



The Unofficial *Friday the 13th* Board Game

for 3 to 7 players



v. 1.1

compiled by Mike MacDee (at yahoo dot com)

based on the Friday the 13th film series and the NES game

## **SUMMARY**

Jason Voorhees is on a killing spree at Camp Crystal Lake! Up to six players control the six Counselors, who search the camp cabins for a way to kill Jason. Meanwhile Jason is on the hunt, moving in secret as he slaughters the Counselors one by one.

The Counselors win if Jason is dead. Jason wins if all Counselors are dead.

## **SETUP**

Arrange the board, Cave Shrine, and Cabin Charters (for Large and Small Cabins) where everyone can reach them easily. One player becomes Jason and sits behind the Jason Screen with the Camp Map in front of him (out of view of the Counselors). Jason shuffles the event cards and draws three.

Counselors decide which cabin contains the Generator and place the Generator Token in the appropriate Cabin Charter slot; then the Counselors pair up in different Small Cabins on the game board -- all six Counselors are used regardless of the number of players. After the Counselors are placed, Jason places himself on a road space of his choice -- his pawn is not placed on the board.

Shuffle the item cards and deal one to each slot on the Cabin Charter, except the cabin containing the Generator. Deal an additional card to Cabins 2, 3, and 6. Leftover cards are given to Jason: he discards each "Jason Lurks!" card in exchange for another event card. Excess weapon cards are immediately stored in the Cave Shrine.

## **PLAYER TURN**

Each round, the Counselors decide their turn order and make their moves. When all Counselors have gone, Jason takes his turn.

The Counselor does one or both of the following on his/her turn:

- 1) Move
- 2) Search; Use Non-Weapon Item; Move Again

Jason either plays an event card from his hand, or does one or both of the following on his turn:

- 1) Move
- 2) Search; Swap Cave Shrine Items; Move

Again

## **Movement**

Players move by rolling a single die and moving up to that many spaces. The following are considered board spaces:

- Road Junctions (the circles dotting the roads)
- Cabins
- The Woods, Lake, and Cave spaces

If a Counselor stops his/her movement to perform an action other than Move Again, his/her movement is over for that turn. **This rule does not apply to Jason.**

No more than 2 Counselors may occupy the same space.

## **Jason's Movement**

Jason does not move a piece on the board like the Counselors do: he secretly moves the Jason Pin on

the smaller Camp Map. He only places his piece on the board when:

- He attacks a Counselor
- He moves onto a Counselor's space
- He shares a cabin with a Counselor

Outside of the cabins, if a Counselor moves onto Jason's space, Jason *may* reveal his location and attack, but doesn't have to -- he can stick to the woods and watch them pass if he prefers.

Once Jason's whereabouts are no longer up-to-date, his piece is removed from the board.

### **Blackouts**

Once the power goes out, it can only be restored if a Counselor moves into the Generator's cabin and uses the Fuel Can. Until the camp's power is restored, Counselors can only search cabins if they carry a Flashlight or roll a 4 through 6 on a single die; otherwise the search yields nothing.

While the power is out, Jason only reveals his location when he attacks, regardless of circumstances.

### **Searching**

Each cabin number correlates to a slot on its respective Cabin Charter page (Large or Small Cabins): any item cards left in the cabin are placed facedown on its respective slot. The Counselor can't see what the items are unless he/she moves into the cabin and searches it: he/she may then look at the items and take as many as he/she can carry, or leave them for a comrade to collect later. Until the Counselor leaves the cabin, that cabin is still considered searched: if his friends enter the cabin he/she can freely give them the cabin's items without the need of another search.

Jason can also search cabins for items at the risk of alerting the Counselors to his general whereabouts -- because he can continue moving, they can only guess at his exact location. Anytime Jason finds an extra weapon card he may immediately place it in the Cave Shrine.

When any player finds a "Jason Lurks!" card while searching, refusing to take it is not an option. If Jason finds one, he must end his current movement in order for the "move again" to take effect.

Counselors can also search non-cabin spaces for Jason: if Jason is on the same space when this happens, his location is revealed, but Jason gets to attack first!

### **Special Spaces**

**The Woods.** The Counselor cannot move from a "Woods" space unless he/she rolls a 5 or 6. This roll is made for each move: if the roll fails, the Counselor gets lost and his/her turn ends. Jason can move freely through the Woods.

**The Lake.** When a Counselor moves onto the Lake, his/her turn ends. Jason receives 1 extra combat die when fighting within 1 space of the Lake. Jason can move freely through the Lake as well.

**The Camp Center.** The large triple-cabin by the Lake is the Camp Center: when a Counselor searches this cabin, he/she can view the contents of 1 cabin. Counselors cannot start the game here.

**Lit Fireplaces.** Jason receives 1 less combat die (to a minimum of 1) and must reveal his location when he is within 1 space of a lit fireplace.

**The Cave.** This space is searched like a cabin, but only if the Counselor has a Flashlight or Torch. Searching the Cave allows the Counselor to loot Jason's Cave Shrine, at the risk of angering the spirit of Mrs.

Voorhees: Jason draws an event card for each item taken from the shrine.

### **ITEM CARDS**

All players can only carry 1 weapon card (marked with a "W") and 2 non-weapon cards. Counselors may freely trade items if they share a space. If a player ends up with more items than he/she can carry, he/she swaps out any desired items, then dumps the excess items in cabin(s) of his/her choice. A Large Cabin can hold up to 3 items; Small Cabins can only hold 1. Items cannot be stored in the Generator Cabin.

Jason can only use weapon cards, though every item he has is an item the Counselors don't have. He can also move any items to or from the Cave Shrine regardless of his distance from the Cave, but the shrine only holds up to 2 items.

Both Jason and the Counselors may drop any or all of their items in their current cabin, provided they are standing in the cabin, and that cabin isn't already fully stocked.

Some item cards are "discarded" when used: when discarded, it is removed from the game and cannot be obtained again.

### **FIGHTING JASON**

Combat begins whenever a revealed Jason shares a space with a Counselor. Jason always attacks first, unless the Counselor moves onto Jason's space while his location is already known.

**Unarmed players attack with 1 die and defend with 2 dice** (Jason always adds 1 to his unarmed

result). These numbers change depending on the weapon card in a player's possession. The attacking player rolls his/her total attack dice: if any hits are rolled, the victim rolls his/her defense dice. For each unblocked hit the victim receives 1 wound.

**ATTACK = An attack roll of 4 through 6 counts as a hit.**

**DEFENSE = A defense roll of 5 or 6 blocks 1 hit.**

The Counselor dies when he/she receives 2 wounds -- each time Jason kills a Counselor he may discard 1 wound or draw a new event card. Jason dies when he receives 6 wounds.

If the attack is unsuccessful, the victim becomes the attacker and combat starts again. The fight goes back and forth until someone dies or runs away.

Each time combat starts, the attacking player can flee instead of attacking: the fleeing player rolls a die and moves that many spaces away, but must surrender 1 item card of Jason's choosing. Special spaces still take effect: if something prevents him/her from fleeing, no item is surrendered and combat continues as normal.

When a fight ends, so does the active player's turn.

The game ends with the death of either Jason or the last Counselor.

### **Team Battles**

If Jason enters combat with two Counselors on the same space, he can only attack one at a time, and only the targeted Counselor may fight back. However, both Counselors may roll defense and tally the results,

increasing their odds of survival. If one Counselor dies or flees, combat continues with the surviving Counselor -- turn order remains unchanged.

### **CHEATERS**

Cheating spoils the fun and challenge of any game. If Jason is caught cheating, even by accident, the Counselors decide whether he discards all his event cards or dumps all his items into cabins of the Counselors' choosing.