version 1.01 [ August 22nd, 2015 ]

**How to Play ~ Marshmallow Madness!**

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| **What’s Included** |
| **[ Roasting Deck ] ~ 68 roasting cards**  [ heat cards ] ( 24 )  12x coal  5x coal duo  3x coal trio  4x fire log  [ action cards ] ( 34 )  8x roasting stick  2x fishing stick  12x fire stick  4x shovel  2x balloon of propane  2x spaghetti  4x bucket of water  [ play immediately cards ] ( 10 )  2x lightning strike  2x rainstorm  2x wandering coals  1x santa coals  1x mrs. coals  1x hungry uncle  1x guilt trip  **[ Marshmallow Deck ] ~ 36 marshmallow cards**  [ basic ] ( 24 )  12x mini  8x mallow  4x jumbo    [ special cards ] ( 12 )  2x fried chicken  2x fish  2x sweet potato  2x corn  2x hot dog  2x pizza |

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| **Getting Started** |
| ~ Shuffle the **[ roasting deck ]** then deal 3 cards to each player  ~ Shuffle the **[ marshmallow deck ]** then deal 3 cards to each player  ~ Each player selects 1 marshmallow card from their hand and places it face-down in front of them. This is the marshmallow they are currently roasting.  ~ The youngest player starts first, then play continues in a clockwise direction. |

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| **Taking a Turn** |
| A turn consists of a drawing phase, a roasting phase, and a collection phase. |
| **drawing phase** ( beginning )  ~ Draw up to 2 roasting cards ( maximum hand size of 5 )  \* if a play immediately card is drawn, play and resolve its effects, then draw a new card to replace it following the same rules above. \*  ? should the play immediately cards state the draw 1 new card rule themselves ? |
| **roasting phase** ( middle )  ~ Play up to 1 heat roasting card  ~ Play up to 1 non-heat roasting card  ? Play up to one mystery card ← face-down, trap card-like effect ? |
| **collection phase** ( end )  The current player compares their current **heat** to their current marshmallow card’s **toastiness range**.  If the heat is within the range, they may turn the marshmallow card in for its point score.  goto → **[** **Drawing a New Marshmallow Card ]**  If the heat is above the range, the marshmallow card is burned and is discarded face-down in front of the player ( and losing points occurs ).  goto → **[** **Drawing a New Marshmallow Card ]**  The **turn ends** and play continues clockwise.  // If the heat is below the range, their marshmallow card remains face-down and the **turn ends**. |
| [ **Drawing a New Marshmallow Card** ]  If a marshmallow card is toasted or burned, the player then draws a new card from the marshmallow deck and selects 1 card from their marshmallow card hand, placing it face-down in front of them. This is the new marshmallow they are currently roasting. |

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| **Roasting Zones** |
| Each player has their own roasting zone wherecertain **roasting cards** can be played to obtain heat. In addition, the center is a roasting zone shared by all players, which starts with **[ the campfire card ]**, giving 1 heat to all players.  **Center**: The center is a roasting zone shared by all players that can be accessed with the **[ roasting stick roasting card ]** or the **[ fishing stick roasting card ]**.  In addition, thecenter also gives all players ½ of its current heat, rounded down.  ? up ?  **Roasting Zone**: Each player has a roasting zone that only ? affects ? their own marshmallow cards.  **Calculating Heat**: A player’s total heat is their roasting zone’s heat value + ½ the heat value of the center, rounded down.  ! DIAGRAM WOULD GO HERE !  the center zone counts as neighboring to all players ( adjacent )  **Ex**: |

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| **Bonus Round ( S’mores round )** |
| When the last marshmallow card is drawn from the marshmallow deck, a bonus round begins where all marshmallows successfully toasted are worth **2x** their point score. until the end of the game.  ? except for the player with the most points ? ← for balance?  Ex. **[ A** **mini marshmallow card ]** is normally worth **2 pts** when successfully toasted, but in bonus mode it would be worth **4 pts**. ( unless that player is in 1st ) |

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| **Ending the Game** |
| The game ends when there are no marshmallow cards remaining in the marshmallow deck and a player around the campfire toasts or burns their last marshmallow card, leaving them with 0 marshmallow cards in their hand.  Starting from that player in a clockwise direction, each player checks their current marshmallow to see if it’s toasted or burned, gaining points or losing points respectively.  **Adding score**: Players add all their toasted marshmallow card point scores, then subtract all their burned marshmallow card scores.  total = toasted marshmallow card points - burned marshmallow card points  The player with the most points is the ultimate marshmallow roasting champion!  A tie in points goes to the player in the tie with the least number of burned marshmallows. If the number of burned marshmallows are equal, then both players share the marshmallow roasting title. ? or a showdown ? |

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| **Card Types** |
| **roasting cards:**  **marshmallow cards:** |

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| **Card List** |
| [ heat cards ] ( 24 )  12x coal  5x coal duo  3x coal trio  4x fire log  [ action cards ] ( 34 )  8x roasting stick  2x fishing stick  12x fire stick  4x shovel  2x balloon of propane  2x spaghetti  4x bucket of water  [ play immediately cards ] ( 10 )  2x lightning strike  2x rainstorm  2x wandering coals  1x santa coals  1x mrs. coals  1x hungry uncle  1x guilt trip |

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| **Other Notes** |
| The following cards are **heat roasting cards** --  ~ coals  ~ coal duo  ~ coal trio  ~ fire log  the following cards are **play immediately cards** --  ~ lightning strike  ~ rainstorm  ~ wandering coals  ~ santa coals  ~ mrs. coals  ~ hungry uncle  ~ guilt trip  all other cards are considered **non-heat cards** |

Thanks for reading and may you be the ultimate marshmallow roasting champion!

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