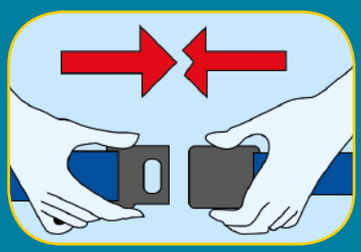
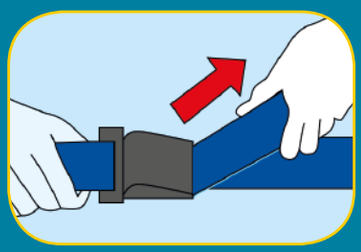
BAHAMAS

4-8 players / 10+ / 30 minutes

The robbery was perfect, a plan without a hitch. Millions in a bag, a flight to the Bahamas, yes, this plan was perfect.
We finally began to relax, when suddenly the engine failed. And the plane slowly began its fall.
Yes the robbery was perfect and we had everything planned, everything except having parachutes...





CONTENT:



10 Character sheets



40 Cash cards



27 Action cards



8 Starting cards



1 Crash card



7 dice

SETUP:

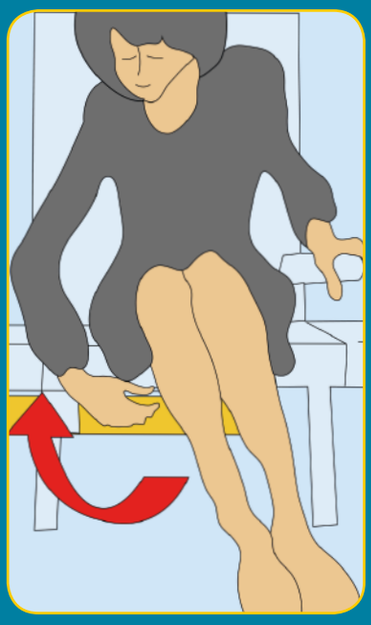
If you play with less than 6 players, remove Action cards with the 6+ symbol from the deck.

1) Randomly deal one character sheet to each player.
2) Take a number of dice and Starting cards depending on the number of players.

Number of players	4	5	6	7	8
Parachutes	2	3	4	4	5
Fake Parachutes	1	1	1	2	2
FBI Badge	1	1	1	1	1
Dice	3	4	5	6	7

3) Shuffle the Starting cards and deal one to each player.
4) Shuffle the Crash card with the last 4 Action cards of the deck and place the Action cards deck, face down, in the center of the table.
5) Shuffle the Cash cards and place them face down next to the Action cards.
6) Each player draws one Action card and two Cash cards.
7) Put the unused items back in the box.
8) The oldest player takes the dice and the game starts.





GAME TURN:

The player who has the dice rolls them in the center of the table and performs the following 3 steps:

1) They choose a die in the center of the table and places it on their Character sheet.
2) They realize the action of the die.
3) They choose a player who does not yet have a die on their Character sheet.

The player designated on step 3 performs the above 3 actions, and players continue to do so until all the dice have been chosen.

When all dice have been played, the player who has no die on their Character sheet gets all the dice and a new round begins.

DICE ACTIONS:



Draw an Action card.



Draw a Cash card.



Activate your Character power.



Choose a player. Randomly steal an Action card from their hand.



Choose a player. Randomly steal an Cash card from their hand.

PLEASE FASTEN YOUR BELT - A PARACHUTE IS AT YOUR DISPOSAL UNDER YOUR SEAT - HAVE A NICE TRIP ON OUR LINES

END OF THE GAME:



Bahamas ends when one of the following two conditions is met:

1) If a player has all 3 different FBI Agent cards in their hand at the end of their turn, that player reveals them and immediately wins the game.

2) As soon as the CRASH card is drawn, the game stops immediately and players determine the winner as follows:

- Players without parachute or with fake parachutes are eliminated.
- The player or players with a parachute or the lifeboat count their money.
- The richest player or players win the game.

IMPORTANT RULES:



- If at the end of his turn, a player has more than 4 Action cards in hand, they must play or discard their Action cards down to 4.
- Action cards can be played at any time. Interrupt the game, apply the effect of the card and resume the game.
  Note : Cards played are discarded in a pile next to the deck, face up.
- A player can look at their cash at any time, but cannot show it to other players.
- It is forbidden to exchange cards or even show cards to other players.

ACTION CARDS:



FBI Agent:
If you have all 3 different cards of the FBI Agent, you win the game immediately.



Thief:
Choose a player to your right or to your left, steal an Action card or a Cash card, randomly.



Robbery:
If you have not played yet, take the die chosen by your opponent and play it. Then, your opponent continues their turn normally.



Storm:
Choose a direction, left or right. Each player simultaneously draws a random Action card in the hand of their neighbor located in the direction of your choice.



Lifeboat:
Allows you to survive the crash and count your money at the end of the game.



Crash:
As soon as this card is drawn, the game ends.



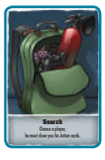
Diamonds:
You win $250,000 at the end of the game if you survived the Crash.



Extinguisher:
Cancel the effect of a card that has just been played.



Fake parachute:
This card does not allow you to survive the crash.



Search:
Choose a player, they must show you their Action cards.



Parachute:
Allows you to survive the crash and count your money at the end of the game.



High kick:
When an opponent is about to play the action of their die, place the die on the face of your choice.





CHARACTER POWERS:



Jo: Draw 3 Action cards from the deck. Keep one and put the other 2 on top of the deck, in the order of your choice.



Dex: Draw 3 Cash cards from the deck. Keep one and place the other 2 at the bottom of the deck.



Doug: Choose a player. They must give you an Action card and a Cash card of their choice.



Gwen: Choose a player. Look at 2 of their Cash cards randomly. Keep one and give the other one back to that other player.



Pat: Choose a player. Look at their Action cards and discard one (except a Parachute). Then draw an Action card from the deck.



Nick: Choose a player. Look at their Action cards. You can buy one of their cards giving them one of your Cash cards.



Mary: Draw an Action card and a Cash card from the deck.



Boss: Place the dice on the face of your choice and perform the corresponding action.



Kika: Choose a player. Look at 2 of their Action cards randomly.Keep one and give the other one back to that other player.



Piero: Choose a player. Look at their Cash cards and discard one. Then draw a Cash card from the deck.

GAME DESIGN: NICOLAS NORMANDON - ARTS: PIERO - PUBLISHER: MATAGOT EDITIONS - HAVE A NICE TRIP ON OUR LINES