

How to play

FERRBALL'S MANSION

the game of cartoon mayhem.

Designed by Ryan Hackel.

Players: 2-6
Playing Time: 10-40 minutes
Contents: 9 Character cards (and 1 blank)
16 Code cards
4 Code Digit cards
90 play cards

You will need at least 1 six-sided die ('d6') to play. Five dice are recommended. You will also need 4 small objects as tokens.

Introduction In this game, you play as a cartoon character trying to save your own life from certain doom! It was a quiet day at Ferrball's Mansion, until General Klutz accidentally armed one of his thermonuclear devices, and the countdown began! Unfortunately Ferrball has locked all the doors, so the only way out is through the skylight, which requires you to get your hands on the last remaining jetpack. Worse yet, the jetpack is kept in a locked safe, secured by a four-digit code. Be the first to crack the code, and you will blast skyward to freedom, while the rest of the characters are blasted into day-glow oblivion!

Objective If, at any point during your turn, your Character is not dead and your Code card matches the Code Sequence, you win the game.

About the Cards

Character cards These cards say 'Character' at the top, and on the back of the card. Keep these cards separate from the play deck. They have the character's name and four basic stats (Fight, Move, Carry, and Health), and many have an ability listed. *These stats have no maximum value.* The four basic stats are:

Fight – This modifier indicates your strength in Fighting attacks (see 'Attacking'). Other cards may raise or lower this value, and unlike the other stats, your Fight value can be negative.

Move – This is how many things you can do in a turn (see 'Your Turn'). If your Move is ever less than 1, you still get to do one Move on your turn anyway.

Carry – This stat is your maximum hand size, starting hand size, and the limit to the amount of items you can have in play. If this value ever goes below 0, it is 0 except for purposes of raising or lowering it.

Health – This is how much damage your character can take before it dies (see 'Being Dead'). You start the game with this value, and it may go up and down during the course of your game. The printed value never changes, but it can be exceeded.

Code Digit cards These four cards represent the four digits in the code sequence. Keep these cards separate from the play deck. Each card has a box for π ('pi') and a box for β ('beta'). When a value is first switched for that digit, put a token in the box that is selected. Leave the token off the card if it has not been switched set. Further switchings, using cards from the play deck, will toggle the code digit between pi and beta.

Codes The Code cards say 'code' at the top and on the back of the card. The code cards are used to assign a secret code combination to a player. Keep these cards separate from the play deck.

The play deck is made up of Action, Item, Follower, and Trap cards:

Action Cards Action cards say 'Action' at the top. You can play them only on your turn. The card's text takes effect once and then the card goes to the top of the discard pile.

Item Item cards say 'Item' at the top of the card. These cards are played in front of your character, and stay in play until they are destroyed. Each item has a weight value printed at the bottom of the card. The sum of the weights can never exceed your character's current Carry stat value. If for any reason you have more weight than you can carry, you must immediately destroy items until you are below your Carry limit.

Weapon – Some Items are also weapons, and will say 'Weapon' below the 'Item' designation. There are two kinds of Weapons: Fighting and Shooting (see 'Attacking').

Follower These cards say 'Follower' at the top of the card. Like items, they are played in front of you and stay there, but they are not items. Followers modify your character's stats. The changes go into effect as soon as the follower enters play, and are reversed when the follower leaves play. Followers can be sacrificed at any time in order to either prevent any amount of damage dealt to your character, OR to prevent your character from outright death because of a trap.

Trap These cards say 'Trap' at the top of the card. At anytime during the game, if you have a trap in your hand, *you must play it on yourself immediately* (this does not take a Move) and follow the trap's instructions. Some traps are items and are played as such.

A Note on Notation:

'Xd6' – This is a shorthand notation for saying "roll a six sided die X times and add the roll results."

'switch a code digit' – This is the method that changes the code sequence. When a code digit is switched, move the token to the opposite box on the code digit card. If the token is not on the card, place it on the chosen value. When you *'switch a random code digit'*, select a code digit at random, and then switch it to the other value (a random value if none is set yet).

switching a code digit never changes the code sequence's order.

Starting the Game

1 – Each player chooses a character card. This can be done randomly or by selection.

2 – Each player is randomly assigned a code card. He or she may look at it at any time, but must keep this card hidden to others.

3 – Lay out the code sequence where all players can see it. The order is important, so make sure all players know which is the first and which is the last in line. Initially they are not set to either value, leave the tokens off the code digit cards (see 'Code Digit cards').

4 – Shuffle the play deck and place it where all players can reach it. The discard pile is placed next to the draw pile; it will initially be empty. Each player then draws cards from the draw pile up to their character card's Carry stat. Any traps drawn at this time are simply discarded with no effect, and a new card is drawn to replace each trap card.

5 – The player with the lowest Health goes first, and turns pass clockwise from there

On Your Turn

Moves On your turn, you have a number of Moves equal to your character's Move stat. On each Move, you may do one of the following:

- 1 - Draw a card from the draw pile
- 2 - Play a card from your hand
- 3 - Use an Ability of your Character or your Items
- 4 - Declare an attack on another player
- 5 - Pass (do nothing).

Moves can be taken in any order; you can choose to use your Moves on any of the above options as long as you have Moves left to use. At any time during your turn, you may choose to discard any cards in your hand, or destroy any items you have in play. However, Followers stay with you no matter how badly you treat them, so you can't get rid of them. Suckers.

Draw a Card: Draw a card from the top of the draw pile, and put it in your hand. If it is a Trap card, play it immediately. Draw each card one at a time and resolve traps before continuing to draw. If the draw pile runs out of cards, shuffle the discard pile and use it as the new draw pile, face down.

Play a Card: Choose a card from your hand and play it. Items and Followers are played on the table in front of you.

Use a character or item card's Ability:

If a card says "ABILITY: (text)..." then it takes one Move to use that ability. You can use the ability once for each Move spent to use it.

Attacking When you declare an attack, choose another character to attack, and choose whether it is a Fighting or Shooting attack:

Fighting attack. The attacker and defender may each use one of their fighting weapons, if they have one in play. Both players roll 2d6, add their Fight Stat, and add modifiers from weapons, followers or items accordingly. Compare the two values. The player with the lower value takes damage equal to the difference between the two values.

Shooting attack. The attacker *must* use one of his or her shooting weapons in play. The attacker rolls according to his or her weapon card. The defender takes damage equal to the resulting value. The defender may shoot back with a shooting weapon if they have one in play (even if killed by the attacker's shot). The defender rolls according to his or her weapon. The attacker takes damage equal to the resulting value. Your fight stat has no effect in Shooting.

End of turn At the end of your turn, discard any cards in your hand in excess of your current Carry stat. None of the discarded cards have any effect.

Some card effects end at the end of your turn. Those effects end now.

During other players' turns, you may need to defend from an attack, prevent damage with a follower, or learn what your opponent's intentions for the code sequence are. However, nothing you do on another player's turn requires a Move, including defending in an attack.

Being Dead At any time, if your Health reaches goes below 1, you are dead. Disregard any remaining excess damage. Your health is now 0. Discard your hand and all items, and all followers you have in play. A dead player is out of the game, unaffected by card effects, but you still get a turn as if you were still in the game. During your turn as a dead player, you may only choose to:

- stay dead until your next turn and gain 3 life (but no higher than your printed Health stat)
- or return to the game at your present health value. (You need at least 1 health to do this.)

If you choose to stay dead and gain 3 health, you remain out of the game. You cannot go above your Health stat's printed value; further turns in which you remain dead will not gain you additional Health.

When you return to the game, refill your hand to your Carry limit, discard any traps you draw, and draw to replace any discarded traps. Take your turn as normal; you are now back in the game.

Special Rule for 2 Player Games

Before starting a 2-player game, choose *one single code digit* at random, and set it to a random value. This will shorten the game time.

If you enjoy this game, I'd like to hear from you! Please send your comments to deeplogic@excite.com. Thanks for playing!

This rules version dated 20 May 2008.

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