RULEFACTORY

Rumi

BOARD GAME

RULEBOOK

GAME CONTENTS

94 playing cards

6 numbered teleport fields

6 game pieces

6 6-sided dice

1 20-sided dice

3 overview cards "Game Turn"

1 overview card "Events"

1 slate + 1 chalk pencil

1 game board

Rule videos and detailed explanations for each card can be found here:
rulefactory.ch/rulebook/frantic-boardgame

GOAL OF THE GAME

In the Frantic board game, the journey is the destination, and the destination the worst place in the world! Stay as far away from the destination for as long as you can! At the same time, try to get the others to reach this unspeakably bad place. You are responsible for your own fate, as you are constantly changing the game plan with daring shortcuts, winding detours, and devious traps.

GAME PREPARATIONS

Agree on a point limit at the start of the game. 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. As a general rule of thumb, the larger the group, the lower the point limit should be.

1. Choose your game piece and place it on the starting field. Pick up the 6-sided dice of the same colour.
2. Take one overview card "Game Turn" and place it in front of you. Place the overview card "Events" next to the game board.
3. Place the numbered teleport fields on the positions with the corresponding markings.
4. You will receive a certain number of cards depending on the number of players:
   → 2 players: 8 cards
   → 3 players: 7 cards
   → 4+ players: 6 cards
   Place the remaining cards face-down in a draw pile on the marked field.
5. Everyone rolls the 20-sided dice. The person with the highest dice value starts the game. If there is a tie, the tied players roll the dice again.
6. The game is then played in anti-clockwise order.
7. In turn order, place a card of your choice on the game board until you all have only 4 cards left in your hand. The effects of these played cards are not yet applied. **Important:** The starting, finish, and numbered teleport fields must never be covered.
8. The remaining 4 cards form your playing hand.
9. The round starts.

SEQUENCE OF PLAY

The game is played over several rounds until at least one person reaches or exceeds the point limit agreed upon during game setup.

The game board changes constantly because you place new shortcuts, obstacles and traps with your cards each turn. Depending on the card colour, card effects are triggered either when you play them or when your game piece lands on them (see page 17 or the overview card "Game Turn").

GAME TURN

On your turn, you must perform the following three actions in order:

1. PLAY A CARD

Place a card from your hand on the game board and carry out the effect if necessary.

Single-coloured cards can be played:
- on empty fields
- on cards of the same colour
- on multicoloured cards

Multicoloured cards can be played:
- on empty fields
- on all single and multicoloured cards
- (except white cards)

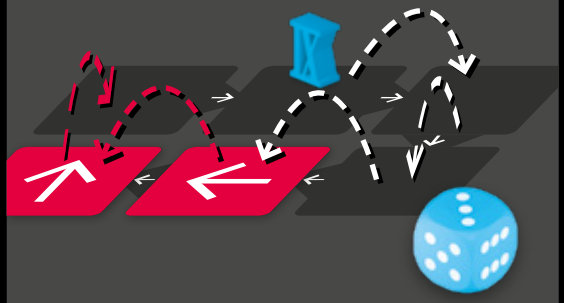
Note: Multicoloured cards can also be tossed in during another player's turn in response to an action (see page 18 and the overview card "Game Turn"). The same card rules apply.

White cards can be played:
- on empty fields
- on all single and multicoloured cards (except white cards)

Please note:
- If you place a card on top of another card, it is completely covered.
- White cards such as the "Numbered Teleport" and the "Fuck You" card may never be covered.
- No cards may be played on fields where there's a game piece.
- No cards may be played on the starting and destination fields.
- Certain cards are marked with a border and have to be orientated in or against the direction of travel!

2. MOVEMENT ACTION

Roll your 6-sided dice and move the corresponding number of fields forward. If necessary, trigger follow-up card effects (see overview card "Game Turn" or page 17).



Example of follow-up effects: The blue game piece takes three steps and is then pushed by the red "Push" cards in the corresponding direction to another field.

3. DRAW CARDS

Refill your hand to 4 cards. All other players who have fewer than 4 cards also replenish their hand. If you have 4 or more cards in your hand, you do not draw any.

Your turn is then over, and the next player takes their turn.

END OF ROUND

The round is over

- as soon as at least one game piece is on the destination field at the end of a turn.
- as soon as a player needs to draw a card at the end of a turn, but the draw pile has been used up.

Important: If someone enters the destination field, all remaining steps expire. The active turn—including all card effects AND any active movement actions of other players—has to be completed before the round ends.

Then, write down your penalty points—these correspond to the position of your game piece on the game board.

Example: The green game piece is on the starting field and gets 0 points. The red game piece gets 23 points, and the white game piece on the destination field gets 50 points.

NEW ROUND

If no one has yet reached the agreed-upon point limit, start a new round. To do this, return all playing pieces to the starting space, remove all cards from the game board except for the numbered teleport spaces, and begin new game preparation from step 3 (see page 14).

END OF GAME

If one or more players have reached or exceeded the agreed upon point limit at the end of a round, the game ends. The person with the fewest penalty points wins.

CARD EFFECTS

Card effects are triggered at different times depending on their colour. The different card colours are marked here in the rulebook and on the overview cards with the corresponding icons.

All card effects can be found in short form on the overview cards.

Trigger the card effect when you play this card.

Trigger the card effect when you end a movement action on this card.

Trigger the card effect when you walk across the card during a movement action.

The card effect is activated in response to another action by tossing it in. This can happen during or outside of your turn. Place the card on the game board.

The card has an effect if you hold it in your hand.

This effect is an attack if it is used against another person.

Important: You may play any card during your turn. This includes multicoloured cards that are activated by tossing them in. In this instance, their effects are not carried out.

SKIP
Skip your movement action.

REVERSE
Carry out your movement action backwards during this turn.

REMOTE
Choose an opponent, roll the dice and carry out your movement action with their game piece.

GHOST
During your movement action, all card effects on the game board are ignored.

PUSH
Move your game piece in the indicated direction forwards, backwards, or through the wall to the next field. This is part of your movement action—any follow-up effects are therefore carried out.

JUMP
Place your game piece two fields in the direction indicated—the field you skip is completely ignored. This is part of your movement action—any follow-up effects are therefore carried out.
→ Has to be orientated in or against the direction of travel!

SECOND CHANCE
Carry out an additional movement action. Roll the dice again.

SWAP
Swap your position with a game piece of your choice.

GIFT
Move another game piece 1 or 2 fields forward. This counts as a movement action—any follow-up effects are therefore carried out.

MAGNET
Pick up any card from the game board. You cannot take numbered teleport fields or cards with game pieces on them.

TELEPORT
Roll your 6-sided dice and teleport to the corresponding numbered teleport field.

STOP
Your movement action ends immediately, and you stop on this field.

X
This field cannot be entered, it is simply skipped. Skipping this field does not count as a step in your movement action.

SNAIL
This field slows you down. Take 2 steps instead of 1 on this field.
Important: If you land on this card with your last step, the card has no effect.

BLOCK
Stop an **attack** on you.
- Toss in this card as soon as you have been chosen as the target of an **attack**.
- Effects that other players use against you or your dice roll count as an **attack.**
- Event effects cannot be defended against.

If you defend against another person's **attack**, the corresponding effect is cancelled immediately.

Example: A player starts attack against the yellow game piece using "Gift" and wants to move it onto the numbered teleport field 2. The player of the yellow game piece tosses in "Block" and prevents the attack.

NICE TRY
Prevent someone from losing.
- As soon as at least one game piece is on the destination field at the end of a turn, you can toss in this card.
- All game pieces on the destination field are immediately placed on teleport field 6.
- The teleport field is not triggered.

RE-ROLL
Toss in this card as soon as someone has rolled their dice. The dice roll does not count and is repeated.
- Can be used on your or your opponent's dice roll.
- Can be used on dice rolls of a 6-sided dice (e.g. for movement actions, teleporting, or during events) or a 20-sided dice (when triggering events).
- Only the new value applies.
- The new value can be changed again with another re-roll.

WHITE CARDS

All white cards have individual playing rules.

FUCK YOU

If you have this card in your hand at the end of a round, 21 points will be added to your position-based penalty points.

Immediately move your game piece forward 21 fields—cards on the game board are ignored. Then carry out your movement action.

Pick up this card.

PLAYING RULES

- Can be played on everything except other white cards.
- Cannot be covered.

TROUBLEMAKER

Skip your movement action and trigger an event instead.

Trigger an event.

PLAYING RULES

- Can be played on everything except other white cards.
- Cannot be covered.

NUMBERED TELEPORTS

Roll a 6-sided dice and teleport to the corresponding numbered teleport field.

- Cannot be covered or picked up.
- Can be moved by certain events.

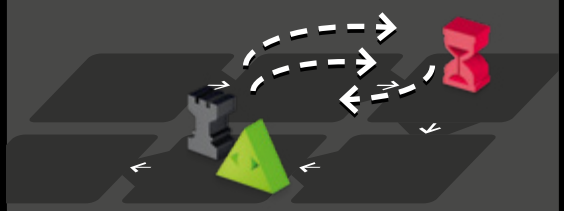
EVENTS

When you trigger an event, roll the 20-sided dice, read the corresponding event out loud and execute it.

You can find the effects on the next page and on the overview card "Events".

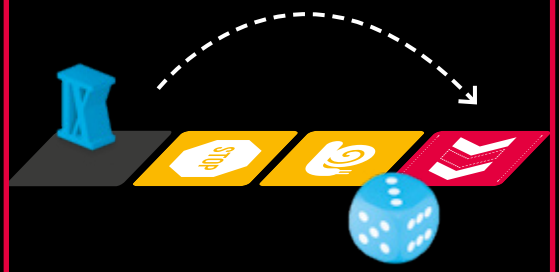
BASICS

- If there is a player order for an event, the person to your right starts.
- If an effect can be applied to several people, it will affect all of them.



Robin Hood example: The black and green game pieces are considered to be the foremost pieces and both swap places with the rearmost piece (the red game piece).

Important: When an event moves game pieces, this does not count as a movement action. All card effects are therefore ignored.



Example "Expansion": You roll a 3 for your blue game piece and skip "Stop", "Snail", and remain on "Jump".

Effects where the action is specifically labelled as a movement action are exceptions. In this case, the same rules apply as for any regular movement action.

EVENT EFFECTS

1 EPIC FAIL
Place the rearmost game piece on the foremost numbered teleport field.

2 EARTHQUAKE
In turn: place your game piece on the field of the person to your right.

3 MARCHING ORDERS
Choose a game piece, roll the dice for it and move it forward the corresponding number of spaces.
Counts as a movement action—possible follow-up effects are therefore triggered.

4 TELEPORT TERROR
In turn: roll the dice and teleport to the corresponding numbered teleport field.

5 MARKET
Turn over one card from the pile for each player. In turn take one of these cards into your hand.

6 MEXICAN STANDOFF
Place all game pieces on teleport field 6.

7 EXPANSION
In turn: roll the dice and move forward accordingly.

8 RECESSION
In turn: roll the dice and move backwards accordingly.

9 RESTOCK
In turn: place any card from your hand on the game board.
- With the exception of the white cards, all cards may be covered as desired.
- Card effects are not carried out.

Then replenish to 4 cards in your hand.

10 RESET
In turn: discard all cards in your hand and draw 4 more.

11 TSUNAMI
In turn: roll the dice. If you roll the same number or higher than the previous player, the next player takes their turn. Otherwise, you must move your game piece forward based on the previous player's dice roll and the event ends.
Counts as a movement action, so any follow-up effects are triggered.

12 GAMBLING MAN
In turn: roll the dice. The players with the highest dice roll teleport their game pieces to the corresponding numbered teleport field.

13 FRIDAY THE 13TH
The superstitious fear of the number 13 is present in countless cultures. Absolute nonsense! Nothing happens.

14 LOOT
Pass all the cards in your hand to the right.

15 **SURPRISE PARTY**
In turn: move a game piece of your choice forward by 2 fields.

16 **CHARITY**
Move the foremost game piece back 4 fields and all others forward 1 field.

17 **ROBIN HOOD**
Swap the positions of the foremost and rearmost game pieces.

18 **REORGANIZE**
Move 2 numbered teleport fields on the game board.

- Numbered teleport fields that are occupied with game pieces cannot be moved.
- Cards on the selected target fields will be covered, but white cards may still not be covered.

Important: If numbered teleport fields are moved, the pre-marked fields are considered normal empty spaces.

19 **COMMUNISM**
Place everyone on the same field as the foremost game piece.

20 **EPIC WIN**
Place the foremost game piece on the starting field.

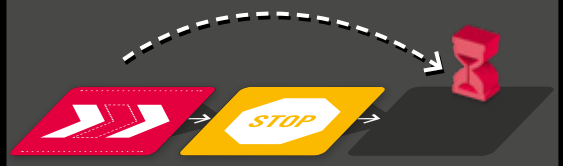
SPECIAL CASES
FAQ – FRANTICALLY ASKED QUESTIONS

FAQ 1

LOOPING
You can only trigger each card once per turn. For example, if two "Push" cards point to each other, and you land on one of them, you switch back and forth once.

FAQ 2

JUMP AROUND!
"Jump" is used to jump over the entire field, regardless whether it is occupied by a card or not. So "Stop" is also completely ignored.



FAQ 3

BROKEN TELEPORT
If you end your movement action on a numbered teleport field and then roll the number of the teleport field you are currently occupying, you remain put. For example: your game piece occupies teleport field 5 and you roll a 5.

FAQ 4

BLOCK & REMOTE
If you are the target of "Remote" and fend off the attack with a "Block", the attacking person's movement action is cancelled.

FAQ 5

LANDING ON X
If you land on an "X" card due to a card effect, you will be moved to the next field in the direction of travel.

FAQ 6

REVERSE CHANCE
If you play Reverse and end your reverse movement action on a "Second Chance", you also perform the additional movement action backwards.

FAQ 7

SWAP BLOCK
If you land on a "Swap", you cannot defend yourself with "Block" and must swap positions with someone else. However, the person you want to swap with can prevent the swap with "Block".

FAQ 8

VANDALISM
If a colour can no longer be played because all fields are covered with different colours, the wrong colour may be covered as an exception. White cards may still not be covered.

RULE FACTORY

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