swinging Jivecat
VoodooLounge
A boardgame for cool cats

Daily Magic
GAMES

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Welcome to the Party!

It's 1962. JFK's New Frontier is on the horizon and you're living La Dolce Vita. You've partied with the Bunnies at Hef's mansion in Chicago. You've heard Brubeck play the Black Hawk in Frisco. And you've had drinks after-hours with Frank, Dean, and Sammy in Vegas.

But your jet-setting ways won't keep you in one place very long. Tonight, it's a new town and it's time to make the scene with some new friends. But, man, you've never been to a town like this. And you haven't met cats this crazy this side of The Twilight Zone. How are you going to get in with the In-Crowd ?

Fortunately, you've got an edge and it's that "Voodoo that you do so well." Papa Legba has interceded on your behalf and the Loa are listening. So pour some drinks! Make some friends! Work your magic!

Welcome to the...

swinging Jivecat Voodoo Lounge

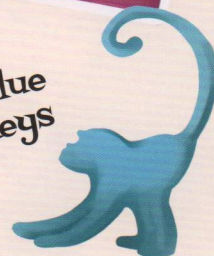## Components

16 Skull Cards

54 Clique Cards

24 Trend Cards

20 Orange Monkeys

20 Blue Monkeys

5 Coaster Ref Cards

25 Skull tokens

15 Chips for Each Player Color

1 Game Board

5 Cocktail Glasses

Objective

Score Monkey Points by Setting Trends and getting Hipster and Jivecat Lounge Lizards to join your Clique.

When one player scores 15 Monkey Points, the remaining players get one more turn. The player with the most Monkey Points at the end of the game is crowned the King or Queen of The Lounges!

Setup

Place the game board in the play area and give each player a quick reference coaster, a cocktail glass, 15 chips of one color, three Skull tokens, four orange Monkeys and four blue Monkeys.

Place your chips in your cocktail glass and your Monkeys around the base of your glass. You will hang Monkeys on your cocktail glass each time you score.

a field guide to
Lounge Lizards

Typical Lounge Lizards
nothing special about their numbers

9 5

starter Lounge Lizards
their numbers are in conversation balloons

4 7

Hipster Lounge Lizards
they are always numbered 2 or 10 and their numbers are in special starburst balloons

10 2

Jivecat Lounge Lizards
the rarest of all lounge lizards, they have no numbers at all and are only distinguished by their bright neon coloring

staff Monkeys
they are not lounge lizards, but they are often found nearby and should be avoided

Shuffle the Skulls deck and deal three cards face down to the positions along the left side of the board. Place the remaining Skull cards nearby.

Shuffle the Trends deck and deal three cards face down to the positions along the right side of the board. Place the remaining Trend cards nearby.

Shuffle the Clique deck and deal four cards face down to each player. Place the remaining Clique cards where they are convenient to all players. Players may look at the Clique cards dealt to them.

Select a first player through any method you like, but we suggest these...

- The player who actually owns a Voodoo Doll.
- The player who was last in a cocktail lounge.
- The player who can mix the best Martini.

Where the Lounges meet on the board, there are Lounge Lizards with white "conversation balloons"; these are the Starter Lounge Lizards. Beginning with the first player and moving clockwise, each player puts one chip on a Starter Lounge Lizard. Then, starting with the last player, the process is repeated in reverse giving each player two chips on the board.


Finally, flip the Skull cards and Trend cards along the edges of the board face-up.

The first player takes his/her turn and play proceeds clockwise, thereafter.

Clique cards have two uses: they allow you to buy drinks for the characters on the board (aka "Lounge Lizards") so they'll join your Clique and they allow you to cast Voodoo Spells. Only one use may be employed for each card you play, but you may play some or all of the Clique cards in your hand and tableau (cards on the table). If you are able to draw additional cards on your turn, you may play those as well.

Trend cards represent the latest happenings in the scene. When you meet the conditions described on the card, you become a Trend Setter and you add that Trend card to your tableau. You may use the special ability on the card once per turn as long as your chips on the board maintain the Trend card's configuration.
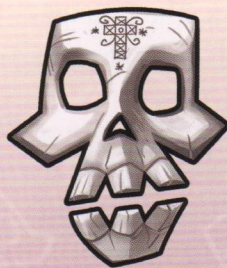
Skull tokens represent your Voodoo power, allowing you to cast Voodoo Spells and to purchase certain game actions. Skull tokens are earned when you buy a drink for the specific Lounge Lizards in one of the Lounges noted on the face-up Skull cards along the left edge of the game board.

When your turn is over, you may keep or discard any Clique cards remaining in your hand, then refill your hand to four cards. If the Clique deck is exhausted, shuffle and reuse the discards.

Only one chip may occupy each Lounge Lizard position on the board.

You may never have fewer than two chips on the board, either through your actions or the actions of other players.

You may not arbitrarily remove your chips from the board. However, if, at the end of your turn, you have all 15 of your chips on the board you must immediately remove five of your chips from the board and return them to your cocktail glass.

The Flying Monkey spaces near the edges of the board are called "The Staff". Chips may never be placed on Staff spaces. The Lounge Lizards on either side of a Staff space are not adjacent to each other.

If you have more than five Skull tokens at the end of your turn, return the excess Skull tokens to the supply.
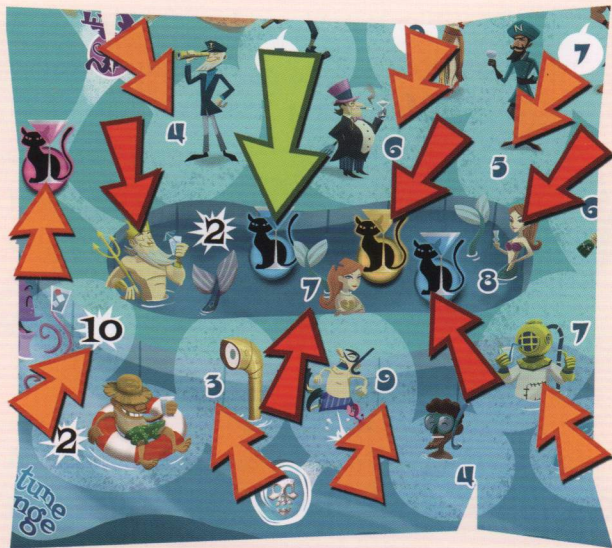
Adjacency

Each Lounge Lizard on the game board is located in a spotlight circle. Lounge Lizards are adjacent if their spotlight circles touch each other. This is true within a Lounge or across Lounge boundaries.

When you add a chip to the board, it must be placed on a Lounge Lizard that is adjacent to a Lounge Lizard that already has one of your chips on it.

Example: David (the Blue player), has an 8 card in his hand. The Cocoa 8 is a valid option because it is adjacent to David's chip on the Cocoa 6. However, David has no chip adjacent to the Tiki 8 so he may not place a chip there.

Within every Lounge there is a Private Party that acts like a single large spotlight circle. The Lounge Lizards within each Private Party are all adjacent to any Lounge Lizard within the party and to any Lounge Lizard outside the party that has a connected spotlight circle.

For example, in the image above, the Blue Jivecat (green arrow) is adjacent to all of the other Lounge Lizards inside the Private Party (red arrows) and all of the Lounge Lizards outside of the Private Party with spotlight circles that link to the Private Party (orange arrows).

In 2 and 3-player games, chips of a non-player color represent "The Staff" and are used to keep the board tight. Staff chips originate from the Flying Monkey icons at the edges of the board.

At the end of each turn, after you have refilled your hand to four cards, flip over the top card (or top 2 cards in a 2 player game) on the Clique deck and place a Staff chip on an unclaimed Lounge Lizard of a matching number that is adjacent to a Staff icon or an existing Staff chip.

If the drawn Clique card is a "1," place the Staff chip on an adjacent Jivecat Lounge Lizard.

If there is no suitable Lounge Lizard available, a Staff chip is not placed.

When you place the 15th Staff chip on the board, the player with the lowest score immediately removes five Staff chips from the board and then play resumes.

Staff chips are vulnerable to Voodoo Spells just like regular chips.

The Lounges

The main action takes place in the four Lounges as players use the cards available to them to make friends with Lounge Lizards–expanding their Cliques and giving them access to the Hipsters and Jivecats that will score them Monkey Points.

Cocoa Tiki Lava Neptune

Extending your Cliques from Lounge to Lounge can be a tricky process but, if you have a chip adjacent to a Voodoo Portal, you can pay 1 Skull to open the Voodoo Portal and be magically adjacent to any Lounge Lizard that is adjacent to any other Voodoo Portal.

The Voodoo Portal closes immediately after you use it. You must pay to open it again when you want to use it again.

Scoring

During play, you will be scoring Monkey Points for certain actions. When you score a Monkey Point, hang it on your cocktail glass so that all players can easily see your accumulated score.

how to do Monkey Math

$$1 + 5$$
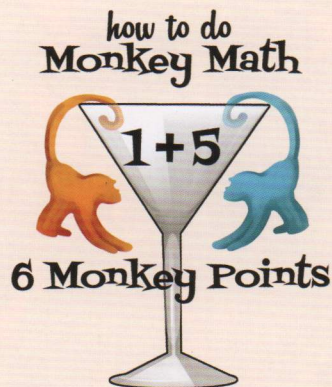
6 Monkey Points

Orange = 1 Monkey Pt.   Blue = 5 Monkey Pts.

Here is a summary of the ways to earn Monkey Points:

A Typical Lounge Lizard (number 3 through 9) does not score any Monkey Points when you place your chip on it. (aka non-scoring chip)

A Hipster Lounge Lizard (numbered 2 and 10) scores 1 Monkey Point when you place a chip on it.

A Jivecat Lounge Lizard (a cat with a blue, yellow, or pink cocktail glass) scores 2 or 3 Monkey Points depending on what you do to get your chip on it. See Jivecat Spell on page 13 for details.
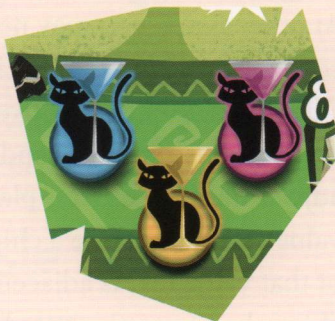
A Trend card scores 1 or 2 Monkey Points depending on where it is positioned along the right side of the board when you claim it.

Each of your active Trend cards also scores 1 bonus Monkey Point at the end of the game.

Once you earn a Monkey Point you cannot lose it during normal play. Certain Trend cards, however, may affect your earned Monkey Points.

Play continues until one player has accumulated 15 or more Monkey Points at the end of his/her turn then the other players each get one more turn. Bonus Monkey Points are awarded for active Trend cards and the player with the most Monkey Points is crowned King or Queen of the Voodoo Lounge.

There are three levels of tie-breakers, if needed. In order, first to last, they are:

1. Most active Trend cards
2. Most Skull tokens
3. Fewest chips on the game board

Clique Cards

Clique cards have two uses: buying drinks to convince Lounge Lizards to join your Clique and casting Voodoo Spells for various game effects. Only one action — buying a drink or casting a spell — may be used for each card.

Buy A Buddy A Drink or Two

The primary use of Clique cards is to buy drinks for the new friends you meet on the board (aka Lounge Lizards). When you buy a drink for a Lounge Lizard, you place one of your colored chips on it to show that he or she has joined your Clique.

Sometimes one drink is all it takes to fire up a good conversation and make a new friend. To do this, use one Clique card for its face value (the number in its upper left corner) and place a chip on a Lounge Lizard of that value that is adjacent to one of your chips that is already on the game board.

For example: play a Clique card with a 4 value to place a chip on a 4 Lounge Lizard.

At other times, you may need several strong cocktails to get a Lounge Lizard to join your Clique. To do this, play two or more Clique cards and use addition and/or subtraction to adjust the value of your play. Once you have the value you want, place a chip on a Lounge Lizard of that value that is adjacent to one of your chips already on the board.

For example, play 7, 5, and 2 Clique cards and apply addition/subtraction to get the desired value (7+5-2=10 or 7-5+2=4) and place a chip on that value.

Cast A Spell

The 54 Clique cards are divided into five suits.

Zombie   **Voodoo**   **Jivecat**

Rada   **Cheval**

Each suit has special Voodoo Spell powers and some suits have more cards than others.

Zombie Spell

Place a Zombie card from your hand face-up on the table and pay one Skull to the supply. This Zombie is now an extension of your hand that may be used for its number value once each turn, either on its own, with another Zombie card in your tableau, or with one or more cards from your hand.

To use the Zombie card from your tableau, pay one Skull token to the supply and twist the card a quarter-turn to show it has been activated, then use it as you would any other card in your hand. After your turn is over, twist the Zombie card to its original orientation to show it is available for use next turn.

You may have a maximum of two Zombie cards in your tableau at any time. Unused Zombie cards may be discarded from your tableau on your turn to make way for new Zombie cards.

Rada Spell

Place a Rada card from your hand face-up on the table. All opponents must pay you one Skull to play or use any Clique card from their hand or tableau with a matching value.

For example, James has a Zombie 2 in his tableau. On your turn you place a Rada 2 in your tableau. On James's turn, he wants to activate his Zombie 2 so he must first pay you a Skull token to satisfy your Rada, then

he must also pay the usual one Skull token to the supply to activate his Zombie card.

As another example, Sara has a Cheval 2 in her hand. Sara must pay you one Skull token before she can use her Cheval 2 Clique card.

One more example, Jon plays a Jivecat 2 card so he can use the Jivecat Spell (see next page) to place a chip on a Jivecat Lounge Lizard. Ordinarily, the number on the Jivecat card is not relevant when using its spell power, but since you have a Rada 2 in your tableau Jon must first pay you a Skull before he can use his Jivecat card.

If an opponent cannot make the payment, he/she cannot play or use a card that matches your Rada.

An opponent may discard cards that match your Rada without paying you a Skull.

You may have only one Rada card in your tableau.

You may discard a Rada card in your own tableau on your turn to make way for a new Rada card.
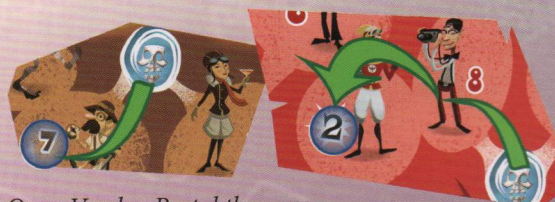
Voodoo Spell
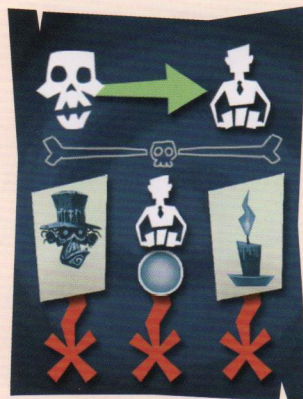
Play a Voodoo card from your hand and pay one Skull token to the opponent you are targeting. You may then activate one of the card's three possible spell effects.

#1 Discard a Zombie: you may discard one Zombie card from an opponent's tableau.

#2 Discard a Rada: you may discard one Rada card from an opponent's tableau.

#3 Remove A Chip: you may remove one chip from the board belonging to any player, even yourself. If you do remove one of your own chips, you pay the Skull token to the supply instead.

Open Voodoo Portal then use a Cheval card to jump through to destination.

Cheval Spell
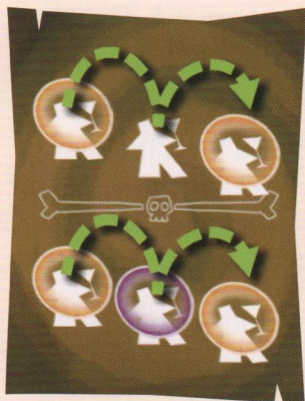
Play a Cheval card to move one of your chips already on the board to an empty Typical or Hipster Lounge Lizard that is two adjacent Lounge Lizards away from its original position.

The value of the Cheval card is not relevant to either the starting or ending position of your chip. Likewise, the Lounge Lizard that you jump over may be any value and may be occupied or unclaimed. In fact, the Lounge Lizard you are jumping over could be the entire Private Party area of a Lounge since every Lounge Lizard that touches the Private Party area is adjacent to it.

← *See illustration to the left.* As usual, you may activate a Voodoo Portal (by paying 1 Skull) to create a temporary adjacency to the Lounge Lizard you are jumping over, or to the Lounge Lizard you are landing on.

Jivecat Spell
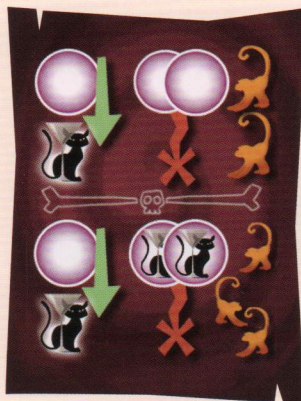
You may use a Jivecat Spell to place a chip on any unclaimed Jivecat Lounge Lizard on the board that is adjacent to any of your other chips on the board. You must then remove two of your chips from the board. In effect, you are dumping two friends to meet a totally cool celebrity.

The chips you remove must be from different Lounges than the one where the new Jivecat Lounge Lizard is located.

For example, if you place a chip on a Jivecat in the Tiki Lounge (yellow arrow above), you

must remove two of your chips from the Lava, Neptune, and/or Cocoa Lounges (pink arrows above).

Score two Monkey Points by removing chips from any two Lounge Lizards.

If both chips removed are from Jivecat Lounge Lizards, then score three Monkey Points instead.

Mixology

The Clique cards actually have a third use that is reserved for gamers aged 21 and older. Each Clique card has a different cocktail mix on the right side. Give them a try, but please drink responsibly and enjoy the game!

Trend Cards

At any point in your turn you may claim a face-up Trend card from the right side of the board if your chips on the board match the configuration shown on the card. Place the claimed card face-up in your tableau.

Score the number of Monkey Points shown along the edge of the board at the position where the Trend card was located.

Vogue = 2 Monkeys

Passé = 1 Monkey

Retro = 2 Monkeys

At the start of the next player's turn, slide the unclaimed Trend cards down

to fill any open positions and then refill the upper positions from the Trend deck.

A claimed Trend card remains active as long as you maintain its chip configuration. You may use the power described on each of your active Trend cards once each turn. Most Trend card powers require the payment of a Skull token to the supply or a player. If an action requires you to pay a Skull token to yourself, pay it to the supply.

A Trend card becomes inactive if your chips no longer match its configuration. Turn an inactive Trend card sideways in your tableau to show that you may not use its power.

You do not lose any Monkey Points when a Trend card becomes inactive.

You may reactivate a Trend card on your turn if your chips once again meet the card's configuration, but you do not score any Monkey Points for the reactivation.

At the end of the game, each active Trend card in your tableau earns 1 bonus Monkey Point.

We maintain an up-to-date list of Trend cards on our website with notes about how the cards affect game play. Please visit our website at www.gamedesignersclubhouse.com/games/

Skull Cards

The Skull cards along the left side of the board show a number and two Lounge icons. In this image, the top card shows the number 3 and the Cocoa and Lava Lounge icons. Placing a chip on a "3" Lounge Lizard in either of those Lounges will earn you a number of Skull tokens based on where the Skull card is located.

Mambo = 1 Skull

Houngan = 2 Skulls

Bokor = 3 Skulls

Immediately discard the Skull card when you collect the Skull tokens.

At the start of the next player's turn, slide the remaining Skull cards down to fill any open positions then refill the empty positions at the top from the Skull deck.

If you have more than five Skull tokens at the end of your turn, return the excess Skull tokens to the supply.
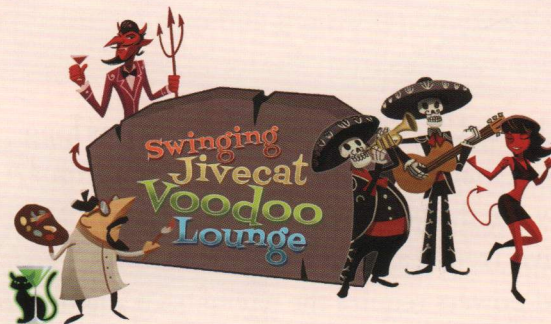
Credits

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Thanks