EXIT →

EXIT →

Nightmare
at the
ROCKPORT
CAVERNS

-1

⚁ 2

⚄ 3

⚃ 2

⚅ 2

⚀ 2

⚀ 1

↻ Bear's Den

↻ Hen's Nest Gemstones

↻ The Patriot's Rock

① Start ② Start ③ ④ Start ⑤ Start ⑥

Nightmare at the ROCKPORT CAVERNS

EXIT →

← EXIT

The Pouch

Bear's Den

Hen's Nest Gemstones

The Patriot's Rock

Ammo Rocks

-1

2

3
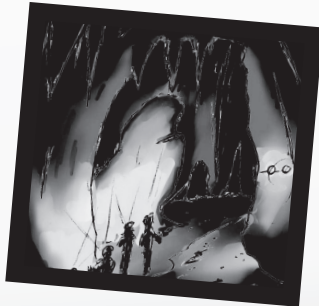
2

2

2

1

1 Start
2 Start
3
4 Start
5 Start
6

Wildcard Six Game Design presents ...

Nightmare
at the
ROCKPORT CAVERNS

The NIGHTMARE begins ....
with the roll of the dice.

Directions: Go 7 miles north out of Rockport. Once you see the **Knobby "Get Stick" Emporium**, look for the **Rockport Caverns'** sign. If you see **Frank's Tasty Chicken Corral**, you've gone too far. Turn around and go 500 feet to our entrance. If you see the **Rockport Zoo**, you've gone the wrong direction. Turn around and go 10 miles north. If you still can't find it, call Skeeter at (555) 525-4872, and he will stand on the corner and flag you down.

Nightmare at the Rockport Caverns is a roll and write game where you and a friend are spelunkers exploring the caverns. While in the caverns, an earthquake hits the area and a catastrophic geologic nightmare ensues. Rock slides block pathways and the water begins to rise from the lowest point of the caverns, leaving you in a precarious situation. To make matters worse, in all the confusion, your friend gets injured and separated from you in the caverns. Your goal is to find your injured friend and escape out of the caverns before the water overtakes you. If you run out of Life points, unable to escape the caverns or you are overtaken by the rising water, you lose.

Players: One   **Ages:** 12+   **Time:** 10-20 minutes

Components:

2 Maps, 4 Player Cards, 1 Rules Card, 4 Different colored dice & 1 die of any color.

Blue		Yellow	
	Character die		Friend die
	Row die		Column / Event Die
	Stored Action Die (any color)		

Green

Map Explanation:

The black die will identify which row you are rolling for.

The rock icon shows you how many rock slides it will take to the block the hex.

The circles on the right of the map are the rising water markers. At the start of each round, fill in one circle, starting at the bottom.

The Patriot's Rock

Hen's Nest Gemstones

Bear's Den

Cavern Rooms - If you stop or pass through a room, skip the **Event** roll and the **raise the water level** on next turn. ↻

Game Set up:

1. **Choose one character card.** Choose one of the four character cards for the game. Place it beside the rules summary.

2. **Roll for your start position.** On the bottom of the map are six numbered circles. Roll one die to determine your starting point. Color in the circle.

3. **Roll for your rock slides.** The level you choose will determine how many rock slides will be for the set up of the game. *More on this later...*

Easy (X2)   Medium (X4)   Hard (X6)

4. **Choose rising water level.** The level you choose will determine how fast the water has risen at the start of the game. *More on this later...*

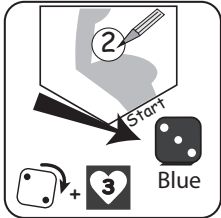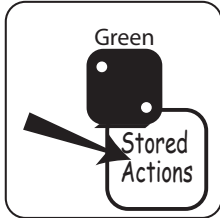Easy (0)   Medium (1)   Hard (2)

5. Place Dice
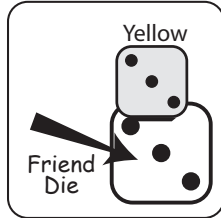
Green   Yellow   Blue

1

Dice Placement (...continued)

Place character die (map)

2 / Start / + 3 / Blue

Place actions die (character card)

Green / Stored Actions

**Place friend die (character card)**

Yellow / Friend Die

* Set the other two dice to side for now

Game Flow:

1. Fill in one water marker.
2. Do two actions.
3. Roll Event Die

(1) Fill in the Water Level: The circles on the right, when filled, increase the water level in the caverns. At the start of each round, fill in one circle in starting at the bottom. **Important! When all the circles of a hex are filled in, the row is considered flooded.** If your character is on the hex when a row is flooded, they must use the **move in water** action. If the water line fills the row ABOVE YOU, YOU LOSE THE GAME!
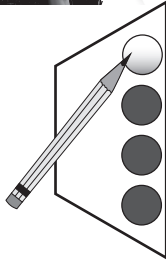
Important! Moving in water requires three action points. This can only be accomplished by storing at least one extra action.

(2) Do Two Actions : Each turn you can do two actions . You can choose not to use ONE action and store it for later use (to increase your actions in a future round).There is a spot on your character card to place a die to keep track of them. If you have zero, set the die aside. Change the value (+/-) of the die when storing and using extra actions. You have one extra action stored at the beginning of the game.

 *Move [Cost = 1 Action] Move from one hex to another where there is an adjacent path to the one you are currently on. **The die will act as your character**. Move while maintaining the **Life points**.

Blue
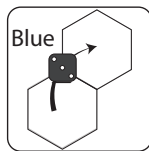
 *Move with Friend [Cost=2 Actions] Move your friend die from one hex to another with your character die. Your Friend cannot move alone.

Blue Yellow
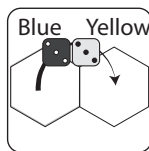
 *Move Out of Water (flooded) [Cost = 3 Actions] When you are overtaken by rising water, you can use extra actions to move through it. The cost is the same if you are moving with a friend.
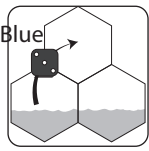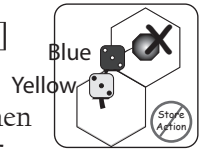
Blue

*Climb Over Rock Slides [Cost = 1 Action] If the tile is not blocked, you may climb over a rock slide. Once on the hex, YOU MUST STOP. **Note: If you have a leftover action, it may not be stored.**

Blue / X / Store Action
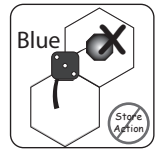
* Climbing With Friend [Cost = 2 Actions] Same rules as above.

Blue / Yellow / X / Store Action

 * PASS ON TURN [Cost = 2 Actions]. When you pass on a turn, **1) GAIN one Life point and 2) DO NOT ROLL for an Event. You must fill in a water line before passing on a turn.**

(3) Roll Event Die: Roll the event die to choose an event that happens to you.

⚀ **No Action** - Gain one **Life point.**

⚁ **Slip and Fall** - Subtract one **Life point.**

⚂ **Rock Slide** - Roll for one **rock slide.**

⚃ **Disoriented** - Do only ONE action on your **next turn**.

⚄ **Slide** - If you are on a hex that has a path leading to the row below, move your character die to that row. If not, do nothing. If there are two paths, choose the one closer to your starting point. If your friend is with you, move the friend die at the same time.

⚅ **Rock Slides** - Roll for two separate **rock slides.**

Rock Slides: Rock slides impede your effort to get out of the caverns. Put an X on the hex when you have a **rock slide**. If the maximum **rock slide** is filled (rock icon with number), shade in the whole hex to show it has been blocked. For example, it takes two **rock slides** to block a path on row four.

 You will need two dice to roll for a **rock slide**. One for the row and one for the column. Roll both dice at the same time. The row die will determine which row your **rock slide** will be on (black die on map). The other die will determine which column hex. Counting from left to right, the hex that matches the die is your column hex. For example 3 & 5, go to the row with the third die, and go five spaces over to the right. Place a X on that hex.

In the example below, Luke rolls a ⚅ and a ⚄ for a rock slide. He will go to the row with the ⚅ die and count going from left to right 5 spaces. Note: He will not count the hex that has The Patriot's Rock. On his landing spot, there is a X already on the hex. Since it only takes two rock slides to block a hex, you will mark a second X and then color in the entire hex to show that it has been permanently blocked

1 2 3 4 5 / The Patriot's Rock / Blue
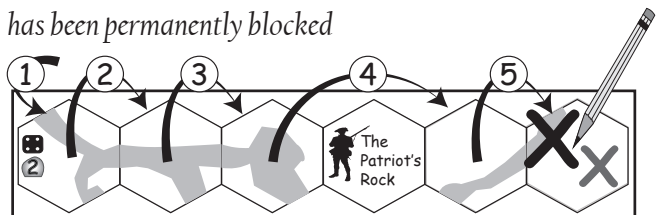
* If there is hex with a cavern room (ex. Bear's Den), do not count that hex as a column. If it has two independent paths, both paths are blocked.

** If a **rock slide** happens while you are on a hex, you lose a **Life point**.

** If a **rock slide** happens on a hex with your friend (while waiting for you) on a hex, that person will lose a **Life point**.

If both are on the hex when a **rock slide occurs, both will lose a **Life point**.

* If a rock slide occurs on an already blocked hex, nothing happens.

Player Life Points:
Player Life Points: You will pick a die to represent your character and his or her **Life points**. If your **Life points** get to zero, YOU LOSE THE GAME.

2 = 🎲
Blue

Finding Your Friend

> Searching each passage, you frantically call your friend's name while moving through the caverns. At last, a faint cry for help is heard. With optimism and urgency, you follow the sound of the cries. Once found, guide your friend through the underground maze to the exit.

F**inding your friend is a two step process.** The **first step** is for you to reveal (trigger) the location of your friend. The character card shows the row that your character must enter into before the location of your friend is revealed. For this example, your character will land on row with the one die, IMMEDIATELY stop and then roll for the location (see next step).

🔊 = ⚀

The **second step** will require you to roll two dice, the black die for the row and the white die for the column. Your friend will be found on row ⚃, ⚄ or ⚅. Two characters have a **find your friend** row preset. For the remaining two, you will roll to choose which row your friend will be found on (icon with the question mark). On your character card is one of the three rows where your friend will be found. You will make the choice with the following roll of the row die:

🧍 = ❓

If you roll a 1 or 4, your friend will be found on row ⚃.

If you roll a 2 or 5, your friend will be found on row ⚄.

If you roll a 3 or 6, your friend will be found on row ⚅.

As with the rolling for a rock slide, you will roll the white die for the column location. Once you have the location resolved, take the friend die off the character card and place it on that hex. Make sure that you maintain the **Life points** that match the **Life points** on the character card.

Yellow
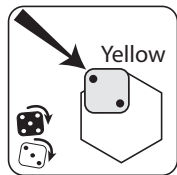
Once you have rolled for the location, continue on with the round (including if you have another action to take). Now that you know which direction to go, you will follow the voice to meet up with your friend. You will have to

lead the way out!

Additional Rules With Friends:
*When moving a friend, you will move both dice together.

* If you roll a Slip and Fall , you both will lose a **Life point**.

*If a no action is rolled, both you and your friend gain a **Life point**.

* If you roll a Slide, **ONLY YOU** will slide.

*If you skip a turn, you both gain a **Life point**.

*When you move with a friend, you will not be able to store an action.

Sample Play:

1) Your find your friend row is 2: 🔊 = ⚁

2) You move onto the row with the ⚁ die.

3) You immediately stop with the round and proceed with locating your friend.

4) Roll for the row (if necessary). 🧍=❓=⚅

5) Roll for the column. ⚂

6) Determine location of friend on map. ⚅⚂

7) Move Friend die from character card to map. ⬡ Yellow

8) Proceed with the remainder of the round.

Re-roll: You have three opportunities to re-roll your **Event** die. Located on a hex by themselves, if you do not like the **Event** that you rolled, you may change that roll to a No Action die. Once you use this, cross out one of the dice.
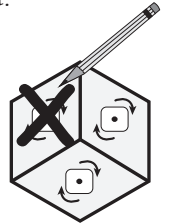
Cavern Rooms: If you stop or pass through a cave room, skip the Event roll and raising the water level on your next turn.

*Whenever you enter (or re-enter) row 9, you will ♥-1 lose one **Life point**.

> Wandering Bear Variant - If the bear moves onto your hex or if you move onto the hex with a bear, you lose one **Life point**. The bear moves one space per turn.

Nightmare at the Rockport Caverns
Game Design, Layout and Artwork: **Frank (Wildcard)**
Cover Design, Logo and Artwork: **Amanda**
Special thanks to **Eric Miller (govmiller)** for his help

3

Card 1

Stored Actions

Stored Actions
Set Up 2
Maximum 2

♥ 4 Starting Health

🔊 = ⚀

🧍+ = ⚄

(large die showing 3)

Card 2

Stored Actions

Stored Actions
Set Up 1
Maximum 1

♥ 3 Starting Health

🔊 = ⚁

🧍+ = ⚄

(large die showing 2)

Card 3

Stored Actions

Stored Actions
Set Up 0
Maximum 2

♥ 3 Starting Health

🔊 = ⚁

🧍+ = ❓

1,4 = ⚅
2,5 = ⚄
3,6 = ⚃

(large die showing 3)

Card 4

Stored Actions

Stored Actions
Set Up 1
Maximum 1

♥ 4 Starting Health

🔊 = ⚂

🧍+ = ❓

1,4 = ⚅
2,5 = ⚄
3,6 = ⚃

(large die showing 3)

Game Set Up

1. Choose character card
2. Roll for start position
3. Roll for rock slides:
   x2 Easy x4 Medium x6 Hard
4. Choose Water Line:
   0 Easy 1 Medium 2 Hard
5. Place Dice

Game Play

1. Fill water line (one)
2. Do 2 Actions
* You can do more if you have any stored.
* You can choose to use only one Action and store the other.
3. Roll for Event

* Cavern Rooms - Skip Event roll and Raising the Water Level ↻
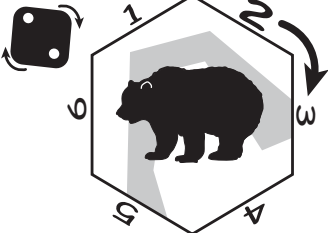
Actions Available
[Cost in Actions]

Move [1]

Move with Friend [2]

Move in Water [3]

Climb Rock Slides [1]
(Stop & no stored life)

Climb with Friend [2]
(Stop & no stored life)

Pass on Turn [2]
(+1 Life and no Event Rolled)

Find Your Friend: Move into the **find your friend** row and trigger the revealing of your friends location. Roll row and column dice to locate. Move **friend die** from character card to map.

Event Rolls

⚀ No Action
(Gain one Life point)

⚁ Slip & Fall
(Lose one Life point)

⚂ Rock Slide
(Roll Once)

⚃ Disoriented
(One action only on next turn)

⚄ Slide*
(Move Down One Row)

⚅ Rock Slide
(Roll Twice)

* See Rules on Details

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* Place a different colored dice on the Bear's Den. After finishing the Event roll, roll for the bear's movement.

* The number you roll is the direction on the hex that has a corresponding path. If not, you will go clockwise on the hex until you find a path and move the bear one space.

* If you land on the spot with the bear or if they bear land on your spot, subtract one Life point from your total.