Feathers & Wax

A solitaire game



Introduction

Daedalus and his son Icarus are imprisoned on the edge of the sea. To escape, Daedalus is searching the labyrinth for feathers and wax to build ingenious wings. Then, he and his son will leap from the tower and attempt to fly to safety. If they get too close to the sun, the wax melts, and some feathers are lost. If they get too close to the sea, some feathers get wet and weighed down and must be shed to keep flying.

If both Daedalus and Icarus can reach the safety of a far off island, they are victorious.

Components

2-sided gameboard: labyrinth on one side, tower, sea, and island on the other side
1 deck of standard playing cards
2 different color cubes or tokens, one representing Daedalus and one representing Icarus

Game Overview

The game is played in three phases:

1) Daedalus collecting feathers and wax in the labyrinth,
2) building the wings, and
3) Icarus and daedalus flying to safety

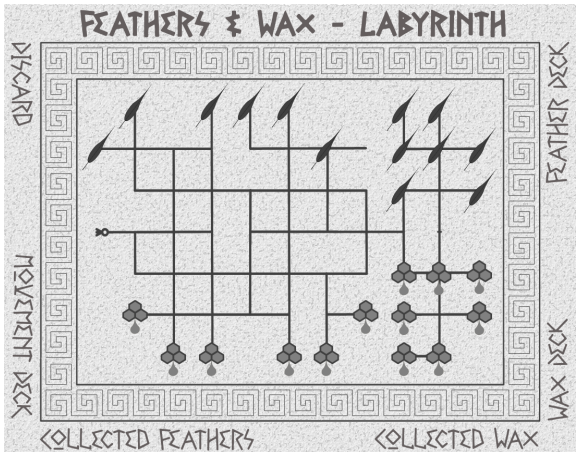
Phase 1 Card Meanings

- Ace - 10 of Spades = Bundles of Feathers, 1 Spade card = 1 bundle of Feathers
- Ace - 10 of Clubs = Honeycombs of Beeswax, 1 Club card = 1 Honeycomb of Beeswax
- J of Spades and Clubs = **J**ailers that confiscate feathers or wax from Daedalus
- Q of Spades and Clubs = Maidens that force Daedalus to **Q**uit collecting feathers or wax
- K of Spades and Clubs = wildcards that allow Daedalus to **K**eep collecting, neutralizing a J or Q of spades or Clubs

Gameplay - Phase 1: Collecting Feathers and Wax

1. Create the **Feather Deck** with all the Spades cards. Shuffle and place face down.
2. Create the **Wax Deck** with all the Clubs cards. Shuffle and place face down.
3. Create the **Movement Deck** by combining the A - 10 of Hearts and Diamonds cards. Shuffle and place face down.

4. Place the Daedalus marker at the entrance of the Labyrinth on the left side of the board.
5. Draw a card from the Movement Deck, and take the an action based on the card:
    a. Ace-10 of **Diamonds**. Move up to 1 to 10 spaces (the number on the card) orthogonally - in any **ONE direction**.
    b. Ace-10 of **Hearts**. Move up to 1 to 10 spaces (the number on the card) in **any direction and with as many changes in direction as desired**.



6. Draw and keep 1 Feather (Spade) card for every Nest (feather icon) Daedalus passes over or stops on.
7. Draw and keep 1 Wax (Club) card for every Hive (honeycomb icon) Daedalus passes over or stops on.
8. Continue to draw Movement cards moving around the labyrinth collecting resources as long as desired, but Daedalus MUST exit the labyrinth by the time the last Movement card is played or the game is lost.
9. If any of the Jailer, Maiden, or Keep cards are drawn, immediately do the following:
    a. **K of Spades or Clubs:** Keep this card and use it to neutralize the J or Q of the same suit, to **K**eep collecting.
    b. **J of Spades**: The **Jaile**r finds the collected Feathers and takes them away. Discard all Feather (Spade) cards collected so far.
    c. **J of Clubs**: The **Jailer** finds the collected Wax and takes it away. Discard all Wax (Clubs) cards collected so far.
    d. **Q of Spades**: If Daedalus has more than 3 Feather cards collected, the maiden gets suspicious and Daedalus must **Quit** collecting Feathers.
    e. **Q of Clubs**: If Daedalus has more than 3 Wax cards collected, the maiden gets suspicious and Daedalus must **Quit** collecting Wax.

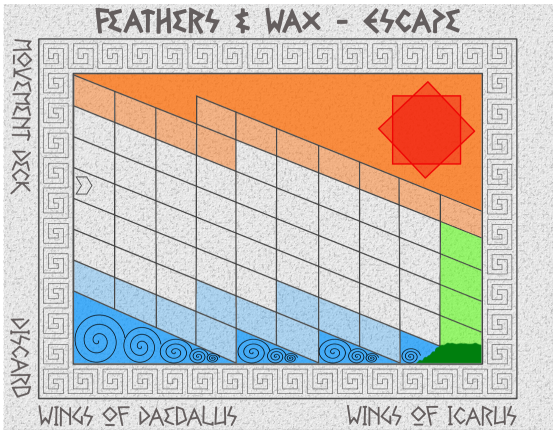
Gameplay - Phase 2: Building the Wings

1. One section of wings is made up of one bundle of Feathers (each Spade card) and one honeycomb of Beeswax (each Club card). Create sections of wings by pairing up one Feather (Spade) card with one Wax (Club) card. So, if at the end of phase 1 Daedalus has 6 Spade cards and 4 Club cards, he may create 4 sections of wings. **Set aside one Spade card for each set of wing sections** Daedalus is able to create. Discard all other Spade and/or Club cards.
2. **Divide wing sections between Daedalus and Icarus** as desired and place them face up below the Escape board.

Phase 3 card Meanings

- Ace - 10 of Hearts = Move one character 1 space to the right and 1 space down (closer to the sea).
- Ace - 10 of Diamonds = Daedalus moves 1 space to the right and 1 space up (closer to the sun), Icarus moves 1 space to the right and 2 spaces towards the sun.
- J of Hearts or Diamonds = **U**pdraft. Move one character 1 space up (0 spaces to the right).
- Q of Hearts or Diamonds = **Q**uiet air. Move one character 1 space down (0 spaces to the right).
- K of Hearts or Diamonds = Diverging (**<**) air. Move one character 1 space further away from the other character (up or down) 0 spaces to the right.

Phase 3 Movement Rules:



- **Icarus moves first** every turn.
- **At no time can one character occupy or pass through the same space as the other character**. If this is about to happen, the moving character must move below the non-moving character and end their movement there.
- **If a character ends a movement in a top shaded space along the sun**, the sun melts some wax, the character loses one wing section, and moves **down 2 spaces**.
- **If a character ends a movement in a bottom shaded space along the sea**, the sea wets the feathers. The character loses one wing section and moves **up 2 spaces**.
- **If at any time a character moves into the sea or the sun** (off the grid top or bottom), or has 0 wing sections remaining, that character falls into the sea, drowns, and the game is lost.

Phase 3 Special Movements:

- **At the end of any movement, a character may discard one wing section** (spade card) and move 1 space up or down on the board.
- **If any of a character's wing section card values match their movement card value**, the character may (but does not have to) discard that wing section (spade card) and move 1 additional space to the right on that move.

Gameplay - Phase 3: Escape

The goal of phase 3 is to start at the tower and fly both Daedalus and Icarus to safety - any of the green sections on the right of the board.

1. Create the Movement deck by shuffling all of the Hearts and Diamonds (Ace - K) together and placing the deck face down.
2. Place the Daedalus and Icarus tokens to the left of the marker on the left side of the board.
3. For each turn, draw 2 or more movement cards*. Note: There are only 20 cards in the movement deck that will move characters to the right (the Ace - 10 of Hearts and Diamonds), and each character needs to move to the right 10 spaces to succeed. So, drawing more than 2 movement cards is risky and means that the characters may need to spend wing sections to move 2 spaces to the right when possible (see the second Special Movement rule above). * 1 or more after one character arrives safely.
4. Assign one movement card to each character, then move each character as described in the movement rules above.

Winning

If both Daedalus and Icarus arrive in any green space (over or on the land) at the right of the map, they have successfully escaped and win. Slide the piece down to the island then off the board to the right.

Rule Clarifications

- During phase 1, the collecting phase, each feather or wax location can only be used once, until Daedalus travels to the opposite side of the board. Daedalus can NOT move back and forth over the same location to collect multiple items.
- In phase 3, if one character is successful (arrives on the island or the green shaded airspaces), move that character off the board so that the safe area is open for the remaining character.
- If a J, Q, or K card is drawn on the first move, while Icarus and Daedalus are still in the tower, it has no action. Draw another card.
- If a K (“diverging air”) card is drawn after one character has already arrived safely, then the still flying character moves one space up.

Credits

Game Design and Art: Scott Allen
Play Testers: Chad Russell, Josh Saulter, Chris Alton, Douglas Rees, Jan Schroder, Chris Hansen, lampeter, Adayu

Legal

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