

# SKIP TRACE

The Party Game of  
Clueless Bounty Hunters  
**Mini Edition**



4 to 8+ players



45 minutes



Ages 17+

## PREMISE

You and your friends are clueless Bounty Hunters whose goals are to collect as many Targets as possible by completing Missions. The object of the game is to collect as many Targets as possible.

**Bounty Hunter** – As a Hunter, it is your job to convince The Boss why you are best suited to complete the Mission.

**The Boss** – As The Boss for the round, you have two jobs. At the start of the round, you determine the Mission; at the end of the round, you decide which Bounty Hunter gave the best pitch.

Each round, the Mission is crafted by The Boss using three cards: the **Target**, the **Location**, and the **Objective**. The Boss should use those cards as prompts to help craft a story.

## THE CARDS

**Targets:** Who your Mission is centered on.



**Locations:** Where you'll be doing the deed. Each **Location** card lists three points of interest that you can use to your advantage.



**Objectives:** What the purpose of the Mission is.



**Items:** How you'll complete the Mission; your bread n' butter. These cards are various objects (abstract or otherwise) that you bring with you into the Mission.



## HOW TO PLAY

Shuffle each of the four card decks independently and have them available face down.

The player with the bossiest attitude is designated as The Boss for the first round. The rest of the players become Bounty Hunters.

**Round of Play** — Each player draws five **Item** cards. The Boss will also draw one **Target** card, one **Objective** card, and one **Location** card. These three cards make up a Mission.

**Mission Creation** — The Boss looks at the Mission cards, crafts and tells the Mission's story, and lays down each Mission card as it is referenced. Please note that these cards are meant only as prompts.

### **Here's an example Mission:**

*I have a job. There's this **Obnoxious News Anchor** reporting in the middle of a **Forest**. He's doing a special on hunting innocent woodland creatures, and I want you to **Punch Him Into The Afterlife**, so he doesn't bother them anymore.*

## PITCHES

**The Pitch** — Going clockwise from The Boss, each Hunter takes turns presenting how they will accomplish the Mission. Each Player lays the **Item** cards they want to use in their pitch face down until everyone is ready to begin. Players should take about 30 seconds to lay out their plan. As you present your pitch, reveal **Item** cards as they become relevant. Players can use one or two cards per round.

**Here's an example Pitch:**

*Alright, so I'll lure the **Obnoxious News Anchor** over to my position with my **Flare Gun**. He'll see the light over the **Forest** canopy and think, 'There's a story there!' Then, faintly In the distance, he'll start to hear some music. As he gets closer, he realizes...it's Nickelback. I'm using my **Boombox that Only Plays Nickelback** to distract him. Then, I'll jump out of the tree I'm positioned in, and I'll **punch him so hard he ends up in the afterlife**.*

## THE END

**End of Round** — After all the Hunters pitch, The Boss chooses a winner for the round.

That player receives the **Target** card as their trophy, and can choose one **Item** card that was played during the round. The chosen **Item** card is now permanent, does not count against your hand limit, and remains face-up on the table. You may use only one of these permanent **Item** cards per round. The remaining cards on the table are placed in discard piles and each player draws back up to five cards. The role of The Boss moves to the next player clockwise and a new round begins.

The game ends after everyone has been The Boss. The winner is the one with the most **Target** cards total by the end of the game.

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## TIE BREAKING & ALT. RULES

**Tie Breakers** — One final mission will be given to those who are tied by the player who has the least amount of points. If everyone is tied, the game will end but just as a tie in real life, it will leave you unsatisfied and annoyed.

**Dead or Alive** – Instead of using the **Objective** cards during each mission, players will instead try to capture the **Target** dead or alive each round, which will be decided by The Boss.

Skiptrace was intentionally designed as a modular game, so there are lots of ways you can modify the base rule set if you choose! Maybe you like playing with a timer to keep the pacing up, or perhaps you want to award different mission cards to different hunters based on the strengths of their pitch? It's all up to you!

[[skiptracegame.com](http://skiptracegame.com)]

**DOMINATRIX**



TARGETS

**AN IRL TROLL**



TARGETS

**BRO**



TARGETS

**G-G-GHOST!**



TARGETS

**BOY TOY**



TARGETS

**AVERAGE JOE**



TARGETS

**FANFICTION  
NOVELIST**



TARGETS

**DELUSIONAL  
COSPLAYER**



TARGETS

**PYROMANIAC**



TARGETS

**INTROVERTED  
EXPLORER**



TARGETS

**THIS ONE  
DRUG DEALER  
I KNOW**



TARGETS

**CORRUPT  
POLICE  
CAPTAIN**



TARGETS

**A GOLEM  
WITH ANXIETY  
TROUBLES**



TARGETS

**THE  
CONDOM  
KING**



TARGETS

**AN IMPORTANT  
HISTORICAL  
FIGURE THAT  
STARTS WITH  
"H" AND ENDS  
IN "ITLER"**



TARGETS

**NEPTUNE,  
GOD OF  
THE SEAS**



TARGETS

**EXPLODE**



**PUNCH  
INTO THE  
AFTERLIFE**



**TURN  
THEM ON**



**FREEZE**



**INTOXICATE**



**RUIN  
THEIR DAY**



**HYPNOTIZE**



**OVER-  
STIMULATE**



**GIVE THEM A  
CHANGE OF  
PERSPECTIVE**



**QUIETLY  
TAKE OUT**



**KILL WITH  
KINDNESS**



**SHAG**



**LIGHT 'EM UP**



**SEND ON A  
PERMANENT  
"VACATION"**



**PARTY HARD**



**MAKE THEM  
DISAPPEAR**



## BACK ALLEY

- Homeless Person
- Garbage
- Fire Escape



LOCATIONS

## HUNTING GROUNDS

- Camouflaged Hunters
- Swamps
- The Animal Kingdom



LOCATIONS

## LABYRINTH OF SEWERS

- Storm Drains
- Questionable Water
- Secret Facility



LOCATIONS

## FIREARMS FACTORY

- So...Many...Guns...
- Conveyor Belts
- Mafia Boss



LOCATIONS

## SPOOKY MANOR

- Suits of Armor
- Chandeliers
- The Feeling of Being Watched



LOCATIONS

## MASQUERADE BALL

- Dukes and Dames
- Classy Music
- Creepy Masks



LOCATIONS

## LARGEST CASINO IN VEGAS

- Maximum Security Vault
- High Rollers
- Boxing Ring



LOCATIONS

## THE LAIR OF THE SPIDER QUEEN

- Caves
- Egg Sacs
- Cobwebs



LOCATIONS

## THE DMV

- The Bored Masses of Modern America
- Testing Course
- Databases



LOCATIONS

## RAVE

- Gas Masks
- Various Drugs
- Scantily-Clad People



LOCATIONS

## SWAMP

- Crocodiles
- Quicksand
- Mosquitoes



LOCATIONS

## FOREST

- Fungi
- Friendly Lumberjacks
- Lakes



LOCATIONS

## FILM SET

- Moving Cameras
- Lighting System
- Realistic Props



LOCATIONS

## COAL MINE

- Caged Bird
- Headlamps
- Wooden Infrastructure



LOCATIONS

## CASTLE

- Dungeon
- High Tower
- Secret Passages



LOCATIONS

## OPERA HOUSE

- Trap Doors
- Catwalks
- Balconies



LOCATIONS

**TOO MUCH  
PRIVILEGE**



ITEMS

**ANXIOUS  
THOUGHTS**



ITEMS

**MOJO**



ITEMS

**THE ESSENCE  
OF YOUTH**



ITEMS

**PIXEL ART**



ITEMS

**RECIPE FOR  
DISASTER**



ITEMS

**FUZZY  
HANDCUFFS**



ITEMS

**ROBOT  
CLONE OF  
THE TARGET**



ITEMS

**THE GLANCE  
OF JUSTICE**



ITEMS

**YEARNs  
FOR THE  
HIGH SEAS**



ITEMS

**THE EPITOME  
OF COOL**



ITEMS

**CUPCAKE  
TOO RICH  
FOR HUMAN  
TASTE BUDS**



ITEMS

**SMUG  
BUMPER  
STICKER**



ITEMS

**SHOT OF  
RABIES**



ITEMS

**HOT LIGHT  
BULB**



ITEMS

**HORSE  
HEAD MASK**



ITEMS

**CARDBOARD  
STANDEE OF  
THE TARGET**



ITEMS

**SARCASTIC  
INSPIRATIONAL  
POSTER**



ITEMS

**BIG WOODEN  
SPOON**



ITEMS

**CHARMING  
GREETING  
CARD**



ITEMS

**LITER OF  
ABSINTHE**



ITEMS

**KILLER  
HANGOVER**



ITEMS

**SODA CAN  
YOU VIOLENTLY  
SHOOK**



ITEMS

**BADGE  
OF PRIDE**



ITEMS

**DIVORCE  
PAPERS**



ITEMS

**LOTS AND  
LOTS OF  
ROCKS**



ITEMS

**ACTIVE  
LANDMINE**



ITEMS

**LIGHTER  
FLUID**



ITEMS

**BEGINNER'S  
GUIDE TO  
BONDAGE**



ITEMS

**PILE OF  
PIRATE BOOTY**



ITEMS

**WEDDING  
LICENSE**



ITEMS

**BLOODY RAG**



ITEMS

**CURLING IRON**

**CHINESE  
FINGER TRAP**

**CRYSTAL  
BALL**

**LOVE TESTER**



ITEMS



ITEMS



ITEMS



ITEMS

**THE PUNKIEST  
AND STEAMIEST  
OF ALL GOGGLES**

**SWISS ARMY  
MECHANICAL  
ARM**

**A COPY OF  
MACHETE® ON  
VHS FEATURING  
DANNY TREJO  
AS MACHETE®**

**DOOHICKEY**



ITEMS



ITEMS



ITEMS



ITEMS

**A FUCKING  
TANK!**

**SEGWAY**

**SHAGGIN'  
WAGON**

**WAR  
ELEPHANT**



ITEMS



ITEMS



ITEMS



ITEMS

**AMELIA  
EARHART'S  
FLAMING  
GHOST PLANE**

**THE  
PROBINATOR**

**SMUT**

**BOOMBOX  
THAT ONLY  
PLAYS  
NICKELBACK**



ITEMS



ITEMS



ITEMS



ITEMS



**THE LANCE  
OF JUSTICE**

**COMIC SANS**

**FLARE GUN**

**AIR HORN**



ITEMS



ITEMS



ITEMS



ITEMS

**LAVA LAMP  
DILDO**

**VUVUZELA**

**STROBE LIGHT**

**INCRIMINATING  
PHOTOS**



ITEMS



ITEMS



ITEMS



ITEMS

**AN UNGODLY  
AMOUNT OF  
FIREFLIES**

**SEXY  
DISGUISE**

**PURITY RINGS**

**BALL-GAG**



ITEMS



ITEMS



ITEMS



ITEMS

**ENOUGH  
LEGOS TO  
BUILD WHAT  
YOU WANT**

**FROG  
FRACTIONS 2**

**HANDS  
THAT GO  
"PEW PEW!"**

**BOX OF  
COCKS**



ITEMS



ITEMS



ITEMS



ITEMS

**BOOK ON  
HOW TO READ**



ITEMS

**A BEATEN-  
TO-DEATH  
INTERNET  
MEME**



ITEMS

**STUDENT  
LOANS**



ITEMS

**A BOATLOAD  
OF TROUBLE**



ITEMS

**DEGREE  
IN "BEING  
AWESOME"**



ITEMS

**STREET CRED**



ITEMS

**MUCH NEEDED  
COMIC RELIEF**



ITEMS

**ANIME BODY  
PILLOW**



ITEMS

**THE ULTIMATE  
BREAKFAST  
SANDWICH**



ITEMS

**DANK WEED**



ITEMS

**ENOUGH  
VIAGRA TO  
KILL A HORSE**



ITEMS

**"DEFINITELY  
NOT" POISON**



ITEMS

**DOCTOR'S  
NOTE**



ITEMS

**RUBBER FIST**



ITEMS

**MANGA GUIDE  
TO LINEAR  
ALGEBRA**



ITEMS

**A BOOK TITLED  
IMAGES YOU  
SHOULD NOT  
MASTURBATE TO**



ITEMS