

RULEFACTORY

အုန်းပဲ

BOARD GAME

RULEBOOK



CONTENTS

94 playing cards



6 "How to Play" overview cards



6 numbered teleport spaces



1 "Events" overview card



6 player tokens



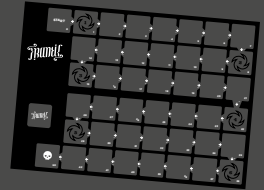
1 blackboard + 1 blackboard marker



6 "D6" dice



1 game board

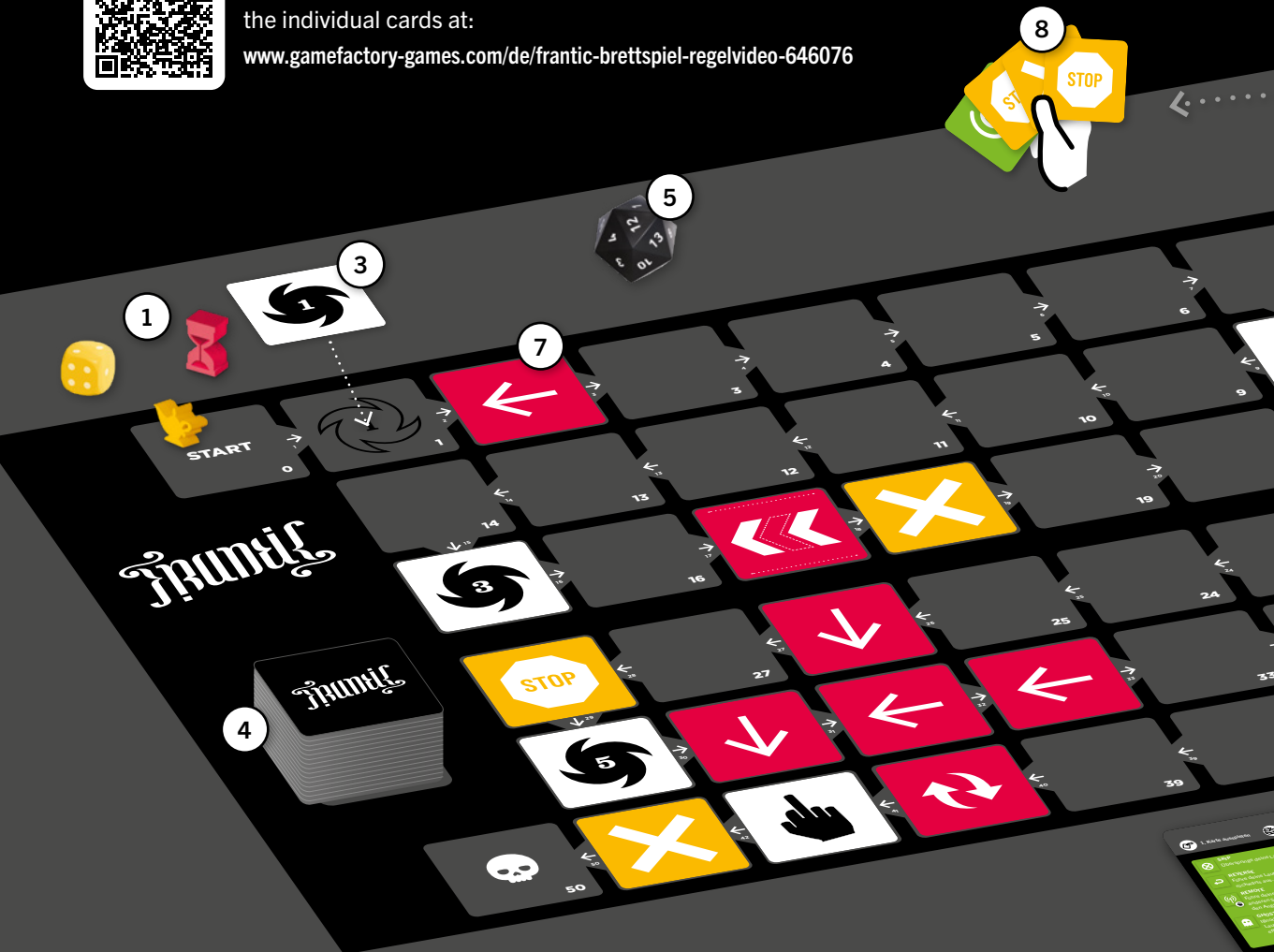


1 "D20" die



You can find how-to-play videos and detailed explanations of the individual cards at:

www.gamefactory-games.com/de/frantic-brettspiel-regelvideo-646076



GOAL OF THE GAME

In the Frantic Board Game, the journey is the destination, and the destination is the worst place on earth! So be sure to stay far away from it for as long as possible! At the same time, you're trying to teleport the other players to this place of unspeakable horror. You alone are responsible for your own fate, because you'll constantly be changing the game board via daring shortcuts, twisty detours and devious traps.

SETUP

At the start of the game, the players agree on a point limit. Here are a few suggestions:

Players	short	medium	long
2 to 3	99	121	157
4 to 6	83	99	121

You can also agree on a different limit.

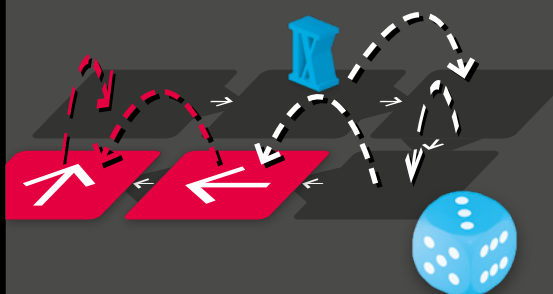
The general rule should be: the bigger your group of players, the lower the point limit.



- 1 Place the game board in the middle of the table. All players choose a player token and place it on the start space. Take the D6 of the same color.
- 2 Take a "How to Play" overview card and place it in front of you. Place the "Events" overview card next to the game board, within reach of all players.
- 3 Place the numbered teleport spaces on the locations with the corresponding symbol.
- 4 Shuffle the playing cards and deal a number of cards to each player:
 → 2 players: 8 cards
 → 3 players: 7 cards
 → 4 or more players: 6 cards
 Place the remaining cards as a face-down draw pile on the designated space.
- 5 All players now roll the D20. The player with the highest roll is the starting player. In case of a tie, all tied players roll again.
- 6 Players take turns in anticlockwise order.
- 7 In turn order, each player plays a hand card of their choice onto the game board. Keep doing this until all players have 4 cards left in their hand. The effects of the played cards are not triggered yet.
Important: players are not allowed to cover the start space, the end space (skull), or any of the numbered teleport spaces.
- 8 Keep the 4 remaining cards in your hand.
- 9 Time to begin!

2. MOVING

Roll your D6 and move forward as many spaces as the number your rolled. If necessary, activate additional card effects (see page 5 or the “How to Play” overview card).



Example of additional effects: The blue player token moves forward 3 spaces and is then pushed an additional 2 spaces by the red “Push” cards.

3. DRAWING CARDS

Draw back up to 4 cards. All other players that now have fewer than 4 cards also draw back up to 4.

This ends your turn: it's now the next player's turn.

END OF A ROUND

A round ends immediately when:

- at the end of a turn, at least 1 of the player tokens has reached or exceeded the end space.
- at the end of a turn, 1 of the players is unable to draw cards because the draw pile is empty.

Important: When a player reaches the end space, that player carries out their entire turn, including any effects AND movement. After that, the round ends.

Players now write down the minus points they scored, which correspond to the position of their player token on the game board.



Example: At the end of the round, the green player token is on the start space and scores 0 points. The red player token scores 23 points. The white player token is on the end space and scores 50 points.

A NEW ROUND

If none of the players have reached the point limit that was agreed upon at the start of the game, a new round starts. Return all player tokens to the start space, clear all cards other than the numbered teleport spaces from the game board, and follow the setup steps mentioned on page 2, starting with step 3.

END OF THE GAME

If at the end of a round, at least 1 player has reached the point limit that was agreed upon at the start of the game, the game ends. The player with the fewest minus points wins.

CARD EFFECTS

Depending on the color, card effects are activated at different times. The various card colors are marked with the corresponding icons, both in this rulebook and on the overview cards.

You can also find a summary of all the card effects on the overview cards.



Activate this effect when you play the card.



Activate this effect when you end your movement on this card.



Activate this effect when you enter this card's space while moving.



This effect only activates when you play the card as a reaction to another action. It can be played during or outside of your own turn, by placing it onto the game board.



This card has an effect while it's in your hand.



This effect counts as an attack when used against an opponent.



Important: you can also play multicolored reaction cards during phase 1 of your own turn, although that would not activate their effects.



SKIP

Skip your movement phase.



REVERSE

Move backward instead of forward this turn.



REMOTE

Nominate a player token, roll your die and carry out a movement with that player token.



GHOST

Ignore all card effects on the game board during your movement.



PUSH

Move your player token forward, backward, or through the wall onto the next space. This counts as part of your movement: any additional effects are also activated.



JUMP

Jump over the next space in the direction of the arrow, ignoring it completely. This counts as part of your movement: any additional effects are also activated.
→ Must be aligned with or against the direction of movement.



SECOND CHANCE

Roll your die again and carry out an additional movement.



SWAP

Swap positions with a player token of your choice.



GIFT



Move someone else's player token 1 or 2 spaces forward. This counts as a movement: any additional effects are also activated.



MAGNET

Take a card of your choice from the game board into your hand. You're not allowed to take numbered teleport spaces or cards with a player token on them.



TELEPORT

Roll your D6 and move your player token to the corresponding numbered teleport space.



STOP



Your movement ends immediately on this space.



You may not enter this space. Instead, you simply jump over it. The space itself does not count as a movement step.



SNAIL

This space slows you down. You need 2 movement steps to pass it, instead of 1.

Important: If you use your last movement step to enter the card, it has no further effect.



BLOCK



Prevent someone from attacking you.

- Play this card when someone targets you with an attack card.
- Attacks are effects used by other players against you or your die roll.
- Events cannot be blocked. If you block another player's attack the corresponding effect is ignored.



Example: One of the players launches an attack on the yellow player, allowing them to place the yellow player token on teleport space 2. However, yellow plays a "Block" card and cancels the attack.



NICE TRY

Prevent someone from losing.

- Play this card at the end of a turn in which at least 1 of the player tokens has reached or exceeded the end space.
- Immediately move all player tokens on the end space to teleport space 6.
- This does not trigger the teleport space.



RE-ROLL

Play this card after someone rolled a die. The die result is ignored, and the player must roll again.

- You may use this card on any die roll, including your own.
- You may use this card on a D6 (movement, teleport, during events), or on a D20 (resolving events).
- Only the new die result counts.
- The new die result can be changed again by playing another "Re-Roll" card.

WHITE CARDS

Each white card comes with its own rules.



FUCK YOU



If you have this card in your hand at the end of a round, 21 minus points are added to the position of your player token.



Immediately advance your player token by 21 spaces, ignoring all card effects on the game board. Then, carry out your movement.



Take this card in your hand.

PLACEMENT RULES

- You can play this card on any card, except on another white card.
- This card cannot be covered.



TROUBLEMAKER



Skip your movement phase and carry out an event instead.



Immediately carry out an event.

PLACEMENT RULES

- You can play this card on any card, except on another white card.
- This card cannot be covered.



NUMBERED TELEPORT



Roll your D6 and move your player token to the corresponding numbered teleport space.

- This card cannot be covered or taken into your hand.
- This card can be moved by other events.

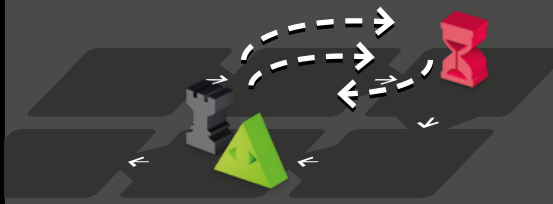
EVENTS

To resolve an event, roll your D20, read the event out loud, and carry it out.

The effects are explained on the next page and on the “Events” overview card.

BASIC RULES

- If the event has a turn order, start with the player to your right.
- If multiple players are eligible to be targeted by an effect, it applies to them all.



Example (Robin Hood): The black and green player tokens are considered further ahead. They both swap places with the red player token, which is further behind.



Important: Changes in position caused by events do not count as a movement. Therefore, all card effects are ignored.



Example (Expansion): You roll a 3 for your blue player token and skip the “Stop” and “Snail” cards before landing on a “Jump” card.

The only exception are effects for which the corresponding action is explicitly mentioned as a movement. In that case, the rules for a regular movement apply, and any additional effects are also triggered.

EVENT EFFECTS

1 EPIC FAIL

Move the player token that's furthest behind to the frontmost numbered teleport space.

2 EARTHQUAKE

In turn order, all players move their player token to the space of the player to their right.

3 MARCHING ORDERS

Nominate a player token, roll for it, and move it forward the corresponding number of spaces.

This counts as a movement: any additional effects are also activated.

4 TELEPORT TERROR

In turn order, all players roll their die. Everyone moves their player token to the corresponding teleport spaces.

5 MARKET

Reveal 1 card from the deck for each player. In turn order, everyone takes a card into their hand.

6 MEXICAN STANDOFF

Move all player tokens to teleport space 6.

7 EXPANSION

In turn order, all players roll their die and move their player tokens forward accordingly.

8 RECESSION

In turn order, all players roll their die and move their player tokens backward accordingly.

9 RESTOCK

In turn order, everyone plays a hand card of their choice onto the game board.

- All cards can be covered, except white cards.
- Do not trigger any card effects.

Then, everyone draws back up to 4 cards.

10 RESET

In turn order, everyone discards all of their hand cards and draws 4 new ones.

11 TSUNAMI

In turn order, everyone rolls their die. If your die result is equal to or higher than the previous player's result, nothing happens and the next player rolls. If your die result is lower, move your player token forward by a number of spaces equal to the die result you weren't able to beat. The event then ends immediately.

This counts as a movement: any additional effects are also activated.

12 GAMBLING MAN

In turn order, everyone rolls their die. The player with the highest die result moves their player token to the corresponding teleport space.

13 FRIDAY THE 13TH

Many cultures consider the number 13 to be bad luck. That's ridiculous! Nothing happens.

14 LOOT

All players give their hand cards to the player on their right.

15 SURPRISE PARTY

In turn order, everyone nominates a player token and moves it 2 spaces forward.

16 CHARITY

Move the frontmost player token 4 spaces backward, and all other player tokens 1 space forward.

17 ROBIN HOOD

Swap the positions of the frontmost and backmost player tokens.

18 REORGANIZE

Move 2 numbered teleport spaces on the game board.

- Numbered teleport spaces with a player token on them cannot be moved.
- Any cards that are already in the target spaces will be covered, but remember that white cards cannot be covered.

Important: When teleport spaces are moved, the spaces they were on before now count as normal, empty spaces.

19 COMMUNISM

Move all player tokens to the space containing the frontmost player token.

20 EPIC WIN

Move the frontmost player token to the start space.

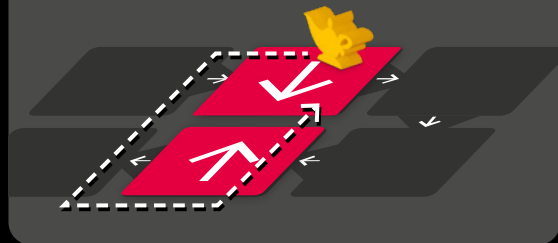
SPECIAL CASES

FAQ – FRANTICALLY ASKED QUESTIONS

FAQ 1

LOOPING

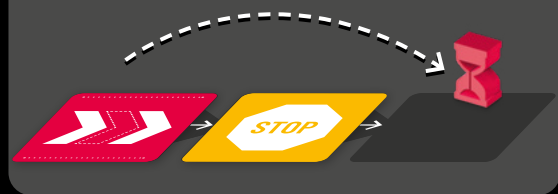
Each card only triggers once per turn.
For example, if two arrows on “Push” cards point toward each other and you land on them, you only move back and forth once.



FAQ 2

JUMP AROUND!

The “Jump” card allows you to skip the entire space, whether it contains a card or not. The “Stop” card is also completely ignored.



FAQ 3

BROKEN TELEPORT

If you end your turn on a numbered teleport space and you then roll the number of the teleport space you are on, you stay in place.
For example: Your player token is on teleport space 5 and you roll a 5.

FAQ 4

BLOCK & REMOTE

If someone plays a “Remote” card on you and you cancel the attack with a “Block” card, the attacker does not carry out their movement phase.

FAQ 5

LANDING ON X

If a card effect causes you to land on an “X” card, move your player token 1 space forward.



FAQ 6

REVERSE CHANCE

If you play the “Reverse” card and end your backward movement on the “Second Chance” card, you must also carry out the additional backward movement.

FAQ 7

SWAP BLOCK

If you land on a “Swap” card, you cannot cancel it with a “Block” card. You have to swap positions with someone else. However, the player you want to swap positions with can prevent this by using a “Block” card.

FAQ 8

VANDALISM

If a color can no longer be played because all spaces with other colors are covered, you’re allowed to break the rules this once, covering a card you’re not supposed to. However, covering white cards still isn’t allowed.