**Feverish Spelunking Fortress**

**A Game by Grash made during the 2015 Global Game Jam**

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**Required Components:**

Playing Cards   
2 Dice (Six-sided!)  
Tokens for Capture Points  
 *Paper and Pencil can work well for this purpose and\or you are Will Wheaton.*

**Setup:**

Split the playing cards into the **roles deck** and **locations cards.**  
Remove all of the Jokers, Kings, Queens, Jacks, 10’s and 7’s to form the **roles deck**.   
The remaining cards are **locations cards**.   
A **Location** consists of 2 location cards. If the cards are faced-down, the location is **unrevealed**. If the cards are faced-up, the location **revealed**.  
The **Board** is made of **locations** placed in a 4x4 pattern.

**To Begin Play:**

Shuffle the location cards and deal unrevealed into locations on the board.   
Roll off to figure who goes first. Keep rolling off to resolve ties.

**Rounds:**

The game is played in rounds where each player takes a turn.

At the start of the round the player going first:  
 Picks two locations, shuffles the locations cards and deals them back unrevealed.   
 Turns over the top card of the roles deck. Discard this role.   
 *If it is a Joker, it still acts though!*

The player who went last in this round will start the next round.

**Turns:**

If a player does not have role, draw from the roll deck and place in front of them faced up.

Players have two actions each turn where they can

\* Reveal a Location (turns the cards faced up)   
\* Attempt to **Capture** a revealed location

**Capture:**

To capture a location, roll two dice and follow the rules for capture (including special rules). Each card is captured with one die. If a die is used to capture one card, it cannot be used to capture the second card.

If both cards are captured, they player removes the location from the board and places the location cards faced up in front of them. They will be scored as points at the end of the game.

If only one card is captured, the player takes a capture point. But leaves the location in play.

If no cards are captured, they should frown in shame (and hope someone else makes a capture!)

**End of Game:**

The game ends when:   
 \* All locations are captured  
 \* There are two or less locations left at the end of a round.   
 \* No locations are captured in a round.   
 \* For two player games, two consecutive rounds with no captures.

Players count of their points, The player’s score is 1 point for each capture point plus the value of each location card in front of them.   
 The player with the highest score wins. If there is a tie, roll off to break the tie.

**CARD RULES**

**Location Cards:**

|  |  |  |  |
| --- | --- | --- | --- |
| Card | Points | Capture Rules | Special Rule |
| A | 2 | Roll 2 or Higher on one die | On Double 1’s, your turns ends and skip your next turn |
| 2 | 2 | Roll 2 or Higher on one die |  |
| 3 | 3 | Roll 3 or Higher on one die |  |
| 4 | 4 | Roll 4 or Higher on one die |  |
| 5 | 5 | Roll 5 or Higher on one die |  |
| 6 | 6 | Roll 6 on one die | On double 6’s, Take another turn. |
| 8 | 4 | Roll 4 or Higher on one die | Can’t Capture if total of both dice is 4, 8, or 12 |
| 9 | 5 | Roll 5 or Higher on one die | Can’t Capture if total of both dice is 3, 6, 9, or 12 |

**Role Cards:**

|  |  |
| --- | --- |
| Card | Role |
| 7 | At any time, May Reroll 1 die, Discard Role when used. Using This card is not an action. |
| 10 | On your turn, Use this card as an action to capture a location without rolling. If the location is unrevealed, Reveal the location. Capture the location if the point total of location cards is less than 10. Discard Role when used. |
| J | Ignore Location Special Rules, Discard Role at end of your turn. |
| Q | At any time, May add or subtract 1 to the value to one die, Discard Role when used. Using This card is not an action. This can stack with other bonuses\penalties |
| K | On your turn, May add 1 to the value to one or both dice, Discard Role when used. Using This card is not an action. This can stack with other bonuses\penalties |
| J | At any time a Joker is drawn from the Roll deck, the following immediately takes place: Take the role deck and its discard and shuffle it including the Joker that turned up.  Turn over top card and discard. If a joker is turned up, ignore it  *(Cause in theory you could keep pulling jokers this way and never return to playing!)* Collect all remaining locations on the board. Shuffle the cards and deal location unrevealed. |

Yes, “At any time” does include during any player’s turn.   
Yes, multiple players can gang up on one players using the 7 or Q to screw with them!

Change Log:

**1.1 2/8/2015**

Removed special even\odd capture rules from 2-4 cards.

1. **1/25/2015**Original release @ 2015 Global Game Jam