

**Somewhere in New Jungle,  
the Big Boss searches for the Power...**

**99¢ CHAMBER  
OF DEATH**  
A CHRISTIAN GUANZON GAME

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Welcome to **NEW JUNGLE VILLAGE**- a lawless place of danger and martial arts. Somewhere in New Jungle, the Big Boss searches for the Power, and the Warriors need to stop them.

## MICROPHONE CHECK 1, 2, 1, 2

- Get some friends, six-sided dice, and some scrap paper.
- Read this whole game.
- Determine which one will play the MC. The rest of you will play as Warriors.
- Everyone contributes at least two **ADJECTIVES** and two **NOUNS** to a word bank.
- MC makes the Big Boss and the Source of Power.
- Make your Warriors.
- Enter the 99¢ Chamber

Now you're ready to play!

## MAKING A 99¢ WARRIOR IS EASY!

1. Pick a **NOUN** and an **ADJECTIVE** from the word bank. This is your **STYLE**.
2. Draw and/or describe a special item your Warrior always carries with them. This is your **MEMENTO**.
3. Name and describe your Warrior.

## IF YOU ARE GAME... LET'S BATTLE!

When it's time to battle, pool your dice together.

1. Add 1 dice to your dice pool for each word in your **STYLE**.
2. Roll your dice pool.
3. Each dice that shows 5 or 6 is a **HIT**.
4. You can **HIT** any opponent to reduce their dice pool.
5. When any warrior has no dice left in their pool, they lose.

The winner may add one word from the loser's **STYLE** to their own, and then may decide whether they kill or spare the loser.

## WORDS = POWER

Need some bonus Dice? Get ready to rap! You can get:

- 1 Dice for each **STYLE** word in your rap. (The style has to be involved in the current fight).
- 2 Dice for every 4 Bars

Your MC gets the final word on how many bonus dice you get.

## A HIGHER POWER

Once per game, you can tear up your Memento. Ignore all the hits for your last roll, and roll all the dice again. Once you do this your Memento is gone.

## TO BECOME AN MC

You are the Master of Ceremonies. You control the Big Boss and their henchmen. Your friends, the Warriors, will try to stop your pursuit for power. You must:

- Honor the Game
- Challenge the Fighters
- Be truly Bad

## WHO IS THE BIG BOSS?

**VILLAINOUS STYLE:** The Big Boss' style has as many words as there are Fighters +1. You can choose words outside of the word bank. Write this style down in secret, and place it face down on the table.

**VILLAINOUS INFLUENCE:** Minions share at least 1 style word with the Big Boss.

## WHAT IS THE POWER?

You need something for ultimate control. Is it the deed to the empire? Is it a secret technique? The MC decides what it is and shares the information with the Warriors.

## MAKING SCHEMES

When you're running the game, there are some important guidelines to follow.

1. **The Big Boss doesn't have the Power...yet.** They have the answers, they just need to make the moves. This is the Warriors' last chance to save New Jungle.
2. **Civilians try to keep out of as much as they can.** They're trying to keep their heads low, and resigned to the Big Boss's rule.
3. **There's a deadline.** Maybe the Empress is on her way, or the ritual can only be completed by the eighth moon after a two-headed wolf is born. Either way, the clock is ticking.