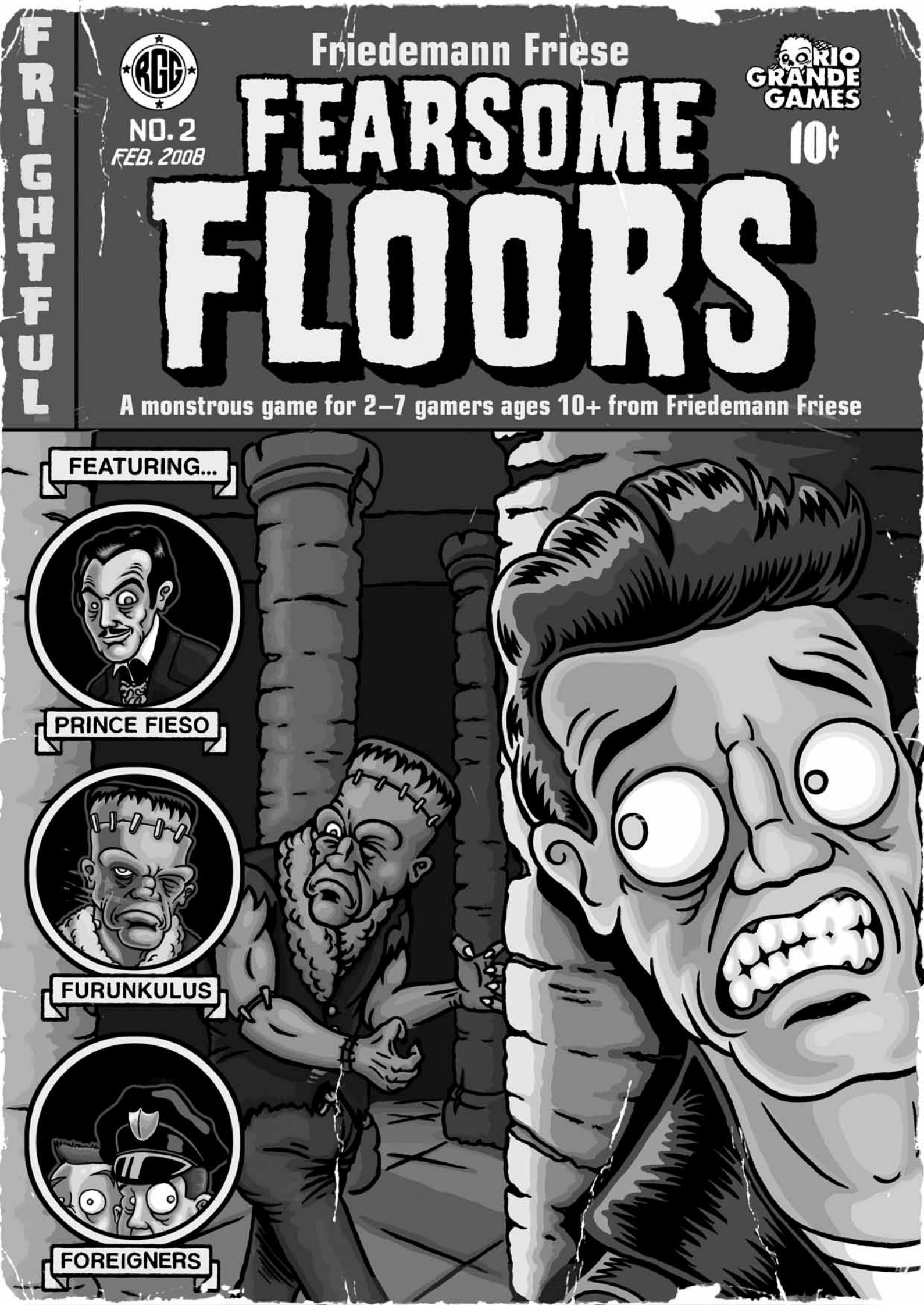

FRIGHTFUL
RGG
NO. 2
FEB. 2008
Friedemann Friese
FEARSOME FLOORS
RIO GRANDE GAMES
10¢
A monstrous game for 2–7 gamers ages 10+ from Friedemann Friese
FEATURING...
PRINCE FIESO
FURUNKULUS
FOREIGNERS

Fairytale

It was fabulous! Fearlessly, you found the 3 fetishes in the Finnish fjord. With light-footed and foxy feints you ferry the fetishes to prince Fieso in France to free the fascinating faerie Fabula. But Fieso is not fond of foreigners, what a fiasco! You land freezing and foolishly find yourself trapped in a frightful fortress with sinister corridors. Now you must flee Fiesos trap. Furunkulus, the monster, is a frightening freak, especially fond of foolish foreigners. He will feed on you if he is able. So you want to fool Furunkulus and flee to freedom.

Components

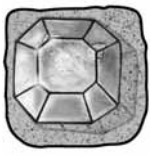
1 game board

17 floor tiles (function: see back of the rules sheet)



3 stones

back: stone



2 crystal

stone



4 right turning stones

stone



2 180° turning stones

stone



2 teleporters

both sides



2 teleporters

both sides



2 blood pools

both sides

8 monster movement tiles:



5, 7, 7, 8, 8, 10



1 hit



2 hits

1 starting player tile



25 playing figures in 7 colors (4 each in green, red, blue, and yellow; 3 each in beige, purple, and black). Before the first game, carefully attach the stickers to these playing figures, such that pictures match on both sides and the sum of the numbers on both sides on each playing figure is 7.



1 monster building kit (you can built different monsters with these pieces)

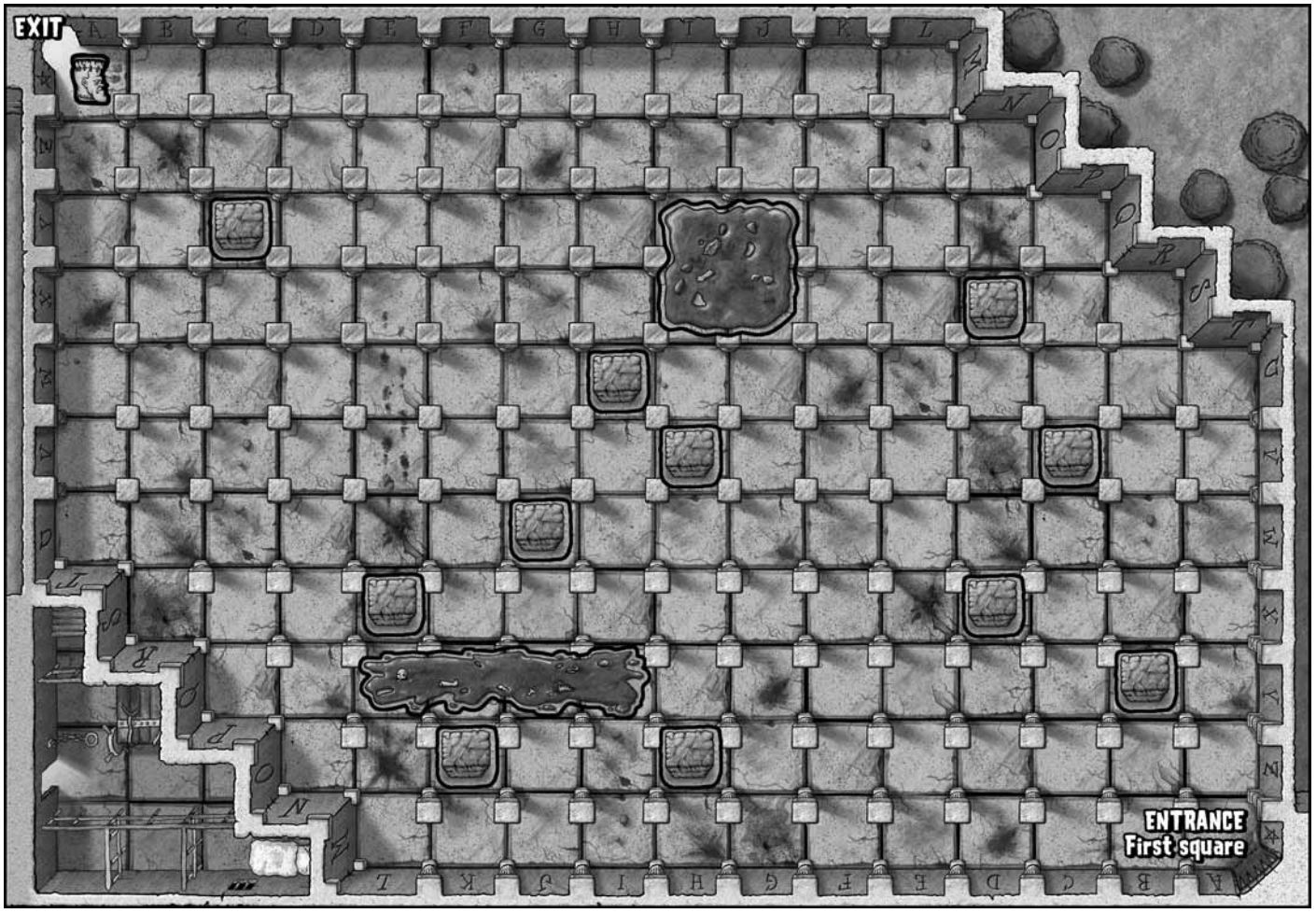
Goal of the game

The players try to move their playing figures through prince Fieso´s fortress, without being eaten by the monster Furukulus. Whoever gets a certain number of his playing figures out of the fortress wins the game. During the game, the players move one playing figure after the other, in turn order. After the players move their playing figures, the monster makes his move automatically (triggered by the monster movement tiles), to eat any playing figures in sight. Thus, during movement, players should try to place their playing figures behind stones to hide them or to move such that the monster is attracted to their opponents.

The basic game

Preparation

Place the game board in the middle of the table. Shuffle the monster movement tiles and place them face down next to the board.
Each player takes all the playing figures of one color (6/1, 4/3, 3/4, and 2/5). In games with 5 to 7 players, each player takes only 3 playing figures (6/1, 3/4, and 2/5). Place all playing figures next to the entrance with the white numbers (colored sides) face up. Each player now has playing figures showing a 1, 4, and 5 (with 2 to 4 players, additionally a 3).
Create a monster by joining the monster pieces and place it on the corner space next to the exit, so that it looks straight to the letter M at the edge of the board. Place the unused monster pieces back into the box.
Remove the teleporters from the game. You only need the two blood pools and all the stones (the backs of the crystals and stones) in the basic game.



Place the stone floor tiles face down and the blood pools on the board as shown in the picture. Here, the stone floor tiles act as just stones.

Playing the game

The player who looks the most like the monster starts the game. Alternatively, players may choose a starting player using any method they desire. This player takes the starting player tile.

The game is played in two stages. In the first stage, all the playing figures that are eaten by the monster are placed at the entrance and come back into the game on the next turn. In the second stage, all playing figures that are eaten by the monster are permanently removed from the game.

A single game turn is divided into two phases:
1: Moving the playing figures
2: Moving the monster

1. Moving the playing figures

The playing figures all have one side with white numbers (colored side) and one with black numbers (black side). At the beginning of the first game turn place the playing figures so that all white numbers (colored sides) are lying face up. At the end of this game turn all the black numbers (black sides) will be face up because, after moving, each playing figure is turned over. The players, in turn order, move one of their playing figures up to the number of spaces indicated by the number on the figure.

When a player first moves one of his playing figures onto the board, the first space counted is the corner space at the entrance. To leave the fortress, the playing figures need an additional movement point after the corner space at the exit.

The player may move his playing figures to any space vertically or horizontally and can move each any number of spaces up to the number shown on the top of the playing figure. A player may even choose not to move a playing figure by simply turning it over. The player can move a player figure forwards and backwards and can change direction at any time. The player may move a playing figure through spaces occupied by other playing figures (occupied spaces still count toward the total number of spaces moved), but must end the movement on an empty space.
After moving the playing figure, the player turns it over to the other side, so players can easily see that it has already moved (the new number is the maximum movement distance for the next turn). After a player moves a playing figure, the next player, in turn order (clockwise), moves one of his playing figures.
After each player has moved (or chosen not to move) all his playing figures (when all are turned over to the new side), the moving of the playing figures ends.

Important: During the first game turn, each player only moves (any) two of his playing figures onto the board. The other playing figures remain outside the board and the players simply turn them over. Beginning with the second game turn the players move their remaining playing figures onto the board.

Pushing: The players may have their playing figures push stones. A player may push a stone only if the space behind that stone is empty. A player may not push stones off the board.

Important: When a player pushes a stone onto the corner space at the entrance or exit, the stone is immediately removed from the game.

Blood pools: When a player moves a playing figure onto a blood pool, the figure slides in a straight line to the space beyond the blood pool, for the cost of a single movement point. If there is a moveable stone on that space, it is pushed one space according to the pushing rules. If the stone cannot be pushed or if the blood pool lies next to the edge of the board and the space the figure would slide to is beyond the edge of the board, the playing figure stays on the last space of the blood pool and needs another movement point to slide sideways off the blood pool. **Because it is forbidden to end movement on the same space as another playing figure, a player cannot move a playing figure onto a blood pool with its last movement point if the space behind the blood pool is already occupied by another playing figure**.

If you push a stone onto a blood pool, it slides in straight line across the blood pool, just as a playing figure would. If the space behind the blood pool is empty it stops there. If it is occupied it remains on the last space of the blood pool.

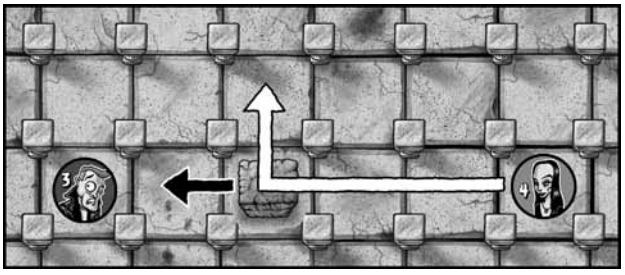
Important: Playing figures cannot push other playing figures.

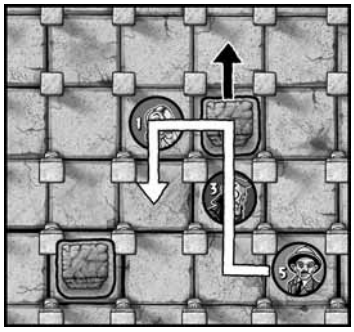
Important: A playing figure can never move through the space of the monster.
The moving and pushing rules are on the back of the rules sheet.

If a player has no more moveable playing figures, because some of them are already out of the fortress (or eaten by the monster), he passes for the rest of the turn.

Examples of movement

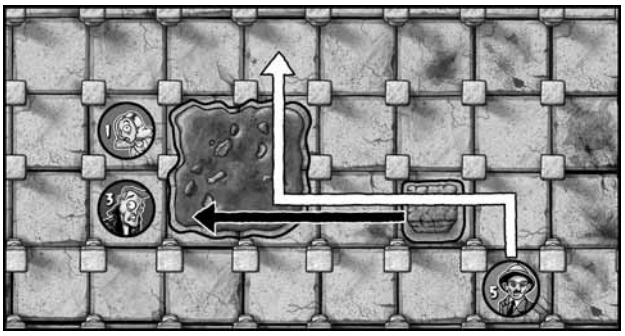
❶ The playing figure numbered 4 moves 4 spaces and pushes the stone 1 space. The stone cannot be pushed 2 spaces, because the second space is occupied by another playing figure. The moving playing figure can stop its movement earlier or choose not to move at all (0 spaces), but chooses to turn right for 1 space after pushing the stone. After moving, the playing figure is flipped to reveal the 3.





❷ The playing figure numbered 5 moves 5 spaces including over two other playing figures (these spaces must be counted, too). It pushes the stone 1 space. In this example, with this path, the playing figure cannot move 2 or 4 spaces because there are other playing figures occupying these spaces.

❸ The playing figure numbered 5 moves 5 spaces and pushes the stone onto the blood pool. The stone stops next to another playing figure, which blocks further sliding. The moving play ing figure cannot move 2 spaces upwards and then straight to the left, because its movement would have ended on an occupied space. **In this case it is not allowed to enter the blood pool, because a playing figure is not allowed to end its movement on the same space as another playing figure.**



2. Movement the monster

After moving all the playing figures, the monster moves. The monster moves automatically with the following rules.
The topmost monster movement card is placed face up and determinates the distance the monster moves.
Every step of the monster is divided into:

a) looking b) moving a space

These two steps are repeated until the monster reaches the given distance (or condition). After the last movement the monster looks a final time.

The monster always looks in three directions: straight ahead, to the left, and to the right. The monster never looks back! Also, the monster cannot look diagonally, because the fortress is designed as a pillared hall. If the monster cannot see a playing figure in any direction it keeps facing in the direction it was and moves forward one space to look again.

If the monster sees a playing figure in one of the directions, it turns to this figure and moves a space to look again, moves a step, looks again, etc.

If the monster can see more than one playing figure, it moves towards the closest figure. If two or more playing figures have the same closest distance, the monster keeps facing in the direction it was (it is confused and a little bit stupid, too) and moves one space to look again, etc.

The monster cannot look through stones.

If the monster moves onto a space occupied by a playing figure, it eats this figure. During the first stage of the game, the eaten playing figure is placed back in front of the entrance, without being turned over. After eating, the monster moves further spaces (if it has spaces left) and can eat more playing figures.

The monster pushes everything in front of itself (e.g. playing figures that hide behind stones, multiple stones, etc.). Only blood pools are unmovable. Everything pushed onto a blood pool slides - corresponding to the rules for playing figures above - in a straight line to the other side.

The monster can push stones and playing figures off of the board, the stones are removed from the game, while the playing figures are treated as being eaten.

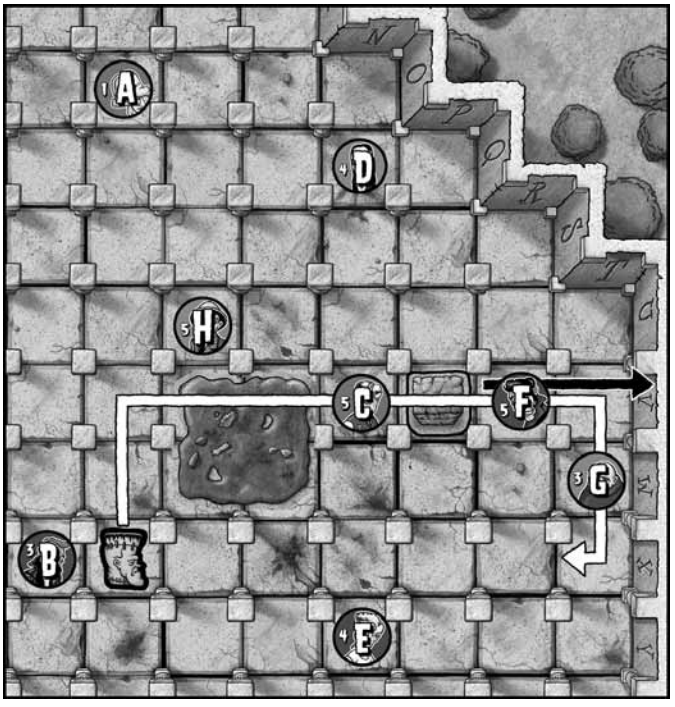
The monster can walk through walls: if the monster moves off of the board, it keeps facing the same direction as it was and re-enters the board with the same movement points at the other side of the board on the space with the same letter.

After drawing the monster movement cards »1 hit« and »2 hits«, the monster moves as long as necessary to eat 1 or 2 playing figures (or to push them off of the board). However, it will never move more than 20 spaces.

Exception: The first monster movement card of each game cannot be a 1 or 2 hit card. If these cards are drawn, continue drawing monster movement cards until a card with a number is drawn and reshuffle the other cards to form a new draw pile.

Examples of monster movement

The monster movement card »**8**« is drawn; the monster walks **8 spaces**. Before the first step the monster looks for victims. It sees **playing figure A** (it cannot see **B** because it never looks backwards), turns to the left, and walks a space nearer to **A**. Now it sees **A** and **G**. **A** is nearer to the monster, so it keep facing the same direction and moves 1 space nearer to **A**. Now it can see **A** and **C**. **C** is nearer, so the monster changes direction, slides across the blood pool and eats **C**, using its third movement point. It could not see **H** while sliding on the blood (it cannot stop moving on blood). Now it can see **D** and **E**. Both playing figures have the same distance, so the monster maintains its direction and pushes the stone and **F** one space. Now it cannot see playing figures so it keeps pushing the stone to the edge and **F** off of the board. **F** counts as eaten by the monster. There is still no victim in sight so the monster pushes the stone off of the board, which is removed from the game. Now it can see **G**. The monster turns, moves a space and eats **G**. Finally it moves its last space, looks a final time and turns to look at **B**. If **G** was at another space, the monster would have moved through the wall and re-entered at the other **V** to move its last space there.



After moving the monster, the next player to the left takes the starting player tile and the game continues with phase 1: Moving playing figures. The starting player begins and moves one of his figures.

The first stage of the game

During the first stage, all eaten figures can re-enter the board and are placed next to the entrance, where they will re-enter on the next turn.

The second stage of the game

The second stage starts after the second to last monster movement card is drawn and executed. Now all monster movement cards are reshuffled and are placed face down as the new draw pile. From now on, all eaten figures are removed from the game. Sometimes the winning conditions are fulfilled during the first stage. In that case, there is no second stage.

After again using all but the last card monster movement without fulfilling the winning conditions, the game ends and all playing figures inside the fortress count as eaten.

End of Game

As soon as one player moves all but one of his playing figures out of the fortress, he wins the game (with 2 to 4 players you need 3 playing figures, with 5 to 7 players only 2 playing figures). The game also ends if, during the second stage, all playing figures are eaten or have exited the fortress. In this case, the winning player is the one, who moved the most playing figures out of the fortress. If players tie with the most playing figures exiting the fortress, the player who first reached this number is the winner.

Special comment for the 2-player game

If a player moves 2 of his figures out of the fortress before his opponent even gets one out, it can really backfire. The other player can move 2 more playing figures on the board after the first player finishes his last movement. Experienced players can use these additional moves to really annoy the opponent and win the game.

Special comment for the 6 and 7 player game

With 6 or 7 players the game is much more random. With luck, a player can move 2 of his figures out of the fortress during the first stage to win the game. This leads to a short game.

To play a longer game, change the monster movement card with value »5« to a »3 hits« card.

The game for experienced players

To play the game for experienced players, use the front sides of the stone floor tiles, the blood pools and the teleporters. Place all the floor tiles and the starting player tile next to the board. Starting with a random player, each player chooses any one floor tile, in turn order, and places it anywhere he wants on the game board. Note, the following exceptions:

- Nothing can be placed on the 3 spaces next to entrance and exit (the corner spaces and the orthogonally adjacent spaces).
- The floor tiles must be placed exactly on the spaces and cannot overlap.
- It is not allowed to place 2 teleporters directly next to each other.

All functions of the floor tiles are explained on the back of the rules, too.

After placing the last floor tile, the next player in turn order takes the starting player tile and starts the game.

Follow all the rules of the basic game.

The functions of the new floor tiles

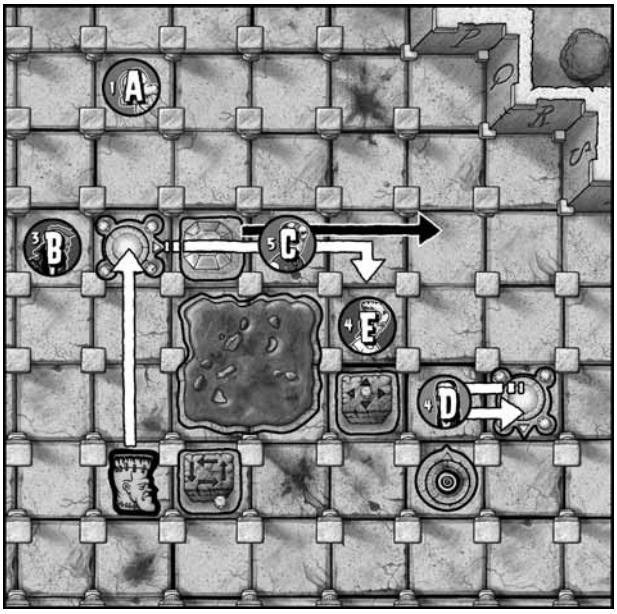
Crystal: Functions like a stone except that the monster can look through the crystal and see hiding playing figures.

Turning stones: Functions like a stone as far as playing figures are concerned. For the monster: if the monster moves to the space with a turning stone, it will not push the turning stone, but instead turns as indicated by the turning stone - either to the right or 180° - and then moves a space. Before moving as indicated by the stone, it looks to the left and right and only if it cannot see a playing figure is the function of the turning stones activated.

Teleporter: for playing figures, teleporters are equal to the edge of the board - they cannot move onto a space with a teleporter. The monster can look over teleporters - they are flat. If the monster walks onto a teleporter, it teleports with this movement point instantly to the other (matching) teleporter and faces in the direction of the visible arrow. Before it moves again, it will look to the left and right and can immediately change direction.

Example of monster movement

An »**8**« is drawn. First of all, the monster sees **A** over the teleporter and turns. The **turning stone** to the monster´s right is not activated, because the monster does not walk onto it. It moves one space upwards. It still only sees **A** and moves another space. Now it sees **A** and **E**, but it keeps its original direction, because of the equal distance of both playing figures. Now it moves onto the **teleporter** and teleports to the right side of **D** (it cannot see **B** and **C**, because it teleports instantly). On the **teleporter** it sees **D**, it turns and eats **D** using its next movement point. Now the monster cannot see a player figure and tries to move onto the space with the **turning stone 180°**. Instead of pushing the stone, it turns 180° and moves with its fifth movement point onto the **teleporter** and directly on the space next to **B**, looking in the direction of **C**. Now it can see **A** and **C** (through the **crystal**). Because both playing figures have the same distance, it pushes the **crystal** and **C** one space. It cannot see other playing figures (it never looks backwards), so it pushes the **crystal** and **C** for another space. With the final and eighth movement point, it pushes both again, looks a final time, and turns to **E**, because **E** is nearer than **C**. The monster stops its movement directly in front of **E**.



Again, this is a game with a lot of people contributing to it, so surely somebody will be forgotten. Thanks to:

Hanno Balz, Sören Bendig, Marc Buggeln, Christoph Breuer, Christward Conrad, Steffie Giese, Thomas Glander, Ingrid Hahn, Lutz E. Hahn, Maura Kalusky, Tale Jo König, Henning Kröpke, Aaron Liebling, Bob Mathies, Jago Matticzk, Andrea Meyer, Joker, Jürgen Münzer, Jürgen Neidhardt, Wolfgang Panning, Maren Rache, Harro Rache, Mik Svellov, Ulrich Walter, Antek van Straelen, Lüder Basedow, Tagungshaus Drübberholz, the gamers of Spielertreffen Helmarshausen, at Bürgerhaus Weserterassen and from Burgtreffen of Brettspielwelt.de…

Translation

Henning Kröpke & Jay Tummelson

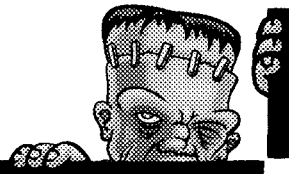
Artwork:

Maura Kalusky

www.supermaura.de



RIO GRANDE GAMES
PO Box 45715
Rio Rancho, NM 87174
RioGames@aol.com
www.riograndegames.com



	Monster	Playing figure	Line of Sight	Something is pushed onto this space
Stones	Pushes!	Pushes, if the space behind is empty.	The monster cannot look through.	Is pushed.
Turning stone right	Instead of moving onto that space, it moves to the right.	Pushes, if the space behind is empty.	The monster cannot look through.	Is pushed.
Turning stone 180°	Instead of moving onto that space, it turns 180°.	Pushes, if the space behind is empty.	The monster cannot look through.	Is pushed.
Teleporter	Instantly after moving onto the teleporter, it teleports to the other teleporter of the same kind and faces in the direction of the arrow.	Cannot move onto the space!	The monster looks through it.	Anything pushed onto the space is removed from the game; playing figures count as being eaten.
Blood pools	With one step, it slides to the other end of the blood pool.	With one step, it slides to the other end of the blood pool.	The monster looks through it.	Anything pushed onto the blood pool slides to the other end.
Crystal	Pushes!	Pushes, if the space behind is empty.	The monster looks through it.	Is pushed.
Edge	Instantly after moving over the edge, the monster re-enters at the same letter on the other side of the board.	Cannot move over the edge!	LOS ends at the edge.	Anything pushed over the edge is removed from the game; playing figures count as being eaten.
Playing figure	Instantly eats the figure.	Can move through the space, but cannot stop movement.	The monster moves to the nearest playing figure.	Is pushed. (player figures cannot push each other!).
Monster	★	Cannot enter the space!	The monster looks straight ahead, to the left and right; it never looks backwards.	★