BONE GAMES®

Presents

The Barons of Fyn®

Do you have what it takes to become the most mighty Baron of Fyn?

A card game for 2 to 6 players. Approximate time to learn is from 15 to 30 minutes. Playing time can vary from 30 minutes to over an hour. Game complexity is low.

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Special thanks to my wife, Jennifer, for her patience, and her reminder that *it's just a game*.

1.0 Introduction

The Great King Timothy has decided he will leave his kingdom, Fyn, and fight in the great crusades. While he is gone, he trusts that the nobility of the land will behave themselves, as good nobles should. Little did King Timothy realize that his nobles were planning to use his leaving as a chance to conquer one another. Knowing the King could come back time at any time, the Barons of Fyn each fought to get as much power as possible, so that when the King did return the King would be forced to ally himself with the most powerful Baron. As a result, the most powerful Baron would hold influence over the King, which could be used to punish the other Barons.

The Barons of Fyn starts with King Timothy leaving Fyn, and each player becoming one of the Barons who will fight it out for ultimate power. By expanding his frontiers, each Baron will build new villages, towns, and cities, which are loyal only to him. These villages, towns, and cities, then allow each Baron to build ever bigger armies with which the Baron can go conquering with. The standard game is played until King Timothy Returns! to Fyn, at which point the player with the most victory points is declared the winner. Do you have what it takes to become the most mighty Baron of Fyn?

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2.0 Preparing for Play

In this package should be everything needed to play The Barons of Fyn. Items include 19 pages of cards and these rules. It is recommended that the cards be copied/printed on heavy bond paper, as they will be handled a lot. Carefully cut out all of the cards and ensure they more or less keep their intended size and shape. Once all the cards are cut out, you are ready.

2.1 Terms Defined

Several different terms are used throughout the rules. This section describes what each of these terms mean, in the context of The Barons of Fyn.

Army card - all types of army cards: Peasant Armies, Armies, Strong Armies, Shock Troops, Reserves, Mountaineers, and Rangers

Land card - any of the land cards: Clear, Forest, Desert, or Mountains.

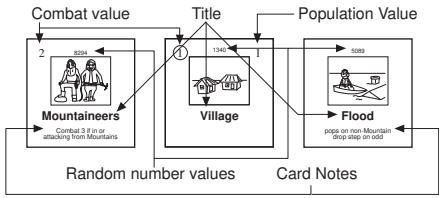
Improvement cards - any population center; or, Road, Mine, Well, or City Walls.

Population Center - any Village, Town, or City.

Frontier - the edge of a player's land cards, the border of a players total lands, except the back edge.

Special Cards - those cards which represent unusual events in the game. Special Cards can be either Play at Will, or Must Play.

2.1.1 Anatomy of the Average Card



The number in the upper left hand corner of the card is the Combat value of a card. If the number is circled, then the card can only add its combat value for the purpose of defense and can never attack.

The upper right hand corner of the card is the Population Value.

The picture in the middle is for fun.

The Title of the card is under the picture.

The text under the name is any special rules that card has, usually in a very brief note.

If the card is a *Must Play* or *Play at Will* it will say so on the left and right hand sides.

If no value exists in a location than that value is zero.

2.2 Starting a Game

At the start of the game the Capital cards and the King Timothy Returns! card should be removed from the deck. Each player gets a Capital card, and the King Timothy Returns! card is put aside (you'll see what we do with this card later). The deck is then shuffled, and each player is dealt 5 cards. If any player is dealt a *Must Play* card then that card is put back into the deck, and the player gets a replacement card. Randomly determine the first player - high number goes first - and play proceeds clockwise.

2.3 Note about Optional Rules

Various rule sections include Optional Rules. These optional rules allow for variation and personalization of The Barons of Fyn. As long as all of the players agree to a given optional rule, that rule may be used in play.

3.0 Random Number Generator

On each of the cards (except the Capital and King Timothy Returns! cards) there is a small 4 digit number. This number is really 4 different numbers between 1-10 (0 is really 10). Whenever a random number is needed, whether it be for combat or something else, a random number is generated in this way: The player needing the random number first chooses a position, first through fourth. Then that player takes a card from the deck. The random number for the player is the digit in the position the player called. The card is then discarded to the discard pile.

If the card was a Must Play Special Event, event is ignored.

Example: Baron Joe the Insufferable needs a random number for combat. He first announces the position he will read from - third. Then Joe draws a card on which the random number is 7429. The third position on this card is a 2, thus Joe's random number is 2.

It is very important that a player announce his position before drawing the card; otherwise the player can see the numbers on the card and choose the most favorable to him - certainly not random!

3.1 Optional Rule - Using Dice

If one is available, a ten sided die (or equivalent) may be used to generate any needed random numbers.

4.0 Turn Sequence

Each player follows this turn sequence:

Step A Draw to Maximum
Step B Army Phase
B1 Movement Phase
(B2a Build Army Phase
OR
B2b Attack Phase)
Step C Expansion Phase
(C1 Add Land Phase
OR
C2 Improvement Phase)
Step D Discard Phase

When all players have completed a turn, it is call a round.

4.1 Step A - Draw to Maximum

The player draws as many cards as will bring him to their maximum number of cards. The maximum amount of cards a player may have in his hand at any one time is determined the following way; the Capital is worth 6 cards; each Village is worth 1 card, each Town is worth 2 cards, and each City is worth 3 cards.

If the King Timothy Returns! card is drawn, then the game is over. See 6.0 - Victory Conditions for rules on determining the winner.

Example A: At the start of the game, each player has just 1 Capital. A Capital is worth six cards. Because each player is dealt 5 cards when he game begins, a player will need to draw 1 card to bring them to their maximum of six cards.

Example B: Later in the game, Baron Joe the Insufferable has a Capital, 3 Villages, 1 Town, and 1 City. Joe currently has 4 cards in his hand. At the draw phase, Joe determines the maximum number of cards he may have: 6 + (3 x 1) + (1 x 2) + (1 x 3) = 14. Because Joe has 4 cards already, Joe draws 10 more, bringing him to his maximum number of cards, 14.

4.2 Step B - Army Phase

During the army phase, a player does all actions that an Army may be involved in during that players turn: moving, being built, and attacking. The key to the Army Phase is knowing when to do what, because all three actions cannot take place in a single turn.

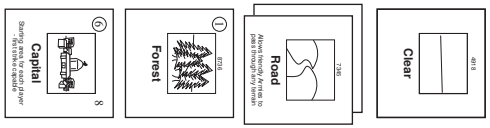
4.2.1 Step B1 - Movement Phase

During the Movement Phase, a player may move all, some, or none of his armies. Armies move 1 land area per movement. No diagonal movement is allowed. There is no limit to how many armies may be in a single land area in any given turn.

4.2.1.1 Roads

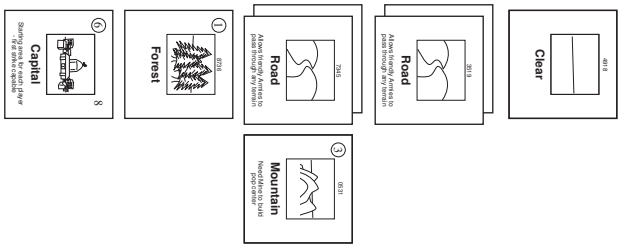
Roads allow armies to move through a land, thereby ending their move on the next non-road land. If several roads are next to each other, then any armies moving over the road travel through all of the land thereby also ending their move on the next non-road land. Armies may end a movement on a land with a road on it. Roads are considered to connect on each edge of the card to each surrounding card; that is, roads don't just connect the left and right side, or the top and bottom side. Roads can only be used by the armies of the road's controller; so an attacking army cannot use the roads of an opponent.

Example A: Land is set out this way:



If an army is on the Capital, then the only legal move is to the Forest. If an army is on the Forest then the legal moves are the Capital, the Desert with a Road, OR the Clear. Moving to the Clear is legal because the road on the Desert allows the army to move through the Desert, but stopping on the next non-road land.

Example B: Land is set out this way:



If an army was on the Forest then the legal moves would be to either land with Roads on them, the Mountain, the Clear, or the Capital.

4.2.2 B2a - Build Army Phase

Building an army starts with the player announcing that he wishes to build armies. By deciding to take the Build Army Phase, a player chooses to build armies instead of attacking with existing armies. To build an army, the player takes any army card in their hand and places it on any of that player's Cities or Capital.

A player may build 1 army at each City/Capital they have in play. Because all players start with a Capital, all players start with the ability to build 1 army. As players build Cities, they gain additional places to build armies, as well as the ability to build multiple armies per turn. Building multiple armies does not mean more than 1 army at 1 city or Capital, but instead means 1 army at each City or Capital, which may total more than 1 army.

4.2.2.1 Maximum Number of Combat Points

A player cannot have more total combat points in play than they have total population points. If a player ever loses population points, like when a population center is destroyed, then that player must 'burn' (well, not literally - just discard) as many armies as needed to bring the total combat points within the above limit. These armies must be discarded immediately, before play proceeds.

4.2.3 B2b - Attack Phase

Attacking another player is initiated by the player announcing who they wish to attack. Deciding to enter the Attack Phase indicates that the player has chosen to conduct combat instead of building new armies. Attacking involves moving armies from the attacker's frontier

to a frontier land or lands of another player or players, thereby indicating which armies are attacking where. All combat is simultaneous, unless otherwise noted.

When attacking a Capital, the Capital gets first strike. This means they attack first, and any results are dealt with immediately. This may result in all attacking armies being killed, even before they have a chance to attack! Note though, Capitals are not armies, and thus cannot move to attack another player.

4.2.3.1 Defensive Response

The defending player then may respond once per attack group. A response is moving 1 army one legal move. This response happens BEFORE combat is resolved. This may result in an undefended land now being defended, or in an army retreating to avoid certain destruction. If the attacking player chooses to continue attacking (see below), then the defender is allowed to respond again. If the attacking player splits his forces, then there are now more attack groups, which gives the defender additional responses.

An army may only attack another player if it is on the controlling player's frontier. By attacking, the controlling player is 'moving' to an opposing player's frontier. Because the frontier is abstracted from a real map, this 'moving' is not a real move and is not subject to the rules about normal movement.

4.2.3.2 Group Attacks

Armies may attack in groups. For armies to attack together, they must originate from the same land and be directed to attack the same land of the opposing player.

Different groups of armies may attack different target lands of several different opposing players.

4.2.3.3 Continued Attacks

Once combat is resolved, the attacking player may choose to continue attacking if the attacker has more then 1 army still left alive. This means that to ever continue combat, the initial combat must have multiple armies grouped together. During continued attack, all of the armies but 1 may attack the next enemy land area. If combat continues again, then again all but 1 of the armies who attacked previously may attack. As the attack continues, the attacking player must leave one army behind each time he continues attacking. The result of this rule is

that if a player attacks with 4 armies (in one group), then they may potentially take 4 land areas; if the player uses 5 armies, they may potentially take 5 land areas and so on.

When continuing an attack, the attacking player may attack any land area next to the land area just conquered, keeping in mind that diagonal lands are not next to each other. Also important to remember is that attacking forces cannot use the opposing player's roads.

The attacking player may decide to split the attack group in different directions. The attacking player can split his attacks in any or all legal directions, as long he has sufficient armies to do so. A split force can then split again, and so on, limited only by the number of armies in the group. (Once a group is 1 army strong, that group cannot split.)

4.2.3.4 Combat Resolution

Combat is resolved in the following way. The attacker totals all of the Combat strengths of the attacking forces, keeping in mind any special modifiers. Then, the defense totals the defensive Combat strengths of the defending forces/lands, keeping in mind all modifiers. The defense's total is subtracted from the attacker's total to yield a differential. This differential is then added to the base 'to kill' of 5 to produce a final 'to kill' value. The attacker then produces a random number, and if that number is less then or equal to the final 'to kill' value the attacker has succeeded in destroyed/taking the defenders forces/land.

If the defender can fight back, then the process is repeated (total combat values, subtracting one from the other, add to 5 to get final to hit, get random number to see if hit). If the defenders scores a kill, then the attacking forces are killed.

All effects of combat are simultaneous. Any armies killed are discarded. If all of the defender's armies are killed, then the attacker has succeeded and now owns the conquered land, along with everything on it. The attacker may now either continue attacking (see above) or end combat.

Example A: Baron Joe the Insufferable is attacking Baron Vicki the Vile. Joe has 2 armies, for a total of 4 combat points. Vicki is defending from a Clear with a Village on it, and 1 army worth 2 combat points. Total attack points is 4. Total defense points is 3, (2 for the army, 1 for the Village). 4 - 3 = 1; 1 + 5 = 6. Joe has to get a 6 or less to kill the Army, and take the Clear with the Village. Vicki may defend, but only with the Army. Thus 2 - 4 = -2; -2 + 5 = 3. Vicki needs a 3 or less to kill both of Joe's armies.

4.2.3.5 End of Combat

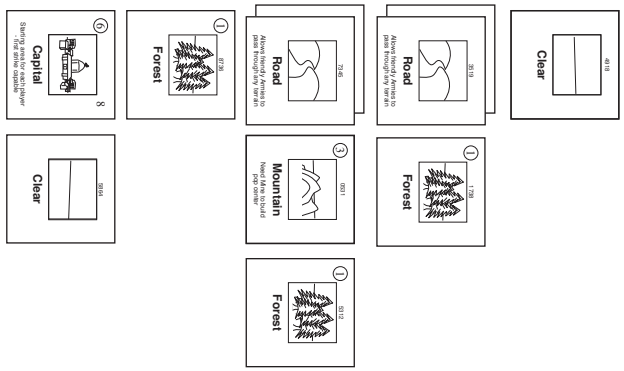
If the attacker ends combat, then the attacking player takes the conquered land and adds it to his own frontier, while maintaining the lands relative placement to other conquered lands. The remaining attacking forces, if any, must remain on the last land to be conquered. When this is done, the attacker must announce he is done attacking.

If the attacker loses all armies without conquering any land, then the attacker must simply announce that he is finished attacking.

Keep in mind that if a population center is conquered, then the defending player may have to discard some armies, per the above rule about total army points. As stated above, these armies must be discarded as soon as the population center is lost.

If a land is conquered such that the defending player now has lands that are not next to other of his lands, then all of those lands also go to the attacker.

Example A: Baron Joe the Insufferable is in the following predicament.



Baron Vicki the Vile has decided to attack Joe, as he is undefended. If Vicki were to attack the Clear, and win, then all Vicki would get is the Clear. If she were to attack the Mountain, and win, then she would get the Mountain, and the bottom Forest (because it would no longer be attached to Joe's main land). Vicki could do the most damage, though, by attacking the middle Forest. If she were to win she would take all of the cards to the right of the middle Forest, thereby almost completely wiping Joe out! Keep in mind that Vicki would have to add the conquered land to her frontier while maintaining the land cards position relative to each other. If Vicki is not careful, she may be setting herself up for the same thing that she did to Joe, if she were to poorly add the newly conquered land.

4.3 Step C - Expansion Phase

The Expansion Phase is a players chance to either expand the frontier, or improve existing lands.

4.3.1 Step C1 - Add Land Phase

By choosing to add land, the player is deciding not to improve any land this turn. Adding land involves taking land out of one's hand and placing it next to an eligible part of the frontier. A player may add as many lands as they can to eligible parts of the frontier.

Eligible frontier lands are those which have any improvements on them. The only eligible areas when the game starts is in front of the Capital and the to left and right of the Capital. The back edge of the Capital is not used to build upon and no land may ever be put behind the Capital.

Once land is added, it cannot be destroyed. The only way to lose a land is to have it conquered by another player.

4.3.2 Step C2 - Improvement Phase

By choosing to improve land, the player is deciding not to add land during this turn. Improving land can be done in may ways. A player may improve as many lands as they have cities. Thus 2 cities let a player improve two different lands once, not 1 land twice.

4.3.2.1 Population Centers

A player may add or grow population centers, keeping the following in mind: Any land can have a population center built on it, but Deserts first need Wells, and Mountains first need Mines.

The first population center that can be built is a Village. A Village can be improved by growing it to a Town. This involves removing the Village and replacing it with a Town card. The Village card is then discarded. A City may be grown from a Town in the same way.

Once a City is built, it cannot be grown any more.

If a player wishes, and has the appropriate cards in his hand, a population center may be 'improved' by stepping it down 1 step. That is, a player holding a Village card may step down a Town by discarding the Town card and replacing it with the Village card. Capitals may not be traded in for a lesser population center, nor lose it's City Walls.

A single land may only have 1 population center.

4.3.2.2 Special Improvements

Other than population centers, players may choose to improve lands in other ways. These ways include building Mines, Wells, Roads, or City Walls.

A Mine can be built on any land, but it is needed on a Mountain. There can only be 1 Mine on 1 land. (See population centers, above.)

A Well can be built on any land, but it is needed on a Desert. There can only be 1 Well on 1 land. (See population centers, above.)

A land may have either a Mine or a Well, but not both.

A Road can be built on any land. There can only be 1 road on 1 land.

A City Wall may be added to a City to improve its defensive ability.

A land can have either a Mine or Well, a Road, as well as a City with City Walls.

A Special Improvement may be destroyed (discarded from play), during the Improvement Phase. The destroyed improvement may not be replaced with another improvement, the player must wait until a later turn to build a new improvement.

4.4 Step D - Discard Phase

At the end of a player's turn, the player may choose to discard all, some, or none of his cards. When the player has done this, they announce that they are ending their turn. Players discard cards one at a time, face up, allowing all other players to see what cards are being discarded. Cards are discarded to a discard pile. Play then proceeds to the next player.

4.4.1 Optional Rule - Card Trading

During a player's Discard Phase, the discarding player may attempt to trade the card to another player. To do so, the discarding player will announce the card they wish to trade and other players may make any offer for it they wish. This offer may be another card or cards, cold hard sweet spending cash, or something less tangible, like a promise not to attack.

Anything intangible is not to be taken as absolute, but instead, as the good word of your fellow players. (This means if they break their word you can't say they are breaking the rules, but you can kick them in the shin when they aren't looking.)

5.0 Special Cards

There are many Special Cards in the game. Of these, there are three main kinds; Play at Will, Must Play and Special Armies.

Play at Will and Must Play are Special Event cards. Some special effect cards cause population centers to drop a step. Population centers drop a step in this way; Cities to Town, Town to Village, Village to nothing. Cities with City Walls are dropped to Towns, and thus lose the City Walls. The final Special Event card is the King Timothy Returns! card.

5.1 Play at Will Special Event Cards

A player may play a Play at Will card anytime they wish, whether it is their turn or not. A Play at Will card is not marked as such, it is recognized by its note and title. The effects of that card must be dealt with immediately. This will cause certain events to be interrupted. The effects of the card are summarized on the card, (for further detail see the descriptions below.)

Earthquake - This card is played on any one player. The target player must determine a random number for each population center that player has. If the random number is odd, then that population center is dropped one step.

Sickness - This card is played on any one land area of any player. The target player must determine a random number for each army in that land. If the random number is odd then that army dies.

Revolt - This card is played on any one player. The target player must determine a random number of each population center on the frontier. If the random number is odd, then that land card, with all of its improvements, defects to the player who played the Revolt card.

Fire - This card is played on any one player. The target player must determine a random number for each population center that is on a Forest land. If the random number is odd, then the population center is dropped one step.

Sabotage - This card is played on any one player's single land. The immediate effect is to drop the population center one step, or, if no population center, destroy a Mine, Well, or Road.

5.2 Must Play Special Event Cards

A player who draws a Must Play card during his Draw to Maximum Phase must stop drawing additional cards and follow the instructions of the Must Play card immediately. Must Play cards are marked as such on the card. Must Play cards have no effect if they are drawn during a random number generation. If a player receives a Must Play card in his initial five cards, then that Must Play is replaced by another card from the deck. The Must Play cards affect the player who drew them; that player is referred to as the drawing player.

The effect of the Must Play card is summarized on the card, (for further details see the descriptions below.)

Independence - The drawing player must determine a random number for each frontier land that does not have an army on it. If the random number is odd, then that land becomes independent, which results in it and all of the improvements to it being discarded.

Flood - The drawing player must determine a random number for each non-Mountain population center. If the random number is odd, then that population center drops one step.

Plague - The drawing player must randomly choose 1 land area of all the land areas that have armies on them. Then, a random number is generated for each army on that land. If the random number is odd, then that army dies.

Sandstorm - The drawing player must determine a random number for each Desert population center. If the random number is odd, then the population center drops one step.

Volcano - The drawing player must randomly choose 1 Mountain area of all the Mountain areas with population centers on them. The population center on the chosen Mountain is removed. Then, the drawing player must determine a random number for each population center next to the Mountain. If the random number is odd, then the population center drops one step.

5.3 Special Army Cards

There are several kinds of armies that may be recruited in The Barons of Fyn. These armies are as follows:

Army - This is the standard army.

Peasant Army - This army is a bit weaker than the standard army.

Strong Army - This army is a bit stronger then the standard army.

Shock Troops - This army is very powerful, but cannot be in the same space as any other army type. That is, Shock Troops only hang with Shock Troops.

Mountaineers - This army is made up of those who know the Mountains very well, as a result they are better at defending from or attacking into a Mountain land.

Rangers - This army is made up of those who know the Forests very well, as a result they are better at defending from or attacking into a Forest land.

Reserves - This army consists of everyone no other army would take. They are weaker then a standard army on the attack, but defend the same.

5.4 King Timothy Returns! Special Event Card

The King Timothy Returns! card is used to single the end of the game. When this card is drawn by any player during their Draw to Maximum Phase, the player must reveal the card as the game is now over. See Section 6.0, Victory Conditions, for the specific use of the King Timothy Returns! card, as well as rules on winner determination.

6.0 Victory Conditions

The Victory Conditions of the basic game are as follows.

Add, for each player, the total number of population points to the total number of armies to half the total number of land areas (round down). The player with the highest total is the winner.

Example A: At the end of the game the situation is this - Baron Joe the Insufferable has his Capital, 6 Clear, 3 Forest, 1 Desert, and 1 Mountain. He has 2 Villages, 1 Town, and 1 City. Joe has 5 Army cards in play. Joe's score is (5 + 3 + 1 + 1) for the population centers, plus 5 for the number of Armies, and 5 for the number of land cards (half of 11, rounded down). Joe's grand total is 15.

Baron Vicki the Vile has 5 Forests, and 3 Mountains. She has 1 Village, 1 Town, and 2 Cities. Vicki has 7 Army cards in play. Vicki's

score is (10 + 3 + 1) for the population centers, plus 7 for the number of Armies, and 4 for the number of land cards (half of 8). Vicki's grand total is 25.

Baron Will the Weary lost his Capital before the game ended, and was thus knocked out of the game.

As a result, Baron Vicki the Vile wins, with 25 points.

6.1 Using King Timothy Returns! Card

The King Timothy Returns! card is not in play when the game starts. The card is added back to the deck when all of the cards in the deck have been used and are reshuffled for further use in play. This allows for a given amount of play in which King Timothy will not return, and then an uncertain period in which King Timothy may return at any moment.

6.2 Optional Rules Alternate Victory Conditions

There are several variations of The Barons of Fyn, each providing a different set of challenges. It is recommended that players be familiar with the basic game before playing any of the variations.

6.2.1 Barbarians at the Gates

Play is normal except for the set up. Take the King Timothy Returns! card out of play. One player takes the role of the Great Empire, and all other players take the roll of the Barbarian Hordes. The Great Empire player starts with the Capital and 8 random lands, arranged in a square 3 by 3, in which the Capital is in the middle at the bottom. The Barbarian Horde players get a single Capital as normal.

The Barbarian Horde that deals the final blow to the Empire wins; or, the Great Empire wins if he destroys all of the Barbarian Hordes.

6.2.2 Run for the City

Each player sets up as normal, but makes sure that each Capital is physically equidistant from a City card, in the middle of all of the players. The first player to get to the city and hold it for 3 turns wins.

Better players can be handicapped by being farther away from the center City.

6.2.3 Two Player Speed Play

This variation is for two players. More may try to play, but the game play quickly gets out of hand that way.

The game is played very much the same, except each player only starts with 1 card in their hand, not 5. When play starts players do not take turns, but play their card and draw another as fast as they can. When combat must take place, both players must stop long enough to let the combat be resolved. The winner is the first player to completely destroy the other. The King Timothy Returns! card is not used, remove it from play before the game.

6.2.4 Time Out Normal Game

In a game with only a few players, waiting for the entire deck to run out may take a while. If players wish, they may decide an amount of time, which, after it has passed, the existing deck is reshuffled with the King Timothy Returns! card.

7.0 About Bone Games

We at Bone Games are proud to bring you unique, quality games. Our goal is to put the fun and simplicity back into gaming, while maintaining a unique perspective on game play and design. By offering our games in the manner we do, we allow everyone the opportunity to enjoy what we ourselves have been enjoying for some time.

Please feel free to distribute The Barons of Fyn. Be on the watch for other games by Bone Games. Feel free to let us know what you think of our games, and of our unique distribution system.

Your comments are welcome at the following email address:

bonegames@aol.com

If there is a game you've been waiting for, but have yet to see anywhere, let us know. If you've been working on a game, but didn't know how to get it just right, or what to do when you had finished it, drop us a line. We are constantly looking for new ideas, new games, and new game players.

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