

How to Play

GAME AS NED KELLY®



Game As Ned Kelly® is the World's first board game based on the history of the Kelly Gang. Inspired by the true life story, the game play incorporates acts of heroism, team strategies, shootouts, heartbreak and a clever mix of action cards that add to the drama of the game. Action cards also contain a wealth of facts about the fascinating Kelly story, which teaches a part of Australian history in an enjoyable way!

Game As Ned Kelly® is for 2 or more players. In a 2-player game each player will enjoy the responsibility of controlling their entire Gang.

In a multi-player game there is a greater need for Team Play as the entire Team makes decisions about moves, strategies, etc. Teamwork wins the game!!

Contents of the game:

Large 3-fold game board, 30 Action cards, 13 Pound notes, Die, 4 Kelly Gang tokens & 4 Police tokens.

Object of the game:

For the Kelly Gang to WIN they must distribute their money to sympathisers in all 13 towns and escape with all 4 Kelly Gang tokens to N.S.W.

For the Victoria Police to WIN they must capture all Kelly Gang tokens, that are still in play, inside the Gaol (or Gaol Zone) at the same time.

Setting up the game:

Players divide into two teams and decide which team is the Kelly Gang and which is the Victoria Police.

The 4 Victoria Police tokens are placed at the Melbourne Gaol. The 4 Kelly Gang tokens are placed at the Kelly Home (4 leaf clover). The 13 pound notes are given to the Kelly Gang to hold. All action cards are shuffled and the deck placed face down on the game board.

Playing the game:

Play commences with a player on the Kelly Gang team rolling the die. The team decides which 1 of the 4 Kelly Gang tokens to move and where the token will be moved to. A token can be moved in any direction, but never back and forth on the same spaces within the same move; however, you can move a token in a circle, thus landing on, or passing through a space within the same move. (eg. Say a 4 is rolled, using the diagram on the right, you can see that there are 4 possible moves).

As the game begins to unfold, the Kelly Gang will try to fan out across the board with the focus being on distributing each of the 13 Pound notes to sympathisers in each of the matching 13 towns. (eg. Once a Kelly token lands on the town 'Avenel' the Pound note named 'Avenel' is placed back in the game box).

The Kelly Gang needs to be strategic about exiting tokens off to N.S.W. because if ALL of the Kelly tokens, that are still in play, are captured in GAOL (or the GAOL Zone) at the same time, it's GAME OVER for the Kelly Gang. Exiting Kelly tokens off to N.S.W. does not require an exact roll of the die.

Action Cards:

Action cards, are used whenever any token lands on this space. Once used, Action cards are not placed back under the deck, but removed from the game. Some Action cards, as noted, are to be given to, or held by, or have actions for the opposing team, regardless of who has picked up the card.

Go to Gaol:

This space causes any token landing on it to 'Go to Gaol'. (NB: There may be times when this becomes a useful tactic for the Police to use - eg. Sending Police reinforcements to Gaol to stop Kelly's from leaving the Gaol Zone).

It is wise for the Kelly Gang to move its tokens out of the Gaol Zone quickly to avoid having ALL of them captured there at the same time.

Note: One token per space

If an action card directs a team's token to a space already occupied by that team, then the card instructions become invalid and the card discarded. eg. Two tokens must never occupy the same space.



Kelly Hideout:

This space is very useful for Kelly Gang members. It offers immunity from 'shootouts' (ie. Police tokens cannot occupy these spaces).

Shootouts:

Shootouts occur whenever a Kelly token and Police token try to occupy the same space. A player from each team rolls the die. The token from the team with the lowest die roll is sent to Gaol. (NB: If held by a team, 'Shootout Reversal' cards can be used).

Zenitopia, being Colin M Stott & Darren J McMurtry, wish to thank:
Jane Hardwick & Jess "Poppit" Lucy for their roles in the seeding of an idea...
"A game about Ned Kelly". Matt Shore for his encouragement. Bill Shelton for his warm hospitality. Keith McMenomy for his input and kind permission to use imagery in his superb book "Ned Kelly - The Authentic Illustrated History"; with image copyright to the original owners. Image of Ned Kelly's Helmet reproduced by kind permission from the State Library of Victoria.

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