

FEARLESS FRANCO GAME MANUAL 1976-85

Player's Version



ver. 1.0

Table of Contents

Game setup	1	Death/forced retirement	7
Difficulty	2	Graceful retirement	8
Game play	3	Next jump	8
phase 1-3	3	Bribes	8
phase 4-5	4	Lost glory	9
Jumps	4	Franco's broke	9
Perform a jump	5	Card types	9
Special		Vehicle upgrades	10
circumstances	5	Betting spectator	11
Jump chart.	6	Final scoring	11

MISC
RULES
12,13



CONCEPT

Fearless Franco is a board game based on the life of daredevil Arthur Francis Tuscadero. Franco has around him a small group of people and they have varying complicated personal and professional relationships with one another. Sometimes they have common goals and sometimes they have conflicting desires.

GAME END

The game ends when Franco retires or, heaven forbid, he dies. The game has turns (seasons), and if Franco can complete (survive) a jump in his last year, then he gets to retire gracefully. At any time if Franco receives too many injuries, then he will be forced into retirement. After Franco's retirement or death the players participate in a final race to determine the winner.

Final race: Players place their game piece on the Score Track (the red-white-blue star track) count their glory or

money, and advance their game piece around the track. The player that gets farthest down the Score Track wins the game.

GAME SETUP

Place the Time Piece token (hour glass) beside the first season of the Time Track (Year 1 season symbols). The Time Piece marks the current season. Place the money in the bank. Shuffle and place the Jump Cards and Special events Circumstance cards on their spots on the board.

Three players get to go through their Player Decks and pull a few LD cards (marked with LD in the lower left) and lay them down face up.



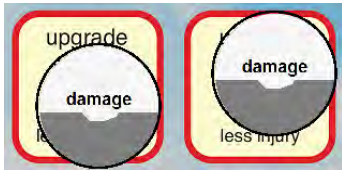
1. Franco gets his three TV ad LD cards (FF45, FF46, FF47).
2. The Girlfriend gets her My Kid (GF02) and Franco's wallet (GF04).

3. The Doctor gets to have his Over billing others (DR03).

Then each player shuffles the rest of their Player Deck and place in front of them. Last, the players draw one of their Player Cards.

The Girlfriend schedules a jump. Draws 2 Jump Cards and picks 1 of them.

Franco gets \$4,000 and 1 glory. Any Betting Spectator players get \$2,500 each. Cover ALL vehicle upgrades (yellowish vehicle parts) with a Damage Token which designates them as incomplete.



Next setup step, choose a game difficulty.

GAME DIFFICULTY

EASY

Set up: Franco gets an additional \$2,000 and 1 random injury.

End game: If Franco has 4 or more injuries to any arm or leg, or has a total of 9 or more injuries, then he is forced into retirement. If Franco has 4 or more injuries to his head or torso, then he dies.

MEDIUM

Set up: Franco gets an additional \$1,000 and 2 random injuries. Give each vehicle 1 random damage.

End game: If Franco has 3 or more injuries to any arm or leg, or has a total of 8 or more injuries, then he is forced into retirement. If Franco has 3 or more injuries to his head or torso then he dies.

HARD

Set up: Franco gets 3 random injuries. Give each vehicle 2 random damage. Regardless of listed Gap, the Scheduled Jump is moved to the second turn of the game, Spring of Year 1.

End game: If Franco has 3 or more injuries to any arm or leg, or has a total of 7 or more injuries, then he is forced into retirement. If Franco has 3 or more injuries to his head or torso then he dies.

Finally, after choosing a game difficulty, move the Time Piece token into the first season, Fall (the leaf) in Year 1 and begin the turn/season.



GAME PLAY OF A SEASON

A season consists of 5 phases:

1. Draw a card
2. The flop
3. Pay bills
4. Resolve jump, if any
5. Hand limit

PHASE 1. DRAW A CARD

Each player draws one card from their Player Deck. If a player does not have a deck left to draw from they must shuffle up their discarded stack to make a new Player Deck.

PHASE 2. THE FLOP

Players draw one card from their hand and hold it face down. Someone says 1, 2, 3... and everyone flips their card. Players do not have to play a card in the flop if they do not want to, but this is the only way cards are played, unless they are

B cards (B cards can be played at anytime).



If a player is playing a hole/hold H card then the player keeps it face down and slides it to a place in front of him/her. A player may only have one hole card down.

If the card earns that player money then they receive it now. If the card uses the word collect then the money comes from the Bank. If the card uses the word take then the money comes from another player.

PHASE 3. PAY THE BILLS

Players receive money from Franco or the bank. Players (especially the GF) get money from their LD cards.



In addition to any LD cards, the Mechanic may take money from Franco to perform one regular repair or upgrade, and the Doctor may perform one regular healing. The Mechanic and Doctor exclusively decide what damage or upgrade and healing to make (unless a played card states otherwise).

Costs: vehicle repair \$500, upgrades \$1000, healing \$1000.

Note: The Mechanic and Doctor MUST get paid to do their repairs, upgrades, and healing. The Mechanic and Doctor can never repair, upgrade, or heal without being paid, unless a played cards states otherwise. Of course, players may play any B cards during this phase to affect payments, etc.

Important: There is a hierarchy to payments from Franco if he does not have enough money to pay everyone. See FRANCO'S BROKE section.

PHASE 4. RESOLVE JUMP

If a jump is scheduled in the current season, it must be completed. See JUMPS section.



PHASE 5. HAND LIMIT

Before progressing to the next season all players must be at their hand limit. The hand limit of all players is ONE, unless an LD card has increased it. If a player has more cards in their hand, they must play or discard cards down to their limit. After all player are at

their hand limits, move the Time Piece up the Time Track to the next season, and start a new turn/season.

JUMPS

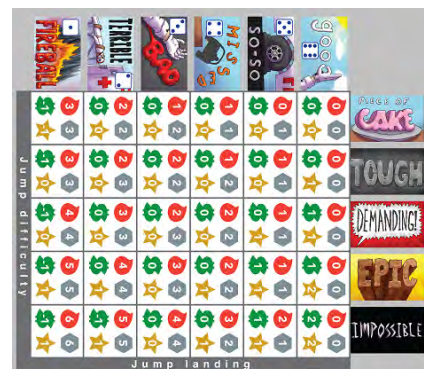
Each jump has (a) vehicle, (b) difficulty, (c) gap, and (d) payout (glory and money).

(a) The vehicle used in the jump may receive damage as a result of the jump.

(b) The difficulty setting will be used in the Jump Chart and with the Jump Difficulty Mat.

(c) Gap determines the number of seasons between the current season and the season of the jump.

(d) Franco always receives the payout regardless of the jump's success. However, the rewards may increase or decrease depending on whether the jump being a spectacular success or horrific failure, all determined in the Jump Chart.



PERFORMING A JUMP

Franco can complete a jump using Luck or Skill. For a Luck jump, he simply rolls a die. Attempting a Skill jump, Franco must use the 1. jump ramp, 2. jump difficulty slider mat, 3. jump landing target mat, and 4. appropriate vehicle token.

If Franco is in his right mind (has 1 injury or less) then he gets to decide whether he attempts a Luck or Skill jump. However, if Franco is banged-up (has 2 or more injuries) then his Girlfriend gets to decide.

In addition, when attempting a Luck jump, if the designated vehicle has no damage (ignoring upgrades) then Franco will roll twice and take the better roll.

SPECIAL CIRCUMSTANCES AKA EVENTS

After it is decided how Franco will attempt the jump (Luck or Skill) Franco draws a single Special Circumstances card. These cards can affect one or more of the aspects of the jump: its difficulty or result or payout or scheduled season. A card could allow the players to make side bets or penalize the players.



Special Circumstance cards are crazy and vary greatly in their influence on the jump. There are certain B cards that can change the Special Circumstance cards.

SKILL JUMP

To setup a Skill jump, place the Jump Ramp next to the Jump Landing Target Mat, BUT they will be a set distance apart. That distance depends on the Jump Difficulty. Use the Jump Difficulty Slider Mat to adjust the distance.

If the difficulty is "Piece of Cake" then only that image on the Slider Mat should separate the Ramp from the Target. See figure 5-1.



figure 5-1

The more difficult the jump, the greater the distance. So if the difficulty is "Impossible" then all the images of the Difficulty Slider would separate the Ramp from the Target. See figure 6-1.



figure 6-1

After setup, choose the appropriate Vehicle Token and slide it up the ramp, with enough force for it to make it to the target. You may need to hold the Ramp with one hand and slide it with the other.



Here is the rule if the Vehicle Token straddles more than one landing zone. If the token lands right side up, then take better landing. So, for example, in figure 6-3 the Landing Result would be "So-So."



figure 6-3

But in figure 6-4 the Vehicle Token landing upside down, so the landing must be "Bad."



figure 6-4

Once you all know the final Jump Landing, including any modifications from played cards, then move on to the Jump Chart to determine the Jump Result.

JUMP CHART

Jump Results are determined by the Jump Chart. The Result is the intersection of the Jump Landing and the Jump Difficulty. Of course, players may play a card to affect either of these.

Each Jump Result has four effects:

- (1) Injury to Franco - red droplet,
- (2) Damage to vehicle - grey hex
- (3) Gain/loss of money - green \$
- (4) Gain/loss of glory - gold star



For injuries, the Doctor rolls a die, the number of times listed in the Result, and applies Injury tokens to Franco's body that matches the Doctor's roll. Franco can receive more than one injury per body part. Stack them.



For vehicle damage, the Mechanic rolls a die, the number of times listed in the Result, and applies Damage tokens to the part(s) and upgrade(s) of the jump vehicle that match the Mechanic's roll. Only one damage token can be assigned to a part or upgrade. No stacking.

Note how one die roll can damage multiple part(s) and upgrade(s). However, rolling the

same number will expend a roll and cause less damage.

Franco receives money and glory from the Payout of each jump, and the Jump Chart Result can add or subtract money and glory. If a landing is especially horrible, such as destroying property or injuring spectators, then Franco will lose money. Or if he botches a simple jump, then he will lose glory. It's all in the Jump Chart.



After the jump is finished, then that Jump Card is placed on the spot on the board for Completed Jumps.

JUMP CAUSING DEATH OR FORCING RETIREMENT

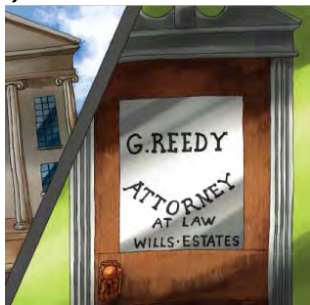
At the end of a season Franco is checked to see if he dies or forced into retirement. This depends on what difficulty you choose before the game started. After Franco's death or retirement is when the other players play their Hold cards.

If Franco is forced into retirement then the Time Piece

token is moved to Doc's retirement home and Franco retains any money he has.



When Franco dies the Time Piece token is moved to the cemetery, take all the money out of the Bank, and replace it with Franco's money (his Estate). Players can play any Hold card they have regarding his Estate. The other players cannot play any other cards unless it affect or is regarding his death, i.e. resurrection.



GRACEFUL RETIREMENT

In order to gracefully retire, Franco must complete a jump in Year 10. Any jump in Year 10 is his last jump and the last turn/season of the game.

If there is not enough Gap to schedule a jump in Year 10, then schedule the jump for the last season of Year 10. Any jump in the last season of the last year cannot be postponed.

After Franco completes that last jump then move the Time Piece token to Graceful Retirement and Franco receives one Glory.

NEXT JUMP

There must always be a jump scheduled (unless Franco is no longer jumping, i.e. retired or dead). The Girlfriend draws 2 Jump Cards, discards one, and places the other in the Card Stand and on the Time Track.

The jump decision is the Girlfriend's alone, however, she is allowed to solicit advice from Franco or anyone about which jump they prefer, including accepting bribes. Note: there are cards that give the jump decision to others for one jump.

When the Jump cards are exhausted, shuffle the Discarded Jumps to make a new Jump deck.

GAME PLAY: BRIBES

At any time any player may solicit money from any other player to play (or not play) a card. This can be done after the fact, i.e. I'll give you \$1,000 to pick that card back up and discard it.

LOST GLORY

When players other than Franco get their grubby little hands on Glory tokens, then they can sell them to Franco. Glory only helps Franco with player's final game score.



However, any glory tokens the Girlfriend has from unpaid child support must be sold back to Franco at the same cost he failed to pay her. The cost of all other glory tokens is up for negotiation.

FRANCO'S BROKE

If Franco does not have enough money to pay all his bills, then there is a hierarchy to who gets his money first. A player may play a card that alters this hierarchy.

1. Girlfriend LD child cards.

If Franco is so broke he cannot pay her for her children then he must give her a glory token.

2. The Doctor for any healing.

3. The Mechanic for a regular part repair.

4. The Mechanic for an upgrade.

5. The doctor for any LD cards.

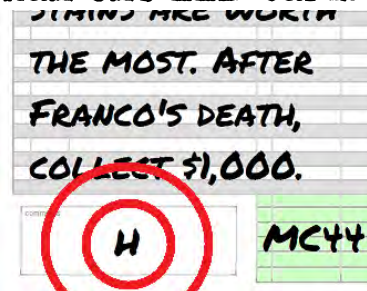
6. Non-child money paid to his girlfriend.

CARD TYPES

There are four card types. Laid down (LD) cards, block (B) cards, hold or hole (H) cards, and regular non-specific cards.

LD cards are played during the flop and go face up in front of the player. LD cards usually have an effect that works every season, such as earning money or increasing hand limit.

LLD cards are Lone Lay Down cards, which means only one LLD card can be laid down. A player can never lay down more than one LLD card.



A single H card is placed face down in front of a player. A player can only have one H card down at a time. H cards are played during the flop. H cards can be looked at by their owner at any time, and replaced by another H card during the flop. Replaced H cards go to that player's discard pile.

H cards are revealed at the end of the game and have rewards based on Franco's final status. If an H card states only retirement and does not specify graceful nor forced, then it means either.

B cards can be played at anytime during the game. They usually block another player's action, or affect a jump or special circumstance.

All other player cards are just plain ole regular cards and are played during the flop. Keep in mind that players do not have to play a card during the flop, and can discard any card(s) at any time.

VEHICLE UPGRADES

The vehicles start out with no Upgrades. Placing a Damage token on the upgrades indicates this. Some of the upgrades have similar benefits, and some are unique.



LESS VEHICLE DAMAGE

The number of vehicle damages from the Result of the Jump Chart is reduced by 1.

LESS BODILY INJURY:

The number of Franco's injuries from the Result of the Jump Chart is reduced by 1.

BETTER SUCCESS:

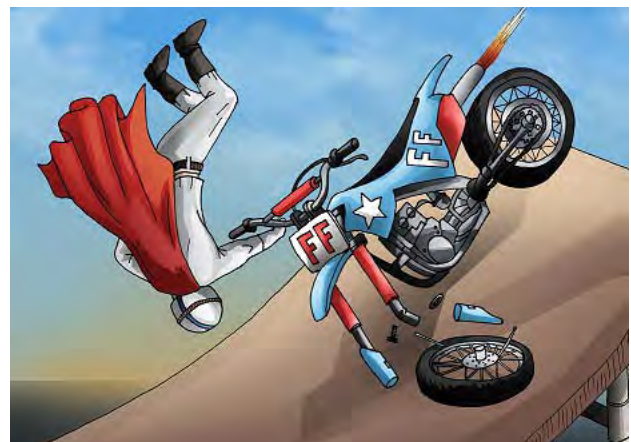
Make the Jump landing one better on the Jump Chart after a Skill jump or Luck roll.



LIFE SAVER:

Discard any injury to a body part that would cause retirement or death to Franco.

Note that vehicle Upgrades are easily damaged. For example with the motorbike, only a roll of 2 damages the steering, but a roll of any number destroys both Upgrades.



SIDE BETTING SPECTATOR

If more than four people wish to play Fearless Franco, then they can play as betting spectators.



Their action comes during the jump. Just before Franco attempts his jump, the spectators will choose a card from their deck and place it face down in front of themselves. After there is a FINAL landing of Franco's jump, then spectators flip their card to reveal how much they have won or lost.

Spectators use Franco's FINAL (possibly modified) jump landing. For example, if Franco's landing is Bad, but someone plays a card that makes it Good then the Final jump landing is "Good."

To double their bet, a Spectator can simply place a single money bill (of any denomination) on top of their chosen card they lay down.

PLAYER BIOS

see www.fearlessfranco.com

GAME'S END – FINAL SCORE



At the end of the game, players count their Money and Glory, then use their Player Tokens to race around the Score Track to determine the winner of the game.

Franco may keep secret how much Glory he has accumulated, and the other players may keep secret their Money earned, until game's end.

ASSIGNING RANDOM DAMAGE OR INJURIES

The Mechanic rolls a die to chose a vehicle, 1-2 motorbike, 3-4 dragster car, and 5-6 rocket. Then roll a die again and place a damage token on the part(s) and/or upgrade(s) that match the roll. Only one Damage token per part or upgrade. If a roll matches a part or upgrade already damaged, then the roll is spent and wasted.

The Doctor simply rolls a die and places an Injury token on the body section that matches the roll. A body section can receive numerous injuries. Stack them.

ADVANCED SETUP

Here are some guidelines for a varying number of players:

Only one

Play as Franco and try to make it through 10 years to a graceful retirement. Draw and play the other three players' cards no matter their effect on Franco.

A duo

One plays as Franco and the other as the Girlfriend. Franco gets to decide what repairs and healing to make. The

girlfriend draws and plays or discards the Mechanic and Doctor's cards.

Triplets

Franco, the Girlfriend, and the third (wheel) player chooses between the Mechanic or the Doctor. For the character not chosen: Franco chooses that character's repairs or healing and the Girlfriend draws that character's cards and decides to play or discard them.

Foursome

The ideal game. Franco, his Girlfriend, his Mechanic, and his Doctor.

Four plus

Fight over who gets to be the four main characters and the sad rest will be Betting Spectators.

Crazy eights

Get a second copy of the board game Fearless Franco. With both using the Hard difficulty level, see which team can (A) make it farther down the Time Track, or (B) gain the most Glory for Franco.



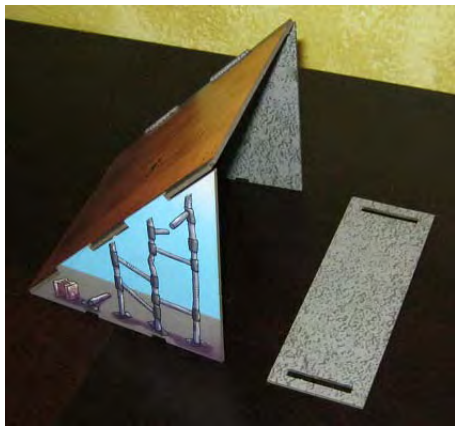
ASSEMBLING THE RAMP



Then drop it down onto the thin grey bottom support that locks into the bottom of the triangular sides.



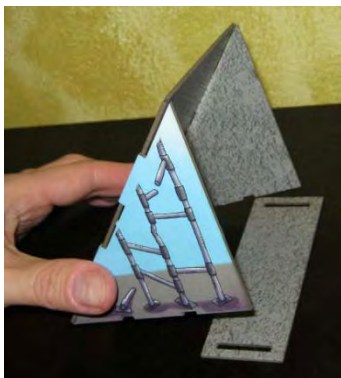
Prop up the brown ramp at about a 90 degree angle.



HALL OF FAME

name date score

Lock in the triangular sides, teeth to teeth.



CREDITS

**Mike Cal Cahalan - game
creator and main artist**

Bradley Port - graphic designer

Jonathan Berger - consultant

Ricky Sprague - consultant

**okutohq from Indonesia from
fiverr.com - main colorist**

misc graphics:

**Rodger Francis
rodgercfrancis13@gmail.com**

**yozart from fiverr.com
zamaino.dg@gmail.com**

**morkoartsa@gmail.com from
Ireland**

**Priyadesigner12 from India from
fiverr.com - money designer**

**wicak964 from Indonesia from
fiverr.com**

**Andvect_dp from Indonesia
from fiverr.com**

**Lorenzo Uccheddu from Cagliari
lorenzouccheddu from
fiverr.com**

misc colorists:

**Gregory Ottaviani from Brazil
gregorycode@gmail.com**

**Michael Woods
mrwoods3364@yahoo.com**

**Bryan Arfel Magnaye from
Philippines
bryanarfelmagnaye@yahoo.com.
ph**

special thanks:

Tempest Games, Cedar Rapids

Staples office supply store

The GameCrafter

**There are more detailed game
rules and instruction at
www.fearlessfranco.com**



these rules are ver. 1.0

