FRIEDEMANN FRIESE

FRIDAY

Basic theme

You are Friday* and spend your time on a deserted Island. After Robinson suddenly capsizes with his ship and runs ashore at your beach, your peaceful times are disturbed. To give Robinson a chance to leave the Island again, you start to teach him to improve his survival abilities against the hazards of the Island. If Robinson beats two Pirates at the end of the game, he successfully leaves the island and you will have your beloved peace back …

inspired by the novel »Robinson Crusoe« by Daniel Defoe.

Idea of the Game

»Friday« is a solo adventure. You are trying to guide Robinson through the game. He must win against two pirates without dying to finally leave the island again.

In this game Robinson's limited abilities are represented by a pile of cards. By comparison Robinson's health is in good shape, so he can deliberately lose against several hazards. Use Robinson's life points cleverly and choose the correct hazards to keep Robinson healthy.

The game offers **several difficulty levels**. First, we explain the easiest game to you (Level 1). As soon as you win this level, you can try three additional levels until you finally beat the game in Level 4!

The game components and preparation are explained on a separate supplementary sheet.

When you understand the different game components and have finished the game preparation, you can continue to read these game rules, to learn more about the game.

Playing the game

During the game you will help Robinson to fight one hazard in each game turn. You start the game in the green phase, when the hazards are still mostly harmless. Sadly, the same is true for Robinson's abilities (meaning your fighting cards). You might lose several of the first fights against these relatively benign hazards.

In each game turn, play the following actions in the order as written:

1. Draw two hazard cards.
Draw the two topmost cards of the hazard stack. Choose one of the two cards as the actual hazard and place it face up in front of Robinson. Discard the other card on the hazard discard pile.

2. Fight against the hazard.
The hazard side of the hazard card is now relevant. The white box 🔲 on the left side of the hazard card shows the number of fighting cards you can draw **for free** to fight against the hazard. During the green phase you must get fighting points equal or in excess of the green hazard value 🟢. You draw one fighting card after another from the Robinson stack and place them face up on the **left side of the hazard card**. You can draw and place new cards on the left side until the number equals the value of the white box.

After drawing the free cards you can **sacrifice additional life points** and place them back into the reserve: for one sacrificed life point you can draw one fighting card.

You can continue to sacrifice life points and draw more cards. You place the **additional** card(s) face up **on the right side of the hazard card**. The correct placement of the cards on the left or right side of the hazard is important for certain special abilities.

2 additional fighting cards ...

Placing 1 free fighting card

...each for 1 sacrificed life point!

After drawing a fighting card you can decide to **use the special ability** of any drawn face up fighting card – regardless of its position on the left or right side of the hazard. You can use each special ability **only once** during the fight against the hazard and turn the chosen card 90°. Only after using the special ability completely, you can activate the ability of another card (see special abilities on page 10). You can use the special abilities in any order you like.

You must definitely use the special abilities of the aging cards at some point during the fight (see p. 12 for details)!

After you draw **at least one fighting card** against the hazard, you can decide to stop drawing cards from the Robinson stack, even if this is fewer than the number allowed as shown in the white box. Drawing fewer fighting cards can be especially useful when you have already beaten the hazard (see »3.A You win against the hazard?«) or if you want to deliberately lose this encounter (see »3.B You lose against the hazard?«).

> *During the game it is very important for you to decide if you want to spend more life points to win a fight or to deliberately lose the fight and pay to remove worse cards. Both decisions are integral parts of your strategy. It is not unusual to lose several of the first fights in the green phase. This is part of this game!*

The fight does not end automatically. When you have beaten or plan to lose to the hazard, you can still use any unused special abilities before you declare the fight at an end. Only when you are ready to end the fight does it end and you add up all your fighting points.

3. Resolve the fight

A: You win against the hazard?
If the sum of all fighting points of your face up fighting cards is at least **equal to or higher than** the hazard value (matching the actual phase), you beat the hazard and **win the fight**. You receive the hazard card and place it together with your face up fighting cards onto your Robinson discard pile. The gained **hazard card** converts to a new **fighting card** in your Robinson stack. From now on you use the bottom part (the knowledge side) of the card.

Example (you win against the hazard):
After Robinson sacrifices a life point he successfully explores the Island thanks to the additionally drawn card »genius« and wins against the hazard. The gained hazard card converts to a knowledge card and helps Robinson as a new weapon in the following fights.

B. You lose against the hazard?

If you lose, deliberately or otherwise, the fight and the sum of all fighting points of your face up fighting cards is less than the hazard value, you must pay life points to the reserve matching the number of points you are missing to win against the hazard (the difference of the hazard value and your total fighting points).

For the **life points** you pay in this manner you can **destroy face up fighting cards** and remove them from the game. You spend **one life point** to destroy **one of the Robinson or knowledge cards** 🟢 and **two life points** to destroy an **aging card** 🟢. You must place the undefeated hazard card on the hazard discard pile and the remaining face up fighting cards back on the Robinson discard pile. You are neither allowed to ignore (some) fighting points on your face up fighting cards nor to »sacrifice« additional life points to destroy additional unwanted face up fighting cards. You can only destroy face up fighting cards, which are played during the actual fight. All cards in the Robinson stack, the Robinson discard pile or the actual hazard card are safe.

4. Start again at action 1.
If there are at least 2 hazard cards left in the hazard stack, start again with action 1. Draw 2 more hazard cards, choose one and fight against it in the actual phase.

If there is only **exactly one card** left in the hazard stack, you draw this card and decide if you want to fight against this card or not. Instead of fighting you can decide to discard this card without fighting it and continue with the next phase.

If the hazard stack is empty, the game continues with the next (more difficult) phase. Place the topmost phase card back in the box and continue the game (after the green phase you play the yellow phase, after the yellow phase you play the red phase. After finishing the red phase you finally fight against the pirates). At the beginning of a new phase shuffle the hazard discard pile and continue again with action 1.

No more fighting cards in the Robinson stack
During the whole game, use the following rule: If you need or want to draw one or more fighting cards from the Robinson stack, but there are not enough cards left to draw, you draw the remaining cards until the **Robinson stack is depleted**.

Then, you must take the **topmost face down aging card** from the aging stack and shuffle it into the fighting cards *(Do not look at the aging card!)*. Place all cards back on the storage board as the new Robinson stack and draw the remaining cards. But beware: When you draw the last aging card, you only have one more cycle through your deck, before Robinson dies of aging!

You only shuffle the Robinson discard pile when you need to draw another fighting card (not at the time the Robinson stack is depleted).

The final showdown against the pirates
When you have depleted the hazard stack for the third time, you fight against the two pirates. Remove the remaining hazard cards in the hazard discard pile as they will no longer be used.

You choose one of the pirates, place him in front of Robinson and start the fight as previously discussed in action 2 (see p. 4). The pirates act exactly like hazards. After you beat the first pirate, you place all face up fighting cards on the Robinson discard pile and you must immediately fight against the other pirate.

You must win against the pirates! You cannot decide to lose and pay with life points. If your face up fighting cards do not have enough fighting points to beat the pirate, you must sacrifice life points to draw more fighting cards from the Robinson stack.

Game End

After you beat the second pirate, you win the game!

You lose in three different cases:
I) If you need to pay a life point during the game and do not have any left you immediately lose the game. Having zero life points is OK, but when you need to lose a life point and have none left, you lose the game!

II) If you draw all your fighting cards, depleting your Robinson stack, and you do not have enough fighting points to win against the pirate (not even by using all of your special actions), you lose, too! You discard any remaining life points.

III) If you need to shuffle your Robinson stack, and there are no aging cards left to add to the stack, Robinson dies of aging and you lose!

Now you are ready to play your first game. Below is a detailed example giving you an overview of the game flow. With the exception of two special abilities »vision« and »strategy«, you can read about the remaining special abilities of the fighting cards, when they show up the first time during a fight. Just ignore the special abilities of the pirates until you meet them.

A detailed example of a fight

Robinson tries to beat »wild animals« during the green phase of the game. He needs 4 fighting points to win the fight and receive the hazard card to convert it as a new fighting card. After drawing the second free card, he already has 3 fighting points. But then he draws the aging card and reduces the total to 1 fighting point.

played fighting cards

hazard card

Robinson can make the following decisions:

1. **The simple idea**: I draw last of the 4 free cards (see white box of the hazard card).

2. **The interesting idea**: I use the knowledge »vision«, look at the next 3 cards and sort them to get the most helpful card on top of the Robinson stack (I might discard the least helpful card, too). Then, I draw this card for free and hopefully win the fight.

3. **The tricky idea**: I use the »vision«, but place the worst card on top of the stack. Then, I draw this card for free and with help of the knowledge »strategy« I exchange both the aging card and the worst card with the topmost 2 cards of the Robinson stack. Hopefully, this enables me to win the fight.

4. **A different idea**: I play the »vision«, again place the worst card (for this idea it hopefully has 0 fighting points) on top of the stack and draw it for free. Then, I deliberately lose the fight. At the moment this costs 3 life points: 4 (the hazard value of the »wild animals«) - 1 (sum of all my fighting points: 0+3-2=+1). I can use these 3 life points to destroy both the aging card (for 2 life points 💔) and the worst card (most likely 1 life point 💚) to get rid of them for the whole game. Of course this means that I will not win the »wild animals« as a new knowledge card with the 3 fighting points and the special ability »1x realization«!

5. **The risky Idea**: I try to win and to destroy the aging card at the same time. Of course I cannot use the special ability of the »wild animals«, as I still fight against that hazard. But I might have another fighting card in my Robinson stack, which I can use to destroy the aging card. First, I draw the fourth card for free. Then, I use the »vision« to look at the next 1, 2 or 3 cards of the Robinson stack. If I find the necessary card, I sacrifice 1 life point to draw the card and place it to the right of the hazard card. If this plan fails I still have the special ability »strategy« to continue the fight. There are many more possibilities for Robinson, to fight against this hazard.

Your best decisions in this example might also depend on the number of remaining life points, which fighting cards you already have in your Robinson stack and so on.

Your big challenge is to find the best plan in this solo-adventure!

Special abilities of the fighting cards

Robinson cards and knowledge side of the hazard cards

During a fight you can use the special abilities of all face up fighting cards in any order you like. When you activate a special ability, you must finish it before you can use the special ability of another card. You must always use a special ability to affect another card, you cannot use it for the card giving you the special ability.

<u>+1 life</u>: You can take 1 life point from the reserve and add it to Robinson's storage (Max. 22 life points).

<u>+2 life</u>: You can take **up to** 2 life tokens from the reserve and add them to Robinson's storage (Max. 22 life points).

<u>+1 card</u>: You can draw 1 additional fighting card for free (place it on the right side of the hazard card).

<u>+2 cards</u>: You can draw **up to** 2 additional fighting cards for free (place them on the right side of the hazard card).

<u>1 x destroy</u>: Not all fighting cards in the Robinson stack are helpful for you. With this special ability you turn 1 of the other drawn fighting cards face down. The abilities of this card are canceled for the current fight, but the card still counts as a fighting card and has a fighting value of 0. This card **cannot be removed** by another special ability! After the end of the

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fight you destroy this face down card and remove it from the game.

1 x double: You can double **the fighting points** of 1 of the other face up fighting cards. You can only double a single fighting value once per fight. If you have multiple copies of this ability, you must use them on different fighting cards. This ability is not cumulative! This ability is only activated at the end of the fight when you compare your fighting points with the hazard value.

1 x copy: You can copy **the special ability** of 1 of the other face up fighting cards to use it again. You can copy the same ability with several »copy« abilities. Generally you can copy any special ability.

phase -1: If you fight against a hazard in the yellow phase or the red phase, you can reduce the hazard value by one phase (e.g. if you fight against a yellow phase hazard, you now check the green hazard value instead of the yellow one). This action is only activated at the end of the fight when you compare your fighting points with the hazard value. This special ability is useless against green phase hazards and pirates.

sort 3 cards: You can draw up to 3 cards one after the other from the Robinson stack and look at them. Afterwards you can discard **up to 1** of these cards to the Robinson discard pile and place the remaining cards face down back on the Robinson stack in the order you choose.

1 x exchange: You place 1 of the other face up fighting cards on the Robinson discard pile (you can choose one card you already used for the special ability) and draw a new card as replacement. Place it on the same spot as the discarded card. If the new card has a special ability, you can use it now or later during the fight.

2 x exchange: You can exchange up to 2 of the other face up cards following the same rules as above. You must finish the first exchange before starting the second exchange. You can then exchange the newly drawn card as your second exchange (of course if you do this, you cannot

use the special ability of this exchanged card).

1 x below the stack: You place 1 of the other face up fighting cards back face down at the bottom of the the Robinson stack. If you choose one of the free cards from the left side of the hazard card, you can draw an exchange card. If the Robinson stack is empty, shuffle the Robinson discard pile before you place the card at the bottom of the new Robinson stack (see »No more cards in the Robinson stack« on page 7).

Aging cards

You must use the special abilities of the aging cards during the fight against a hazard card!
If you destroy or remove one of these cards with help of another special ability, the special ability is canceled (this is the same while fighting against pirates).

-1 life: **At the end of the fight** you must pay 1 (additional) life point to the reserve even if you win the fight. You cannot use this life point to destroy one of the face up fighting cards!

-2 life: **At the end of the fight** you must pay 2 (additional) life points to the reserve even if you win the fight. You cannot use these life points to destroy one (or more) of the face up fighting cards!

highest card = 0: When checking for the result of the fight, the highest unchanged positive fighting value of one of your face up fighting cards counts as 0 fighting points. If you have several cards that have an equally highest fighting value, only one card is affected.

stop: This card stops your drawing of free cards. If you must place this card on the left side of the hazard card, you **immediately must stop** drawing free cards, even if you did not get all the allowed free cards. If you draw this card by paying an additional life point and place it on the right side of the hazard card, this card only has a fighting value of 0. If you destroy or remove this card during the fight and did not draw all free cards, you can draw them now.

Pirate cards

Five pirate cards only show the hazard value (A) and the number of free cards (B), you can draw during the fight against these pirates. Five additional pirates also have special abilities (C), where these instructions may vary. These special abilities are:

Each additional fighting card costs 2 life points

- **Each additional fighting card costs 2 life points**: After drawing all the free fighting cards, you must pay 2 life points for each additional fighting card against this pirate (instead of the usual 1 life point for each card). If you only have 1 life point left and still must draw cards, you place this life point back into the reserve and lose the game.

- **Only half of the face up fighting cards count (face up aging cards must be part of this)**: You can only use half of the face up fighting cards. You must use all face up aging cards as part of the chosen cards. Add up the fighting points of the chosen face up fighting cards. If you have an odd number of cards, you can round up in your favor.

- **Each face up fighting card counts +1 fighting point**: At the end of the fight you add 1 fighting point for all face up fighting cards (Robinson cards, aging cards, knowledge cards and via special actions face down cards) to your total.

- **Fight against all remaining hazard cards**: Add up all red hazard points of the remaining undefeated hazard cards (»red phase«) in the hazard discard pile for the hazard value of this pirate. Add up all values in the white boxes for the number of free fighting cards you can draw for this fight. (At the end of the game all these hazard cards still count -3 points when you determine your score!)

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- +2 hazard points for each aging card: Count the number of aging cards you needed to add to your Robinson stack during the game before you start fighting against this pirate. Each of these cards adds +2 hazard points for the hazard value of this pirate. You can count the remaining aging cards on the aging storage board (you start with 10 cards on this board, 11 cards in level 3 and 4 - see below).

If you easily beat all the hazards...

The game offers you **different difficulty levels**. You can continue to fight the growing challenges until you finally win the game in the highest level! You need to make the following changes in preparation:

<u>Level 1</u> (as written in these rules): The aging card »very stupid« is removed from the game. Start with 18 Robinson cards and 20 life points plus 2 more life points in the reserve.

<u>Level 2:</u> Like Level 1. In addition, during preparation draw a face down aging card and shuffle it together with the 18 Robinson cards (do not look at the aging card!).

<u>Level 3:</u> Like Level 2. Before performing all the steps above, shuffle the »very stupid« aging card together with the other aging cards.

<u>Level 4:</u> Like Level 3. Start with only 18 life points plus 2 life points in the reserve. This is the real game!

Scoring

After each game, calculate your victory points. Will you get better with more experience?

1. Take all your fighting cards (all cards from your Robinson stack and Robinson discard pile)

and add all the fighting values. For this purpose, all aging cards count as -5 regardless of their real fighting points (do not count any destroyed fighting cards).

2. Add 15 points for each defeated pirate card (undefeated pirates are ignored).

3. Add 5 points for each remaining life point you still have in Robinson's storage (you only have them if you win the game).

4. Subtract 3 points for each unbeaten hazard (all hazard cards still in the hazard stack and hazard **discard pile).**

When calculating the scores you can compare your different games and successes in each level. The higher the level, the more difficult it will be for you to get a high score.

... the things you always wanted to know:

During the whole game you always are allowed:
. . . to look through both discard piles (Robinson and hazard discard pile).
. . . to count the number of cards in all three draw stacks (Robinson, hazard and aging stack).
. . . to look at the destroyed cards.

This game is not a memory game, so you can access all open information.

The fighting points and special abilities of the Robinson cards and aging cards:
<u>Robinson cards:</u> 1x »2«, 3x »1«, 8x »0«, 5x »-1« and 1x »0 (+2 life)«
<u>Normal aging cards:</u> 1x »-1«, 2x »-2«, 1x »-3«, 2x »0 (highest card=0)«, 1x »0 (-1 life)«, 1x »0 (stop)«
<u>Difficult aging cards:</u> 1x »-4«, 1x »-5«, 1x »0 (-2 life)«

The Friday-Project

Each Friday, Friedemann writes in his Friday-blog: www.2f-spiele.de - sadly only in German.
So far, two games have been published as a result of this blog: In 2010 »Black Friday« and now »Friday«.