

Bill & Ted's EXCELLENT board game



You are an alternate-timeline version of Bill & Ted, flying through the Circuits of History in your phone booth to collect personages of historical significance. You must earn an A+ on your history report tomorrow, or you are in danger of flunking out of school!

With **two players**, place one phone booth on each of the two starting spaces. Return the top two characters from each stack and 14 cards from the top of the draw pile to the box. The game lasts 10 rounds.

Setup

Note: When playing with two or three players, do not reveal the removed cards or the arrows on the removed characters.

Place the board within easy reach of all players.

Place the Knight on the board in the space with the shield icon, and the Cowboy on the space with the badge icon (in addition to the character stacks in those spaces).

Shuffle the 60 cards and place them face-down near the board to form a draw pile. This represents the clock in San Dimas, which is always running. Leave a space next to the draw pile for discarded cards. When the deck of cards runs out, time is up. Your report is due!

Sort the characters into nine stacks, with the character images face-up. Each stack should contain all copies of a single character, and the order of the copies within each stack should be random. Place the Princesses stack on the dot in the center of the board, and place each other character stack on the remaining dots at random (see Figure 1).

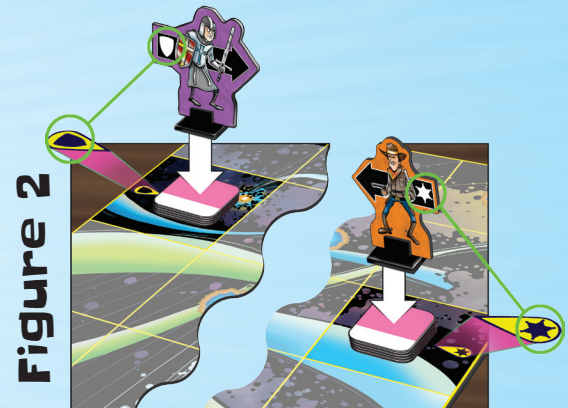
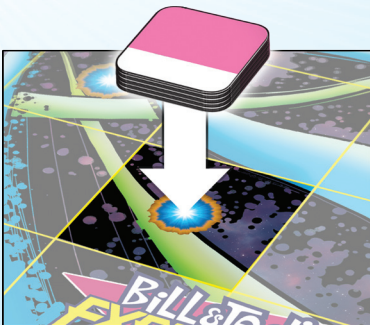


Figure 2

The arrows on the Knight, the Cowboy, and the phone booth standies should all point toward the center of the board (see Figures 2 and 3). These arrows indicate “forward” as relates to all movement in this game.

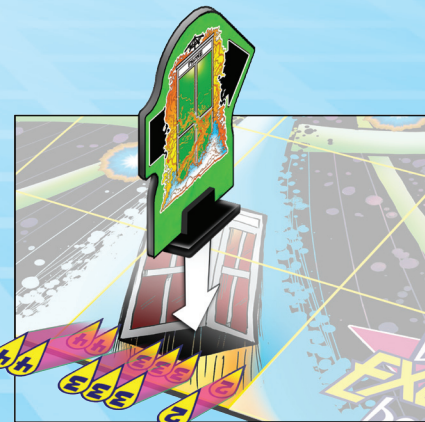
Figure 1



Assemble the evil dudes (the Knight and the Cowboy) and phone booth standies by inserting each into one of the included plastic bases.

Each player now takes a phone booth and player marker of matching colors. Place your player marker in front of you, easily visible to all players. Two spaces on the board with numbered icons indicate where you should place the phone booths at the start of the game, depending on the number of players.

Figure 3



When playing with **four players**, place any two phone booths on each of the two starting spaces. Use all copies of the characters on the board and all 60 cards. The game lasts five rounds.

Each player draws five cards from the draw pile. Look at your cards, but do not reveal them to the other players.

For **three players**, place all three phone booths on the same starting space. Return the top character from each stack and nine cards from the top of the draw pile to the box. The game lasts seven rounds.



The Cards

Each card shows three important elements.

Movement Buttons

These buttons show six movement symbols in various combinations, and they determine how your phone booth moves around the board (see the Movement Symbols table).

Evil Dude Buttons

When a card is played, this icon determines which evil dude moves according to that card.

Initiative Button

Each of the 60 cards is numbered (1-59 and 69). This number determines turn order.



How to Play

During the game, you play cards and collect characters that you place in your play area, which is the space immediately surrounding your player marker (see Figure 4). Your goal is to collect as many characters as you can before the game ends. Each game round consists of two phases – planning and movement.

Planning

During the planning phase, you play two cards that influence how your phone booth moves, how the evil dudes move, and the order in which you take your turn.

Choose a card from your hand to play face down to the right of your player marker. Then choose a second card from your hand to play face down to the right of the first card. Once all players have placed their two cards face down, everyone simultaneously reveals them without changing the sequence of the cards.

Movement

The player who revealed the lowest-value initiative button takes the first turn of the round. After that turn is completed, the player with the next-lowest initiative button takes the next turn, and so on until every player has completed a turn.

Sixty-Nine, Dudes!



The initiative button on one card shows the number 69. When that card is used, the player may choose (though it is not required) to shout “Sixty-nine, dudes!” as the card is revealed. If any single-digit initiative buttons were revealed in this round, the 69 button counts as the lowest initiative button revealed. If no other players revealed single-digit initiative buttons, the 69 button’s special ability is ignored.

Movement Symbols

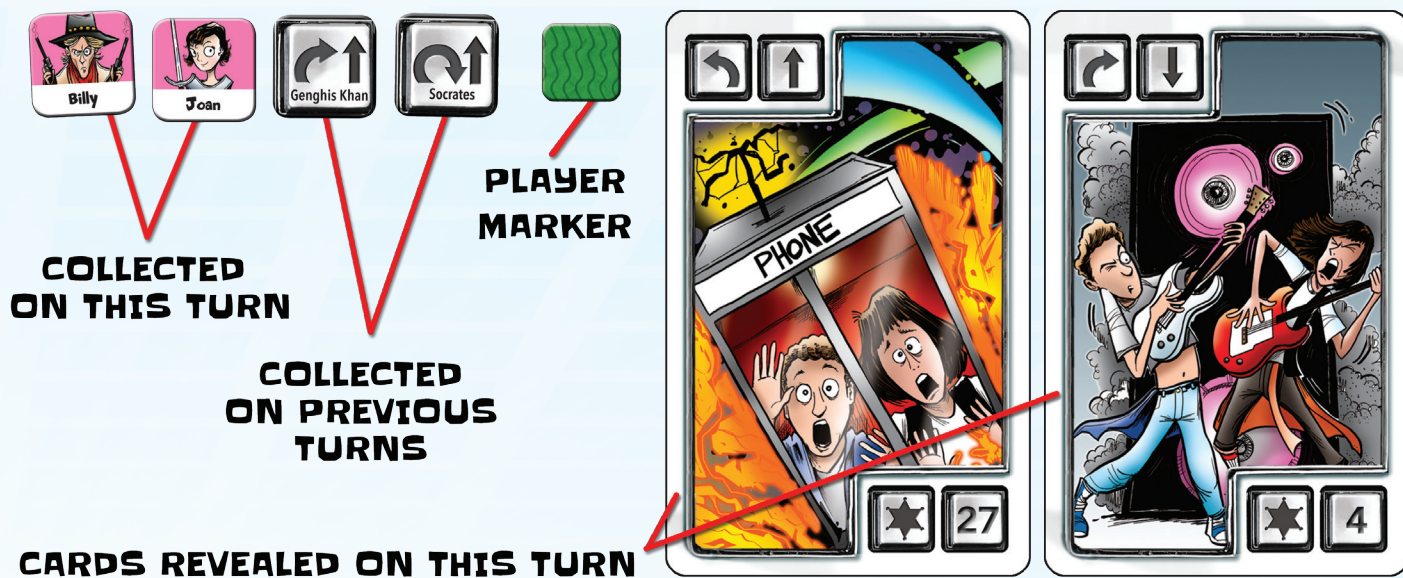
 ROTATE LEFT	 NO ROTATION
 ROTATE RIGHT	 MOVE 1 SPACE FORWARD
 TURN AROUND	 MOVE 1 SPACE BACKWARD

Your phone booth rotates and travels around the board according to the movement buttons on the characters and the cards in your play area. At any point when you have no characters (including on the first turn of the game), only your cards affect your phone booth. The symbols always take effect from left-to-right. Most characters have unique movement buttons that show two arrows. Always follow the left arrow first, followed by the arrow to the right.

The movement buttons on the character farthest from your player marker moves your phone booth first, followed by the next character to the right, and so on until you reach your player marker. Then the card closer to your player marker moves your phone booth, followed by the card farther from your player marker (see Figure 4).

Figure 4

PLAY AREA



Based on the tokens and cards shown in Figure 4, the movement for this turn is:

Phone Booth: ↻ ↗ ↻ ↗ ↻ ↗ ↻ ↘ then Cowboy: ↻ ↗ ↻ ↘

Note: The Knight does not move this turn, since the shield icon is not present on the cards.

Picking Up Characters

When your phone booth moves into a space containing a character that you have not already collected and no evil dudes (see below), pick it up and place it to the left of your other characters with the movement button face down. Movement is revealed at the end of your turn. If it is the first character you've collected, place it immediately to the left of your player marker. Your collected characters should form a straight line that can be read from left-to-right (see Figure 4).

If you move into a space that contains multiple characters, you will pick up one copy of each character you have not already collected. If you collect multiple characters at once, place them to the left of your most-recently collected character in any order you choose.

If your phone booth ever shares the same space with an evil dude, you must drop your most-recently collected character (the character farthest away from your player marker) in that space with the character image face-up. This happens only when an evil dude moves into your space, or you move into his. (Starting your turn in a space with an evil dude does not cause you to drop an additional character.) If you are unfortunate enough to move into a space with both evil dudes, they each make you drop a character in that space.

If you have no collected characters, the evil dudes only prevent you from picking up characters in their spaces.

Any character that has been dropped on the board is available for any player to pick up. However, you may not immediately pick up a character that is dropped in the same space as your phone booth. You may pick up characters only when you move into a space. If another player moves into that space before you leave and return, that player picks up any characters there as the rules allow.

- You may not collect more than one copy of any character.
- You may not pick up characters from any space occupied by an evil dude.

Evil Dude Movement

After you have moved your phone booth according to all of the movement buttons showing in your play area, the evil dude indicated on the card closer to your player marker moves according to the movement buttons shown at the top of that card. Then the evil dude indicated on the card farther from your player marker moves according to the movement buttons shown at the top of that card. This might mean that each evil dude moves once, or that one evil dude moves twice and the other stays put (see Figure 4).

Be careful to keep the evil dudes and your phone booths pointing in the correct direction as the game progresses. Immediately replace any pieces that are accidentally turned or knocked over during play, maintaining the orientation it had prior to the disturbance.

Edge of the Board

If your phone booth or an evil dude moves off the edge of the board, it re-enters the board on the opposite side as though the spaces were adjacent (see Figure 5).

Figure 5



End of Turn

After you have moved your phone booth and the appropriate evil dudes, your turn is over. Reveal any collected characters, discard your two played cards next to the draw pile, and draw two new cards. Once all players have taken a turn, the planning phase for the next round begins.

End of Game

The game ends at the end of a round when a player should draw cards and no cards are left to draw. When the round is completed, the player with the most characters wins the game. If there is a tie, the tied players reveal the cards still in their hands, and the player holding the lowest-value initiative button wins. The rules for the 69 card still apply at the end of the game (see p. 2).

The winner forms Wyld Stallyns and brings utopian harmony to civilization as we know it.

Everyone else is sent to Oates Military School in Alaska.

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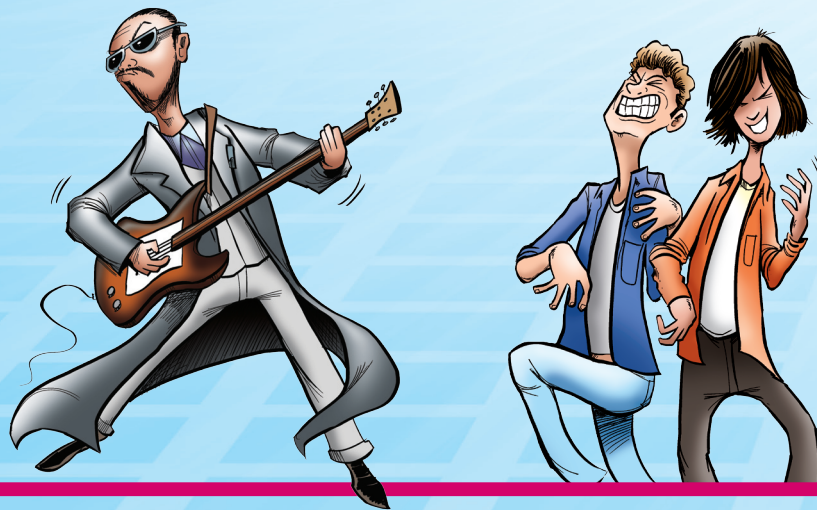
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