

enDANGERed
ORPHANS
of Condyle Cove



Rule Book

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ORPHANS

of Condyle Cove

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COMPONENTS

1 Cul-De-Sac card



40 Options cards

9 Cove cards



6 Acts of Desperation cards



3 Player Mats



3 Orphan Pawns



3 Options cards for solo play



1 Acts of Desperation Mat



1 Boogeyman Pawn

GAME SETUP

Deal all of the cards in the Options deck to the players. Each player should place their Options cards (their “draw pile”) facedown on their player mat. Depending on how many people are playing, the deck may or may not divide evenly. (That’s just the way the cookie crumbles; if you’re looking for “fair,” you’ve chosen the wrong game!)

THE BOOGEYMAN’S HOUSE

Shuffle and place the stack of Cove cards facedown on the Cove mat.



Shuffle and place all six Acts of Desperation (AOD) cards facedown on the Cove mat.

Each player will place their “draw pile” of Options cards on their player mat.



PLAYER 1

THE COVE



Place the Cul-De-Sac card you’re playing with (Kiddie Corner, etc.) in the center of the playing area.

(See p. 4 to learn how to create the Condyle Cove “starting cross.”)



PLAYER 2

STARTING THE GAME

Object of the Game

Be the last orphan standing! To do this, it's important not to:

- 1) be out of Options cards (have no draw pile) at the beginning of your Draw phase.
- 2) flip over the Boogeyman card in KIDDIE CORNER.

Do either of those things and you're out of the game!

Kicking Things Off

The game will begin with the youngest player taking the top four Cove cards and placing them around the Cul-De-Sac (KIDDIE CORNER) card. The order in which they're placed doesn't matter. These Cove cards, once played, become the spaces to which a pawn can move. Each Cove card counts as one space.

This is referred to as the "starting cross."



Once the four initial cards are placed, each player will place their pawn on any of the five spaces. It's perfectly acceptable for players to start the game on the same space. (Kiddie Corner counts as a space too.) The youngest player goes first and play proceeds clockwise.

Each player draws (and looks at) two Options cards from the top of their draw pile.
Now the fun begins!

THE THREE PHASES

A player's turn consists of one or more of the following three phases...

1. MOVEMENT PHASE (optional)

At the start of a player's turn, they may **choose** to move their pawn one or two spaces. They cannot move diagonally. The Movement phase is not mandatory; players may skip it if they like with no penalty.

2. PLAY PHASE (optional)

Once a player finishes or skips the Movement phase, they'll move on to the Play phase. During this phase, a player can play as many of their cards as they choose. They may acquire cards during this phase and continue playing them until they are no longer willing to play. A player may also choose to skip this phase and move on to the last phase.

3. DRAW PHASE (mandatory)

Each turn must end by drawing! After a player has satisfied both the Movement and Play phases (by any combination of completing or skipping them), they must draw two cards as long as there are two available to draw. If only one card remains, they'll draw only one. These cards are drawn from the Options and/or Cove decks and may be drawn in any combination (one of each or both of one kind of card), depending on the player's preference and if there are any cards still available in the Cove deck. When a Cove card is drawn, it is played directly in the Cove; it does not go into the player's hand.

IF THERE ARE NO CARDS IN YOUR DRAW PILE AT THE START OF YOUR DRAW PHASE, YOU ARE OUT OF THE GAME.

THINGS TO REMEMBER DURING YOUR PHASES

- A player can hold a **MAXIMUM OF FOUR CARDS**. Since the Draw phase is mandatory, this means you must play cards during your Play phase if you need to make room for the cards you'll draw.
- It's possible to have three or four cards in your hand at the beginning of your Draw phase only *if* you can avoid putting more in your hand.

FOR EXAMPLE: You have four cards in your hand, but you need to draw two during the Draw phase. You can draw *both* cards from the Cove deck. Since these cards never go into your hand (they are immediately played), you won't exceed the maximum hand size, and you'll still fulfill your Draw phase requirements.

- When you **play a card**, it goes *faceup* on your Discard pile.
- When you **are required to discard a card**, it goes *facedown* on your Discard pile. This is to keep its content secret from other players (and sometimes even from you). A player *cannot* choose to discard their own cards; it's something that's forced upon a player by various means (other players, Cove spaces, etc.).

- **If no orphans are occupying the space listed on your card, you may still play the card to free up space in your hand. A card does *not* have to affect any players to be played.**

FOR EXAMPLE: You have three cards in your hand. You need to play one of them so you can make room to draw two more. No orphans are on the Open Field, but you can still play the "Open View" card. It takes effect because it's played (not discarded), but there's no one there to steal from.

The fact that a card doesn't affect gameplay doesn't disqualify it from *being* played.

- Orphans can backtrack when moving. If, for instance, you're moving another orphan three spaces, you can move them two spaces forward and one space back in order to place them on a desired space.

COVE CARD PLACEMENT

As long as Cove cards are still available, players may choose to draw from the Cove deck during their Draw phase.

Once drawn, these cards go **DIRECTLY** to the Cove. They do **NOT** go into a player's hand.

This is an example of a proper Cove layout.

CEMETERY
If a player lands on this space, he must immediately discard 1 card.

HILLS
Cards cannot be stolen from your Option DECK.

DETOUR
Replace any Cove card with this one. Then place that Cove card in a new spot of your choice.

OPEN FIELD
During your draw phase, you may draw 1 of your 2 cards from another player's deck.

HIGHWAY
You may add 1 or 2 spaces to your movement phase.

DETOUR
Replace any Cove card with this one. Then place that Cove card in a new spot of your choice.

ALLEY
Cards cannot be stolen from your HAND.

WOODS
You may not be moved by another player.

BEACH
DEFENSIVE cards have no affect on you.

DETOUR
Replace any Cove card with this one. Then place that Cove card in a new spot of your choice.

TOWN
At the start of your turn, you may look at the top card in another player's deck.

DETOUR
Replace any Cove card with this one. Then place that Cove card in a new spot of your choice.

CREEK
You may draw just 1 card during your draw phase.

Some examples of where Cove cards cannot be placed in this layout.

When playing a Cove card, make sure at least one of its sides is touching the side of one other card. Also, make sure that no corner of the card is ever touching the corners of more than two other cards.

COVE CARDS: CLARIFICATIONS

Cove card attributes only affect a player when their orphan is **STOPPED** on the card.



A DETOUR card is both an Options card and a Cove card. It remains an Options card as long as it's in your hand. The moment it's played, it becomes a Cove card. It can only be played during your Play phase. You can replace a Cove card with a DETOUR card and then place that Cove card in a new position of your choosing. You cannot replace the Cul-De-Sac (KIDDIE CORNER) card. ***If a Cove card that has a pawn on it is moved, the pawn will move with the card.***



The HIGHWAY card only adds to your movement when you *begin* your turn on this space. You cannot boost your movement when passing *through* the HIGHWAY.



The CEMETERY card only activates once a player *lands on* (not passes through) this space. No matter whose turn it is, if a player moves or is moved to the CEMETERY, they *must* immediately discard (facedown) one card. The player may choose to discard from their draw pile or their hand.

If a player begins their turn on Kiddie Corner, they *must* flip one of the Acts of Desperation (AOD) cards *before* they begin their three phases (Move, Play, Draw). They'll follow the instructions on the card and then begin their turn. This card cannot be replaced by a DETOUR card.

OTHER CARDS: CLARIFICATIONS



AWAY FROM DANGER

If you play this card and there's no one on a BEACH or CREEK, does it still end your turn? Yes. (You just don't get the added benefit of stealing a card from another player.)



MAKE YOUR MOVE (AOD)

This card mentions that you must move to a DETOUR space, take the top two cards from another player's discard pile, and then place them at the bottom of your Options deck. If there are no DETOUR spaces, you won't move. However, you'll still get to take the two cards from another player. (This is done prior to the start of your turn; you'll then begin your three phases.)



ANY MOVEMENT CARD

Any Pawn = any pawn in the game (including yours).

Another Player = any player other than you. This does not refer to—and thus can't be used on—a non-player (The Ghost of Benny Harris).



CARDS THAT SAY “YOU” AND/OR “YOUR”

When playing a card that refers to “you” and/or “your,” it will directly affect the player who is playing the card. So if you are in the WOODS with another player and you play the OUT OF REACH card, you may reshuffle your cards—not the other player.



CARDS THAT SAY “ANYONE,” “EVERYONE,” AND/OR “ALL”

When playing cards that say “anyone,” “everyone,” and/or “all players,” these cards will directly affect you, as well as *anyone else* who is targeted by that card.

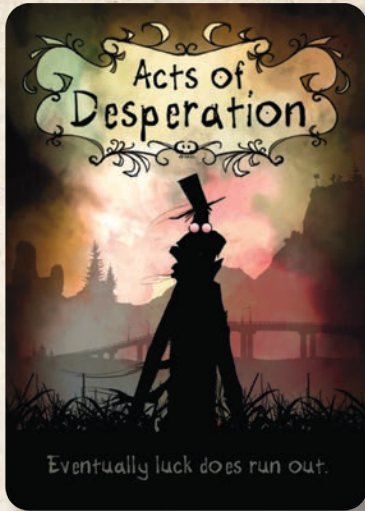


DEFENSIVE CARDS

There are only four Defensive cards, and they feature a red border around the text. These are the only cards that can be played out of turn; they’re used to cancel Options cards played by others. Some Defensive cards protect the player who played the card, while others could protect all players.

THE BOOGEYMAN

Visiting the Boogeyman at Kiddie Corner Is Truly an Act of Desperation



If you start your turn in KIDDIE CORNER, you *must* flip over one of the six Acts of Desperation (AOD) cards!

Since running out of Options cards is the most common way to lose your orphan (and therefore the game), a player might actually choose to visit KIDDIE CORNER.

Five of the AOD cards can work in your favor, while one is the Boogeyman himself. Flip over the Boogeyman and you're out the game!

ONCE YOU'RE OUT OF THE GAME, YOUR CARDS CAN NO LONGER BE ACCESSED BY OTHER PLAYERS. (They're just as dead as you are!)

A player may choose to send another player to KIDDIE CORNER in the hopes of eliminating them.

Once a player flips an AOD card (that is *not* the Boogeyman), that card remains faceup and can no longer be chosen/used for the remainder of the game. Players may return to KIDDIE CORNER and continue pressing their luck, but each good card that's flipped leaves one less card between the orphans and the Boogeyman. If a player is eliminated by the Boogeyman, they're out of the game. It's that player's (final) obligation to take the Boogeyman and the remaining facedown AOD cards, shuffle them, and place them (facedown) on the Cove mat. Alternately, the first eliminated player may place the Boogeyman in a position of their choosing on the Cove mat (rather than shuffling it back into the deck to be placed randomly).

If there's only one AOD card remaining and the Boogeyman hasn't yet been revealed, you should avoid KIDDIE CORNER at all costs! Any player who enters under this circumstance will be eliminated from the game.



THINGS WORTH NOTING!

Remember: You can never hold more than four cards! So if you steal cards from another player, you can only take what you can hold.

If you move on to another phase during your turn, **you cannot return to the previous phase.** For instance, if after playing a card you realize you forgot to move your pawn, you cannot take the card back and return to the Movement phase.

All moves are final! Once you take your hand off a pawn, you cannot undo your move. Once you lay a card down, you cannot pick it back up.

Pay attention to the order of your actions. Moving to specific spaces and playing cards in a specific order can be crucial.

If the gameplay instructs a player to lose/discard cards they don't have, there's no penalty. For instance, if a player has no Options cards in their draw pile or hand and another player instructs them to discard an Options card, they're not instantly out of the game because of an inability to comply with the instruction.

If you're running low on Options cards, *keep an eye on them!* Plan your strategy accordingly; if you wait until you're out, it'll be too late to go to KIDDIE CORNER. Timing is everything!

When cards are transferred from one player to another, they're moved from one player's deck to another player's deck or from a player's hand to another player's hand (unless stated otherwise). Again, keep in mind that you can never have more than four cards in your hand at a time. You can only steal up to the amount you can hold.

IMPORTANT NOTE: The Cove cards take precedence over the Options cards. If an Options card lets you move a player, but that player is on a space that says, "you cannot be moved," then you cannot move them.

When a card is moved from one player's draw pile to another, the receiving player shall not shuffle the card into their draw pile unless stated otherwise. Cards should be placed on the top or bottom of the draw pile according to the card's instructions (and in the order the cards are received).

CONDYLE COVE EXPANSION

The Last Winter of Benny Harris

These add-ons and extras come with the Condyle Cove Expansion

4th PLAYER EXPANSION



4th Player Mat

3 Cove Cards



14 Options cards for added 4th player

1 Cove Card



21 Last Winter Options cards

THE GHOST OF BENNY HARRIS



1 Glow-in-the-Dark Benny Harris Pawn

3 Cove Cards



7 Haunted Cards

BENEATH THE COVE

1 Cul-De-Sac card



6 Acts of Desperation cards

DOWN LEXINGTON DR.

1 Cul-De-Sac card



6 Acts of Desperation cards

CREEPY CARNIVAL

1 Cul-De-Sac card



6 Acts of Desperation cards

HOLLOW DAYS

1 Cul-De-Sac card



6 Acts of Desperation cards



1 Glow-in-the-Dark Benny Harris Pawn

3 Cove Cards



4th Player Mat



14 Options cards for added 4th player

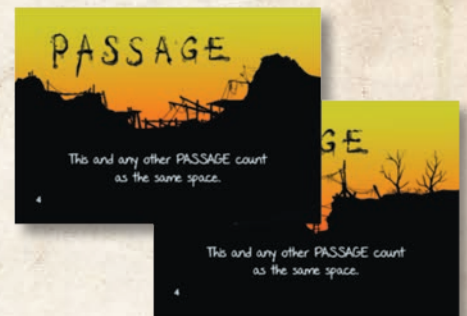
4th PLAYER EXPANSION

For the 4th player expansion, simply shuffle in the 4th Player Expansion cards. All of these cards have a small "4" located in the lower right-hand corner.

Want to play a longer game with more variety (and fewer friends)? The 4th Player Expansion cards don't have to be removed when playing with fewer than four players!

These two cards count as the exact same space! If a player wants to move from one PASSAGE card to the other, it won't cost them one of their two movements.

This also means that if player A is on one PASSAGE card and player B is on the other one, the two players are "sharing" the same space.



LAST WINTER

When playing with the Last Winter expansion, shuffle the OUT IN THE COLD Cove card in with the other Cove cards at the start of the game.

Shuffle the deck of Last Winter cards and place them facedown next to the Cove cards. With the OUT IN THE COLD card in the Cove, players can access the Last Winter deck.

If a player moves to or is already on the OUT IN THE COLD space, they may flip over the top Last Winter card. Doing this helps them avoid using cards in their hand and having to draw more cards from their Options deck. However, the Last Winter cards that are flipped could do more harm than good.

Front



Back



PERMANENT CARDS

When a Permanent card is flipped by a player, that player places it faceup next to their player mat. This card is now in play for the duration of the game, giving the player the benefit—or penalty—on that card. Permanent cards do not count toward the four cards in a player's hand, and players may be in possession of multiple Permanent cards at one time.

THE GHOST OF BENNY HARRIS



The Ghost of Benny Harris is designed for two or three players only.

When playing with “The Ghost of Benny Harris” deck, use the HAUNTED GROUND card as one of the four cards when setting up the starting cross.

When players place their pawns on the Cove at the start of the game, place Benny’s ghost (the glow-in-the-dark pawn) on the HAUNTED GROUND space. For a more difficult game, shuffle the HAUNTED GROUND card in with the rest of the Cove cards at the beginning of the game. Place Benny’s ghost on the KIDDIE CORNER card.

Go to certifiablestudios.com and visit the “Endangered Orphans” section of the site. There you’ll find directions on using the app for “The Ghost of Benny Harris.”

The app introduces a “hot potato” element into the game. The basics: You’ll play as usual, but whenever Benny is heard screaming, move Benny’s pawn four spaces (using the shortest route) toward the active player. If a player shares a space with Benny to begin their turn, they’ll draw one HAUNTED card (see the “Last Winter” rules on the previous page) and lay it faceup next to their player mat. Each player will slap the table when their turn is over. If Benny’s scream is heard before the slap, the ghost is moved towards that player. If it’s heard after the slap, it’s moved towards the next player. If it’s heard twice during a player’s turn, they are Boogey chowder; they’re out of the game!



If a player lands (is resting) on the HAUNTED GROUND space, they’ll instantly remove *all* Permanent cards they have from the game. This applies to HAUNTED Permanent cards as well as LAST WINTER Permanent cards.

Cul-De-Sac and AOD ALTERNATIVES

These cards are meant to REPLACE the Condyle Cove Cul-De-Sac (KIDDIE CORNER) and the 6 Acts of Desperation cards.

CREEPY CARNIVAL



When entering the **CREEPY CARNIVAL**, the last thing that's on your mind is having fun. With two different Boogeymen to doom your orphan, you may end up wishing you'd taken your chances in KIDDIE CORNER instead.

DOWN LEXINGTON DR.



Lexington is the most dangerous part of the Cove an orphan can explore. With three different Boogey-folk living there, it's just a matter of time before you appear on a milk carton.

BENEATH THE COVE



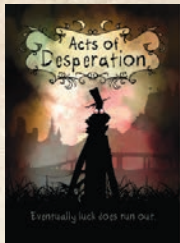
There are few things more dangerous than running around in Condyle Cove, but running *beneath* it definitely qualifies. With two Boogeys lurking down there, it's probably best to stay above ground.

HOLLOW DAYS



It's the most wonderful time of the year! When you're an endangered orphan, you don't have traditional comforts like gifts, food, or family. But you do have a reason to be grateful: There's only one Boogeyman roaming around the Cove this Hollow Day season!

Back



CHOICES, CHOICES

Front



The extra Boogeyman and MY BINKY are simply there to give players a few choices they can include in their six Acts of Desperation cards. You can replace any of your AOD cards (except the Boogeyman)

with MY BINKY. This card is a bit more powerful than some of the others. As for the Boogeyman, you can replace the standard one in your AOD deck, or you can replace one of the other AOD cards to include *both* Boogeymen. (This will increase the difficulty level of entering KIDDIE CORNER.) Just be sure that you have at least one Boogeyman in the AOD deck!

GOING SOLO

You'll find that you have three unique cards specifically designed for solo play. These cards are only placed in the deck when playing a solo game and should be removed when playing with more than one player.

To play solo, remove the SOMETHING WICKED card and *both* of the NO FRIEND OF MINE cards. These three cards will be replaced with the three that are labeled SOLO PLAY at the bottom.



SOLO PLAY

*Special Note: The rules for solo play are defined below. All but three of the cards used in solo play are not just **used** in the standard game; they're **designed** for it. So if a card describes/instructs an action that cannot be taken in solo play according to the following rules, it should be ignored.*

SETUP:

Remove these cards from the Options deck. They won't be used for solo play.



Set the following cards aside; they'll make up the Boogeyman's Move deck. (These include the three cards marked "SOLO PLAY" that are used only for solo play.)

Shuffle the remaining 28 Options cards and divide them evenly into two decks of 14. One deck will act as both the Boogeyman's hand and Options deck. The other will act as your deck. Draw two cards from your deck; this will be your starting hand.

If you like, you may use two player mats—one for you and one for the Boogeyman—to reduce "deck confusion." Cards will seldom be played from the Boogeyman's hand, so his discard pile should remain small.

Take the CEMETERY card from the Cove cards, along with the KIDDIE CORNER Cul-De-Sac card, and place them as shown. Then shuffle the Cove cards and deal four on each side, creating the game track.

Remove the Boogeyman card from the Acts of Desperation deck. Shuffle the Acts of Desperation cards and place them in a stack facedown above the CEMETERY as shown.

Set the Boogeyman's Move deck in the center of the track to keep it separate from the other Options cards.

Your Orphan will start on the CEMETERY, and the Boogeyman will start on KIDDIE CORNER. You'll both move clockwise around the track. (This will always be the case unless a card states otherwise.)



OBJECT OF THE GAME

Your goal is to outlast the Boogeyman, who is relentlessly chasing you around Condyle Cove.

YOU WIN IF...

The Boogeyman runs out of cards in his Options deck (not to be confused with his Move deck, which consists of Options cards as well).

or

You use all five of the Acts of Desperation cards by landing on or passing the CEMETERY five times.

YOU LOSE IF...

The Boogeyman catches you and eats you. To do this, he must land on or go past the space your Orphan is occupying.

or

You have no Options cards left to draw during the Draw phase of your turn.

A ROUND OF PLAY

TURN ORDER

You go first, followed by the Boogeyman. Turn order will continue in this fashion for the remainder of the game.

PLAYER TURN

Just as in the multiplayer version, the player turn structure is **Move - Play - Draw**. In solo play, however, **the Play phase is mandatory rather than optional**.

1. Move Phase (optional): You may move up to two spaces clockwise. You can choose not to move.
2. Play Phase (mandatory): You must play one or more cards from your hand. You **must** always play at least one, even if the card doesn't affect you or the Boogeyman.

You cannot play two of the same cards in the same turn (e.g, two KIDNAPPED cards).

Cards that discard all cards from the Boogeyman's hand have no effect on him. That would be an instant win, since his Options deck and hand are the same thing in solo play.

Cards that affect "another player" or "all players" can still affect the Boogeyman, with a few exceptions listed on the next page. Note that his Options deck is different from his Move deck. **With the exception of Defensive cards (see p. 21), any cards you play that affect the Boogeyman's deck affect only his Options deck/hand, not his Move deck.**

3. Draw Phase (mandatory): You'll end your turn by drawing cards until you have exactly four cards in your hand. If you are going to steal cards, note that you must have room to hold them. **You cannot have more than four cards in your hand at any time.**

REMEMBER: Move (optional) · Play (mandatory) · Draw (mandatory)

THE BOOGEYMAN'S TURN

Like the orphan (you), the Boogeyman moves clockwise. He doesn't have a movement number; instead he uses his Move deck.

The Boogeyman starts his turn by flipping the top card of his Move deck. Please note that though his movement cards say "Move any pawn" or "Move any player" or "Move another player," they all control the Boogeyman in solo play.

When there are no more cards remaining in the Boogeyman's Move deck, reshuffle it and place it back in the center of the track.

IMPORTANT NOTES!!!

The BAD DOG and SCARECROW cards offer a choice of "2 or 4 spaces." For the sake of balance, when the Boogeyman flips SCARECROW, move him two spaces; when he flips BAD DOG, move him four spaces. (This change is necessary for a balanced solo game. Without it, you'd most likely be orphan stew if those two cards were played back to back!)

If the Boogeyman overtakes you at any point (by landing on your space or passing you/your space), you die. Just keep moving. The best place to hide is often right behind him, as his Move deck propels him forward.

The Boogeyman has a few other tricks up his sleeve, such as stealing your cards. When he plays a card that allows him to steal from you but doesn't give any movement instructions, he'll stay in place until his next turn. When he steals cards from your hand, shuffle your hand, pick at random, and then place them on the top of his Options deck.

You can't ever move the Boogeyman's pawn, regardless of the card you play. The Boogeyman *can*, however, move *your* pawn.

THE CEMETERY AND THE CUL-DE-SAC

When you pass through or land on the CEMETERY, you will draw one Acts of Desperation card. If you land directly on the CEMETERY, you must discard one card from your hand immediately.

Any time the Boogeyman passes through or lands on the Cul-De-Sac, he will flip the top card of his deck and play it. It may help you, it may hurt you, or it may have no effect on you. This is the only time he will play cards from his Options deck.

That's all there is to it. Take turns until you outlast him, or until he catches you and gobbles you up!

SPECIAL CASES AND CLARIFICATIONS

Some cards, like unwanted children, aren't a perfect fit. The following cards have special rules when playing solo.

Acts of Desperation cards:



MEET ME UNDER THE A/C

Add one space to your next move, but you can't move the Boogeyman.



MAKE YOUR MOVE

You took out the DETOUR cards, so ignore that part and do the rest.



HIDDEN PASSAGE

You can move your pawn wherever you like. (We don't recommend moving it to the same space as the Boogeyman!)

Options Cards



SWEEP AWAY and **LOST** can ruin your day, but they have no effect on the Boogeyman.



ON THE MOVE

You can steal cards from the Boogeyman's normal Options deck.



KIDNAPPED

You can move yourself if you're in a TOWN or ALLEY, but you can never move the Boogeyman. (You can steal his cards, though!)

Defensive Options Cards

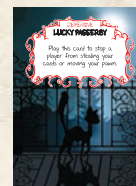
There are four Defensive Options cards: CAT UNDER A LAMP (1), SHED SOME LIGHT (1), and LUCKY PASSERBY (2). Just as in the standard game, these are the only cards you can play out of turn. You can use them to counter any of the Boogeyman's cards (including cards from his Move deck), or to counter a card you were forced to play to make room to draw.

Be sure to use Defensive cards wisely. There are only four of them!

More About Cove Spaces

The Cove cards generally take effect immediately. For instance, as soon as you land on the ALLEY, the ability it grants (your cards cannot be stolen from your hand) is instant.

The HIGHWAY card works a bit differently. When you land on a HIGHWAY, it takes effect during your next Move phase. This applies to the Boogeyman as well. When he lands on it, he will move **two** additional spaces on his next turn. (He always chooses two because he's evil and hungry.)





CERTIFIABLE
STUDIOS