever just lost, and every planet uses it differently: in some games you spend it, in others it gives you an edge. It doubles as a catch up mechanism, so the player in last place always has something going for them.

Easy to teach

Each planet takes about a minute to explain, and in your first game that means a short teach before every planet. That adds up to about six minutes of rules in a standard game, spread out in small bites while you play instead of one big explanation before you start. Once you know a planet, it never needs teaching again.

Main course or filler

You decide how many planets to visit, so a game can take anywhere from 20 to 45 minutes. It works as a filler before game night or as the main event.

COMPONENTS 26 dice · Cardboard minigame planets · 5 standard cards · 4 large grab tokens · Point tokens

[RULES](#) · [VIDEO](#)



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GAME DESIGN STUDIO