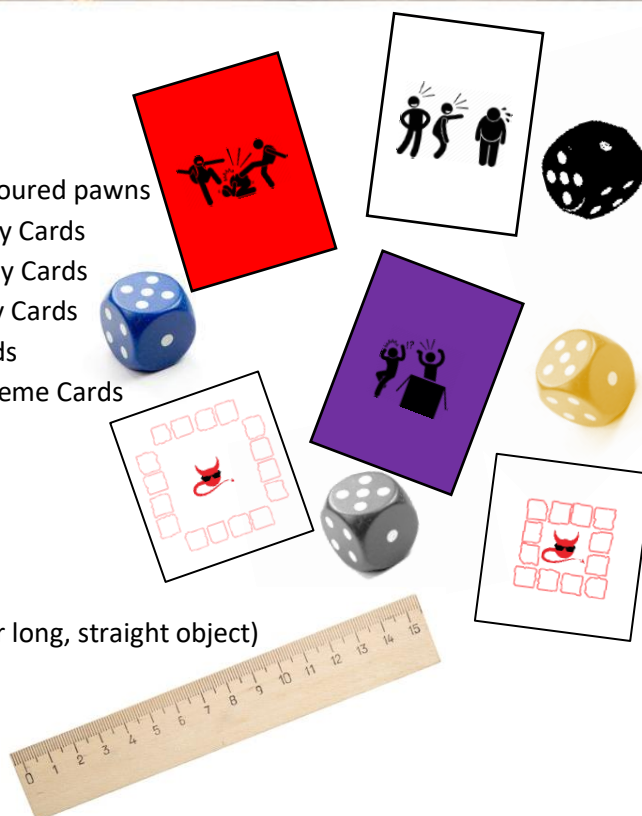


Components

- The board
- 4 differently coloured pawns
- 10 Violence Bully Cards
- 10 Mockery Bully Cards
- 10 Tricky Bully Cards
- 8 Daredevil Cards
- 8 Daredevil Extreme Cards
- 4 Quick Guides
- 20 blue dice
- 20 black dice
- 20 yellow dice
- 20 grey dice
- 1 Ruler (or other long, straight object)
- Miss Crook-Eye
- 1 Thumbtack



Introduction

You've been expelled from school for terrorizing the other children. Again. You spend your first day at your new school inspecting your future victims, looking for easy prey. In the corner of the playground you spot something. A group of scrawny losers distracted by their little card game. You crack your knuckles, ready to stomp some glasses and punch some stomachs. But then, in the corner of your eye, you see it. Another douchebag is calmly approaching the group of unsuspecting weirdos. This is unacceptable. You have always been the apex predator, the bane of all underdogs. It's time to show everyone who's the supreme bully.

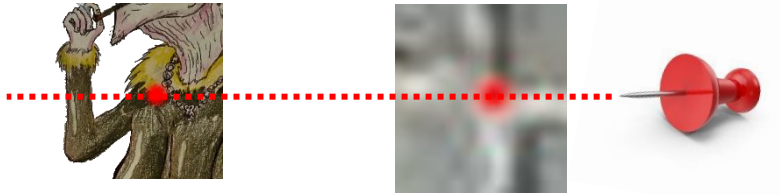
The Goal

To win the game, a Tyrant must be the greatest nightmare of at least X Nerds, X Emos, X Weeaboos and X Loners at the same time.

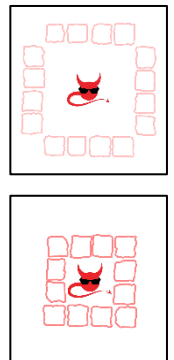
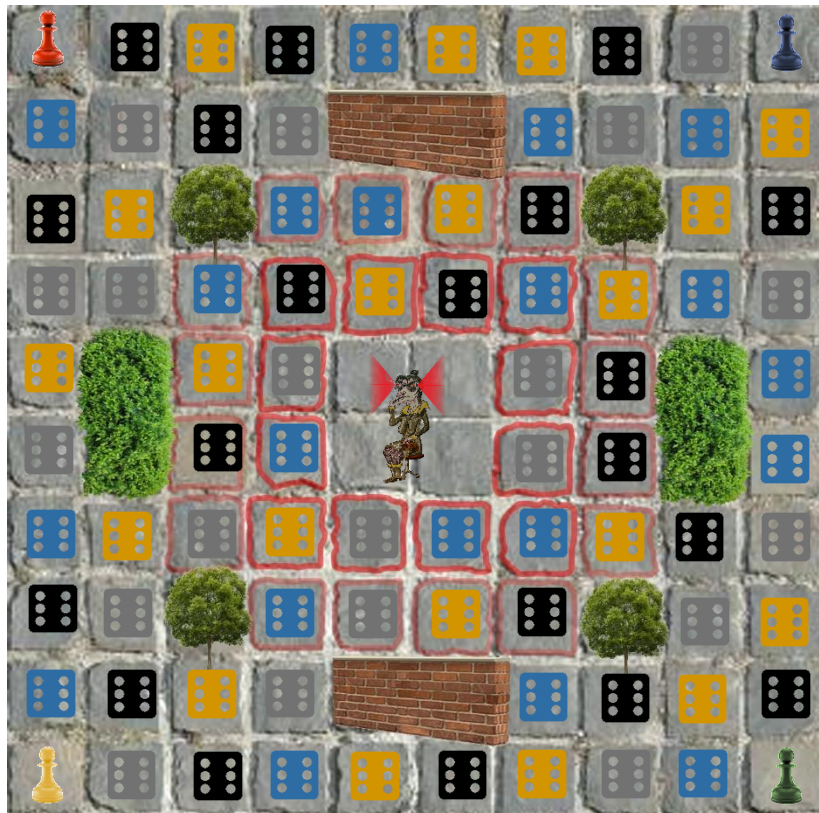
Bullies	2	3	4
Value of X	10	7	5

Set-Up

1. Place the board in the middle of the table.
2. Each Tyrant places their pawn in a corner of the board.
3. Place Miss Crook-Eye in the middle of the board, her eyes facing west and east. Use the thumbtack to pierce the red dots on Miss Crook-Eye and the board. She should be able to turn freely while remaining attached to the board.







4. Randomly distribute all the dice over the empty tiles, with the 6 up. Try your best to prevent dice from neighbouring other dice with the same colour.
5. Set aside the 'Ultimate' Bully Cards (Atomic Wedgie, Walk of Shame, Into the Van). Create the Violence Deck by taking all the Violence Bully Cards and shuffling them. Do the same for Mockery and Trickery. After shuffling, put the 'Ultimate' Bully Cards on the bottom of their respective Decks.
6. Create the Daredevil Deck by taking all the Daredevil Cards and shuffling them. Do the same for the Daredevil Extreme Deck.
7. Each Tyrant takes a Quick Tyrant Guide.
8. Each Tyrant draws a Bully Card from the top of a Deck of their choosing.
9. The Tyrant who made another person cry most recently is the starting Tyrant and Tyrant number 1. The Tyrant to their left is Tyrant number 2, and so on.
10. Decide with the group whether or not the winner of the game may give the other Bullies a wedgie in real life.



Underdogs

Below you'll find the 4 groups of Underdogs you can bully. Each has their own immunity and their own weakness (except for Loners, they don't have anything going for them in life). Don't worry about remembering all the characteristics of the Underdogs, you can find the information you need on your Bully Cards.

	Nerds are simply too clever to fall for your Trickery, they'll see your pranks coming from a mile away. Luckily for you, their online level 72 paladin does not reflect their real-world strength very well. Their twig arms do not stand a chance against your Violence.
	Emos on the other hand, are unfazed by your Violence. The pain you inflict on them is laughable comparable to the razorblades they carve into their arms every day. However, they take themselves extremely seriously, so Mockery will make short work of their self-esteem.
	Weeaboos don't even notice your Mockery, Naruto-running past your attempts to make them look like fools. You merely adopted the cringe. They were born in it, molded by it. They do tend to be very gullible, believing all anime subtitles and paying excessive amounts of money for body pillows that cost pennies to make. This means that Trickery is the way to go.
	Loners do not have any immunities or weaknesses. Anything works against them, but bullying them does not spread fear. They keep their suffering all to themselves, with no friends to share it with.

Turn Actions

On your turn, perform the following actions in order:

1. **Move:** you *may* move your pawn up to 3 tiles in any direction.
2. **Boss Around:** you *may* swap the die in your tile with a die in a neighbouring tile.
3. **Bully:** you *may* play a Bully Card on the die in your tile or give a Bully in your tile a wedgie.
4. **Draw Attention:** turn Miss Crook-Eye in your direction.
5. **Boast:** count the number of Nerds, Emos, Weeaboos and Loners that fear you above all, then tell the other Bullies about your accomplishments.
6. **Plan:** draw the top Bully Card from the Deck of your choice.

1: Move

You may move up to 3 steps in any direction (horizontal, vertical and diagonal), but not through obstacles (walls, trees and hedges) or through Miss Crook-Eye. The exact tile of where your pawn ends is important. For example, if you enter a tile from the south-west side, your pawn should be placed in the south-west of the tile.



2: Boss Around

You *may* swap the die in your tile with a die in a neighbouring tile. The numbers on the dice stay the same. You can use this action to set up a chain like in the example below.



3: Bullying

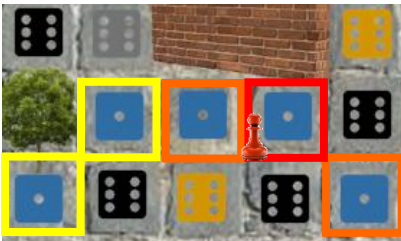
To bully an Underdog, stand in its tile and play a Bully Card. Before you resolve its effect, check if Miss Crook-Eye isn't looking at you with one of her eyes.

- If she is, the Bully Card does not resolve and you shuffle it back into the Deck it came from. Then you receive a Spanking (see 'Miss Crook-Eye', page 5).
- If she isn't, resolve the Bully Card's effect. After resolving it, shuffle it back into the Deck it came from.

Example 1: Tyrant 1 plays a Mockery Card on a Nerd in his tile. That Nerd now fears him above all other Bullies, so put the die on 1. All Nerds in tiles neighbouring the original tile see what horror Tyrant 1 has inflicted on their fellow Nerd, so also put those dice on 1.

Example 2: Tyrant 1 plays a Violence Card on a Nerd in his tile. That Nerd now fears him above all other Bullies, so put the die on 1. All Nerds in tiles neighbouring the original tile see what horror Tyrant 1 has inflicted on their fellow Nerd, so also put those dice on 1. Because Violence is devastating against Nerds, the Nerds tell all their neighbouring nerds about the incident, they tell their neighbours, and so on. Also put those dice on 1.

Example 3: Tyrant 1 plays a Trickery Card on a Nerd in his tile. The Nerd is too smart to fall for it, so nothing happens.



You may also give another Tyrant in your tile a wedgie (no card needed), but only if his back is turned to you. This show of dominance will intimidate all Underdogs who see it. All the dice in that tile and all dice in neighbouring tiles are turned to your number.



You CAN'T give another Tyrant a wedgie if you gave that Tyrant a wedgie last turn, or if that Tyrant gave you a wedgie during their last turn.

4: Draw Attention

Miss Crook-Eye heard the commotion, and now the gaze of one of her eyes turns on you. Don't worry, she hasn't seen you do it. But she'll keep one eye in your direction until someone else draws her attention. Miss Crook-Eye is always turned clock-wise, and you draw her attention even if you are completely hidden behind a wall.

5:Boast

Count the number of Nerds, Emos, Weeaboos and Loners that fear you above all, then tell the other Bullies about your accomplishments. This is also the moment you check if you've met the win condition of the game. If you have, the game ends. You now have the option to give all the other Bullies a wedgie in real life.

6: Plan

Draw the top Bully Card from the Deck of your choice. There is no limit to the number of Bully Cards you can have. After this action your turn ends and it's time for the Tyrant to your left to wreak havoc.

Miss Crook-Eye

The most vile, heartless old shrew in town. She mostly communicates by incomprehensible screeching, only speaking softly to her cat Babushka. Many wonder whether her poor animal even breathes, but no one dares come near the bitter wench to find out. At any moment, she could grab a hold of you and give you the spanking of a lifetime. 80 years of suffering under communist rule all being taken out on your defenceless behind.

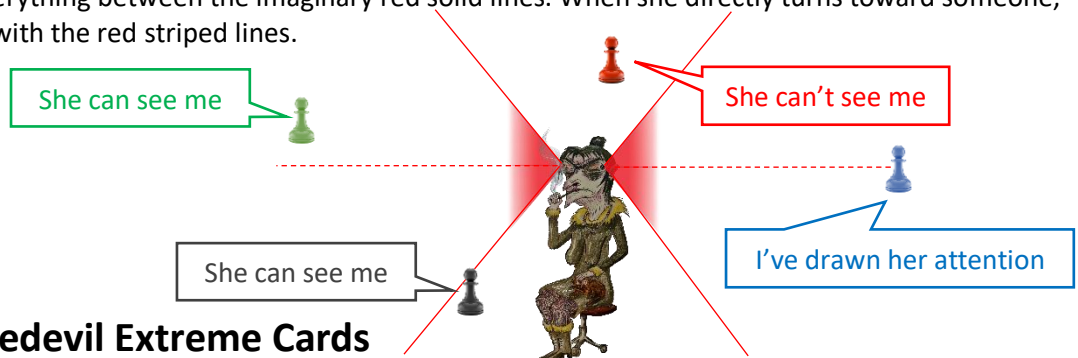
Watching Miss Crook-eye go medieval on someone's ass is like watching a train wreck. You want to look away, but you simply can't. There is something morbidly fascinating about the furious impact of her leathery hands on tender butt cheeks. Even if you do manage to look away, the sound will still reach your ears. As the vicious claps increase in intensity, the screams for mercy slowly wither away into a continuous wail, followed by deafening silence.

She is constantly looking for any opportunity to punish a child, but luckily for you her vision is quite impaired. Miss Crook-Eye's vision is so distorted she can't even see directly in front of her, instead looking in two directions at once.

When Miss Crook-Eye spots you bullying someone (Underdog or Tyrant) you receive a Spanking. Everyone sees you cry salty tears and beg for forgiveness, so nobody fears you anymore. All dice with your number are set back to 6, and you start your next turn at one of Miss Crook-Eye's tiles.

She can't see you if you are completely behind an obstacle (trees, walls and hedges). But If she even sees 1% of your pawn, she's spotted you. Use the ruler to determine if you're spotted.

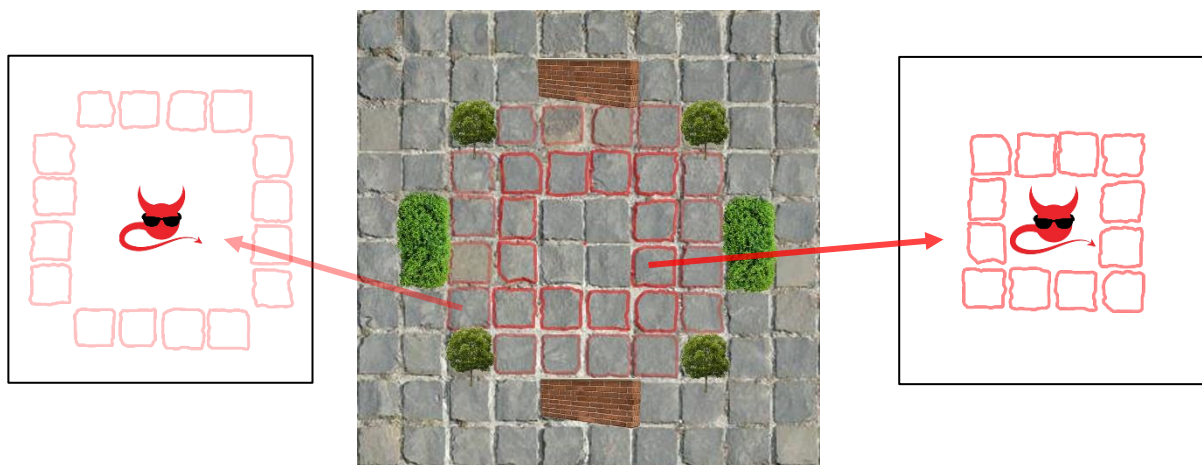
Miss Crook-Eye can see everything between the imaginary red solid lines. When she directly turns toward someone, she looks directly at them with the red striped lines.



Daredevil and Daredevil Extreme Cards

Daring to bully someone while standing close to Miss Crook-Eye is very risky and very rewarding.

- If you bully an Underdog or give another Tyrant a wedgie while standing in a light-red bordered tile, you may draw a Daredevil Card.
- If you bully an Underdog or give another Tyrant a wedgie while standing in a dark-red bordered tile, you may draw a Daredevil Extreme Card.












- You receive this card in between the Bully action and the Draw Attention action.
- There is no limit to the number of Daredevil and Daredevil Extreme Cards you can have and no limit to the number of Daredevil and Daredevil Cards you can play in a turn.
- You may play a Daredevil card during your turn and during another Bully's turn, but only in between actions.
- Put the Card on the bottom of its Deck after playing it.



















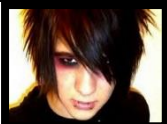

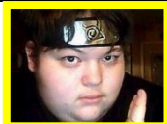

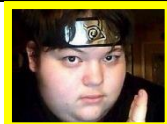



Nipple Twist		Noogie		Throw Sand in Eyes	
					
Violence		Violence		Violence	
Devastating	Useless	Devastating	Useless	Devastating	Useless
					
<i>'Do you feel it now, mister Smarty-pants?'</i>		<i>'The knuckle is mightier than the brain.'</i>		<i>'Pocket Sand!'</i>	

Towel Snap		Light the Bonfire		Pull Ear	
					
Violence		Violence		Violence	
Devastating	Useless	Devastating	Useless	Devastating	Useless
					
<i>'I have a black belt in this ancient martial art.'</i>		<i>'We really appreciate it, pal.'</i>		<i>'Listen up buddy. Your lunch money is mine, from this day to your last.'</i>	

Imprison in Locker		A Visit to Mister Trashcan		Swirlie	
					
Violence		Violence		Violence	
Devastating	Useless	Devastating	Useless	Devastating	Useless
					
<i>'Yes, indeed. The glasses brand the Nerd. And in this land, the Nerds are rounded up and led to the Northern Hallway, where they are locked away, to await the end of the school day. That is your fate.'</i>		<i>'The question is: how will you run to the teachers now?'</i>		<i>'Say hi to my breakfast for me!'</i>	

Tape to Ceiling		Piss on Face		Shave Hair into Reverse Mohawk	
					
Mockery		Mockery		Mockery	
Devastating	Useless	Devastating	Useless	Devastating	Useless
					
<i>'And if you'll look above you, you'll see a pathetic worm.'</i>		<i>'I can understand if this is pissing you off.'</i>		<i>'Who would've known you could be even uglier?'</i>	




Force Feed Broccoli		Lock in Earring		Chewing Gum in Hair	
					
Mockery		Mockery		Mockery	
Devastating	Useless	Devastating	Useless	Devastating	Useless
					
<i>'That's right, choke on it. Just like your mom last night.'</i>		<i>'You're lucky we didn't chain you to a bicycle.'</i>		<i>'The colour of the gum really matches with your eyes.'</i>	

Pull Pants Down		Throw Water on Pants		Force to Wear Dress	
					
Mockery		Mockery		Mockery	
Devastating	Useless	Devastating	Useless	Devastating	Useless
					
<i>'Pink underpants?! What are you, a girl?'</i>		<i>'Are so frightened you pissed yourself dude?'</i>		<i>'That dress makes you look like a girl. No, not a pretty one.'</i>	

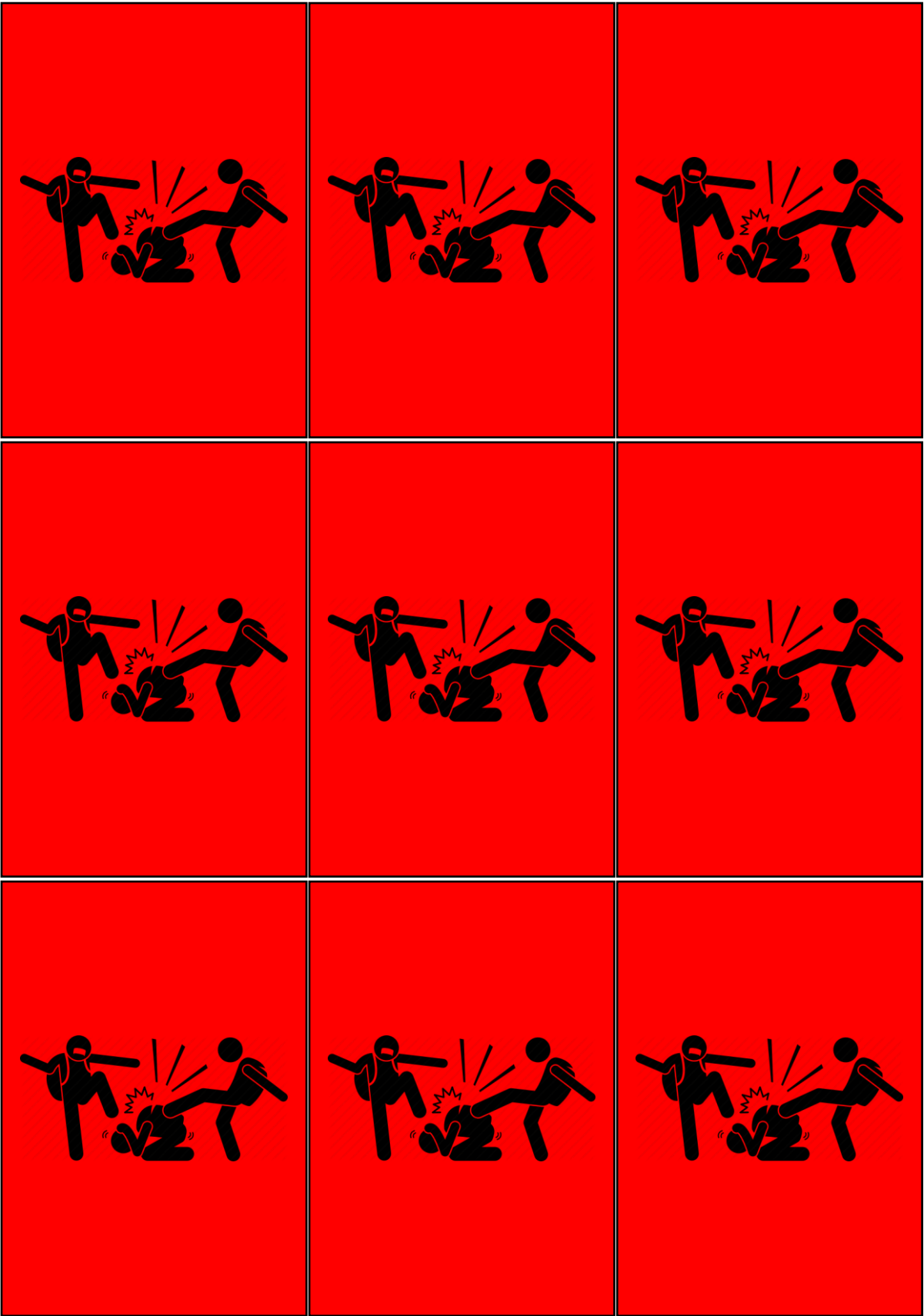
Fake Valentine's Card		The Classic		Thumbtacks on Chair	
Trickery		Trickery		Trickery	
Devastating	Useless	Devastating	Useless	Devastating	Useless
'Your waifu will never ever be real, dork.'		'Dude, you got something on your shirt.'		'You're a real pain in my ass, you know.'	

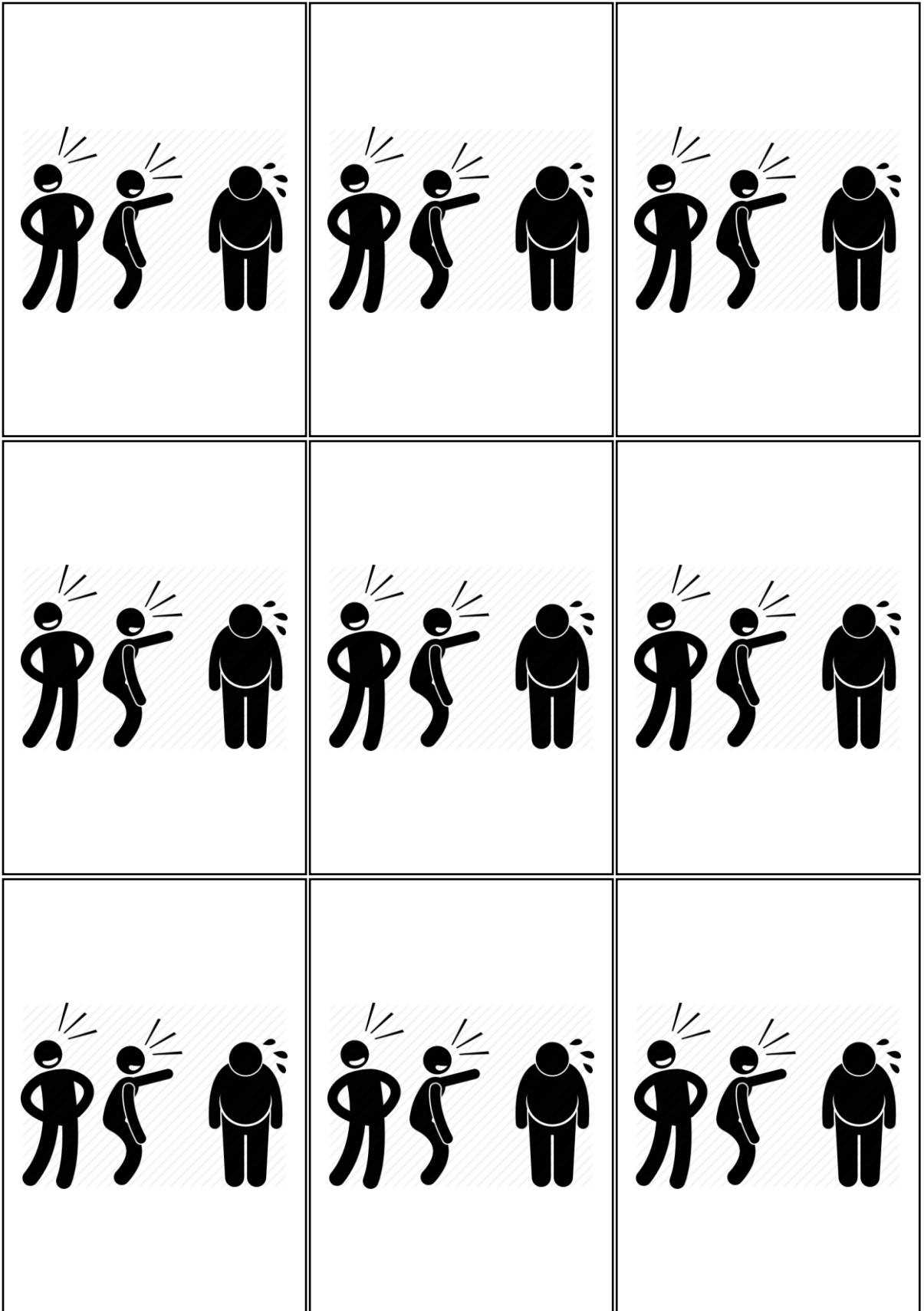
Water Bottle Prank		Scare Shitless		Electrical Chewing Gum	
Trickery		Trickery		Trickery	
Devastating	Useless	Devastating	Useless	Devastating	Useless
'Take a closer look at the bottom.'		'It's the Hash Slingshot Slasher!'		'Stimulate your senses.'	

Tie Shoelaces Together		Spread Confidential Nudes		Steal Their Hentai then Show it to Everyone	
Trickery		Trickery		Trickery	
Devastating	Useless	Devastating	Useless	Devastating	Useless
'You can run, but you can't... run...? It sounded better in my head.'		'C'mon, it'll be our little secret.'		'It's a yikes from me, dawg.'	





ATOMIC WEDGIE	WALK OF SHAME	INTO THE VAN
		
Ultimate Violence	Ultimate Mockery	Ultimate Trickery
Destroy target Nerd. All Underdogs in neighbouring tiles now fear you above all. Can't be played on Emos, Weeaboos or Loners. Does not spread the fear any further. Remove the Nerd from the game.	Destroy target Emo. All Underdogs in neighbouring tiles now fear you above all. Can't be played on Nerds, Weeaboos or Loners. Does not spread the fear any further. Remove the Emo from the game.	Destroy target Weeaboo. All Underdogs in neighbouring tiles now fear you above all. Can't be played on Nerds, Emos or Loners. Does not spread the fear any further. Remove the Weeaboo from the game.













Itching Fists	OOOOHHHH	Cunning Plan	Kick to the Shin
			
Draw a Violence Bully Card.	Draw a Mockery Bully Card.	Draw a Trickery Bully Card.	Target Tyrant may only move 1 tile during their next Movement Action.

Adrenaline	Do you even Lift Bro?:	Writers' Block	Creative Bankruptcy
			
During this Movement Action you may move 3 additional tiles.	Target Tyrant can't play Violence Cards this turn.	Target Tyrant can't play Mockery Cards this turn.	Target Tyrant can't play Trickery Cards this turn.

Camouflage	Respect my Authority	Grounded	Skip the Line
			
Miss Crook-Eye can't see you during this Bully Action.	You get one additional Boss Around Action this turn.	Target Tyrant skips their next turn.	Target Tyrant takes another turn after this one.

The Worst Trade Deal	Strategic Planning	I am a Generous God	Blackmail
			
Target Tyrant exchanges all their cards with another target Tyrant.	Look at the top five cards of the Daredevil Deck, then put them back in any order.	Look at the top three cards of the Daredevil Deck. Put two of them in your hand and give one to another Tyrant.	All Underdogs of one type from target Bully are turned to '6' unless that Tyrant gives you all their cards.

