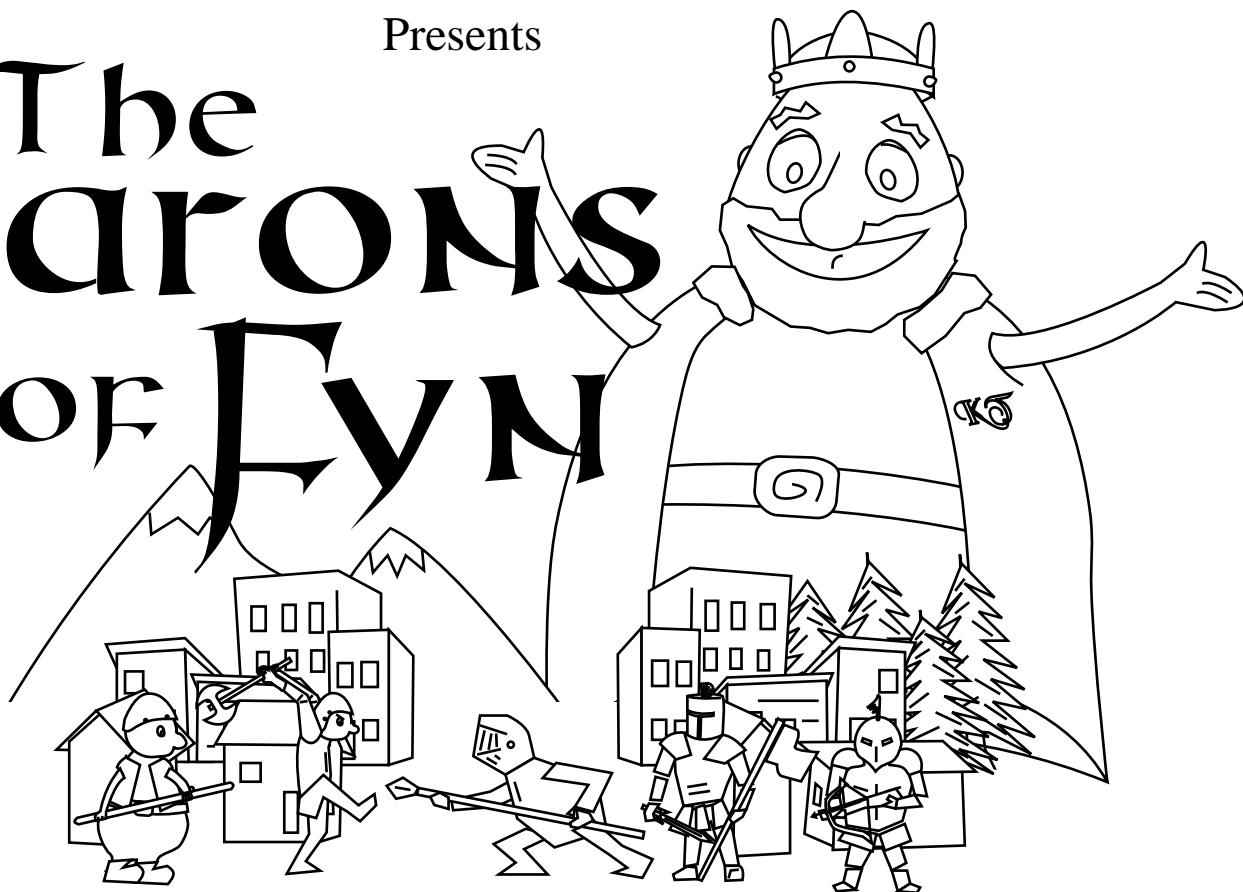


**BONE
GAMES**

Presents

The Barons of Fyn



*Do you have what it
takes to be the mightiest
Baron of Fyn?*

A root-beer and pretzels card
game for 2 to 6 players.

Game Design by Joshua Howard & Bruce Biskup
Illustrations by Eddie Bowers

Game Testing by Eric Cooley, Mark Gratkowski & Jeff Kelly

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A. Introduction

The Great King Timothy has decided to leave his kingdom, Fyn, and fight in the Great Wars. While gone, he trusts that the nobility of the land will behave, as good nobles should. Little did King Timothy realize that his nobles were planning to use his absence as a chance to conquer one another. Knowing the King could come back at any time, the Barons of Fyn each fought to get as much power as possible, so that upon his 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 with which to promote his own agenda.

The Barons of Fyn starts play with King Timothy leaving Fyn and each player becoming one of the Barons who will battle for ultimate power. By expanding their frontiers, each Baron will build new villages, towns, and cities which are loyal only to him. These villages, towns, and cities will then allow each Baron to strengthen his armies. 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 mightiest Baron of Fyn?

B. Preparing for Play

This package has everything needed to play The Barons of Fyn. The playing pieces include 18 pages of cards and these rules. We recommend that the cards be copied onto heavy bond paper. Carefully cut out all of the cards and ensure that they keep their intended size and shape. You are ready to begin play once all of the cards are cut out and you have read and understood the rules.

B.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 — Peasant Armies, Armies, Strong Armies, Shock Troops, Reserves, Mountaineers, Rangers, and Knights

Land card — Clear, Woods, Desert, and Mountains

Improvement cards — any population center, Road, Mine, Oasis, or Clearing

Population Center — any Village, Town, or City

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

Special Cards — Any Play, Must Play, or Anti-Any Play

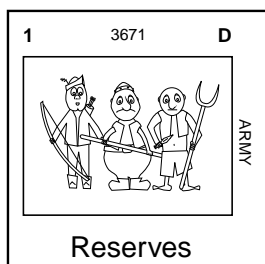


Figure 1

B.2 Anatomy of the Army Card

Figure 1 is an example of a typical Army card. The number in the upper left hand corner is the Combat Value of a card. The letter in the upper right hand corner is the special ability code. If a letter or code is absent the card has no special abilities.

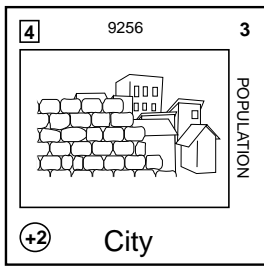


Figure 2

B.3 Anatomy of the Population Card

Figure 2 is an example of a typical Population card. If a number is present in the upper left hand corner it is the Siege Value of the population center. The number in the upper right hand corner is the Population Value of the card. The circled number in the lower left hand corner is the card bonus that a player receives for having this card in play.

B.4 Random Number Generator

On each of the cards (except the King Timothy Returns! and Capital cards) there is a small 4 digit number. This number is four different numbers between 1 and 10 (0 is read as a 10). These numbers are used to generate a random number using the following procedure:

1. The player needing the random number first chooses a position, first through fourth, and announces the position to all other players.
2. The player drawd a card from the deck. The random number for the player is the digit in the position the player called.
3. The card drawn for the random number is discarded into the discard pile after its use.

Example: Joe needs a random number for combat. He first announces the position he will read from. Joe chooses the third position and informs his opponents of his choice. Joe then draws a card. He draws a card of which the random number is 7429. The third position on this card is a 2. Therefore Joe's random number is 2. Joe then discards the card to the discard pile.

It is very important that a player announces the position before drawing the card; otherwise the player can see the numbers of the card and choose the most favorable to him — certainly not a random number!

The game is over if the King Timothy Returns! card is drawn for any reason. See Section F, Victory Conditions, for the rules on determining the winner of the game.

C. Starting a Game

At the start of the game the six Capital cards and the King Timothy Returns! card are removed from the deck. Each player gets a Capital card and the King Timothy Returns! card is put aside. The deck is then shuffled and each player is dealt five 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. The owner of the game goes first (or gets to choose which player does go first) and play proceeds in a clockwise manner.

D. Turn Sequence

Each player follows this turn sequence:

1. Step A — Draw to Maximum
2. Step B — Movement Phase
3. Step C — Build Army Phase
3. Step D — Attack Phase
4. Step E — Expansion Phase
5. Step F — Discard Phase

A round is completed when all players have finished a turn.

Note that a player chooses to either do Step C or Step D, never both.

D.1 Step A — Draw to Maximum

The player draws as many cards as will bring him to his maximum number of cards. The maximum number of cards a player may have in his hand at any one time is determined by the number of population centers the player has in play. Each population center allows the player to draw the following amount of cards:

Population Center	Card Bonus
Capital	5
City	2
Town	1
Village	0

The card bonus for a population center can be found in the lower left hand corner of the population card. Note that the Village population card does not add a card to a player's hand. Card bonuses are cumulative.

A player must always draw to the maximum number of cards that they are allowed to have.

Example: Joe has a Capital, three Villages, one Town, and one City. Joe currently has 4 cards in his hand. At the draw phase, Joe determines the maximum number of cards he may have: 5 (Capital) + $(1 \text{ Town} \times 1)$ + $(1 \text{ City} \times 2)$ + $(3 \text{ Villages} \times 0) = 8$. Because Joe already has 4 cards, Joe draws 4 more to bring him to his maximum number of cards which is eight.

The game is over if the King Timothy Returns! card is drawn for any reason. See Section F, Victory Conditions, for the rules on determining the winner of the game.

D.2 Step B — Movement Phase

During the Movement Phase, a player may move all, some, or none of his army cards. Most army cards move one land card per movement. Diagonal moves between land cards are not allowed. There is no limit to how many armies may be in a single land card in any given turn.

D.3 Step C — Build Army Phase

A player must decide at this point to perform either the Build Army phase or proceed to Step D, the Attack Phase. A player cannot perform both the Build Army Phase and the Attack Phase during the same turn.

Building an army starts with the player announcing that he wishes to build armies. A player may build one new army per round for each town, city or Capital he has in play. Each army built in the Build Army Phase must be placed in a separate town, city or Capital.

A player cannot have a higher total of combat values than he has of total population points. When a player loses population points, either from losing a population center or having a population center stepped down in size, he must ensure that he does not have a higher total of combat values than he has population points left. If such is the case, the player must immediately discard enough army cards so that his total combat values in play is not greater than his new total population points. The army cards are discarded by taking army cards out of play, from anywhere the discarding player chooses, until the total combat points are not greater than the total population points.

D.4 Step D — Attack Phase

Combat is initiated by the current player announcing who and with what armies they wish to attack. Combat involves moving armies from the attacker's frontier to an opponent's frontier. All combat is simultaneous unless otherwise noted. The combat phase continues until the attacking player decides not to attack anymore, or he has no more eligible army cards to attack with.

An army may only attack another army 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 concerning normal movement.

An attacker may attack the same land card multiple times with multiple groups of armies. However, each group of armies may only attack a particular land card once per turn. All army cards in a group must originate from the same land card.

Army groups may continue attacking, if allowed, as described in Section D.4.3.

D.4.d.1 Defensive Response

The defending player may respond once per attack. The defensive response consists of moving one army one legal move. This response happens *before* combat is resolved. It may result, for example, in an undefended land card now being defended or in an army retreating to avoid certain destruction. The response may even be the defender moving a unit to his frontier in order to conduct a retaliatory attack during his next turn. If the attacking player chooses to continue attacking, (see Section D.4.3), then the defender is allowed to respond again.

D.4.d.2 Combat Resolution

Combat is simultaneous between the players and is resolved in the following manner:

1. The defender lays the attacked land's army cards in a row.

2. The attacker places one of his army cards against each defender.
3. Excess army cards may be doubled (or tripled, etc.) against the lesser side, by the player with the excess army cards.
4. The defender resolves his own combat first, followed by the attacker. No army card is removed until all combat is resolved.
5. Each army card makes an attack against any one army card attacking it.
6. Determine the “to hit” value needed for a set of cards in the attack.
7. Generate a random number, as described in Section B.3. If the random number is greater than or equal to the “to hit” value, the attacker has successfully killed the army card being attacked.
8. Steps 6 and 7 are repeated for each set of cards involved in the attack.
9. When all combat has been resolved any army cards killed are discarded into the discard pile.

Example: Paula (side A) is attacking with five cards while Carl (side B) is defending with only three cards. Paula must place at least one card against each of the three defending cards. Since Paula has two extra cards she may place an extra card against any two of the defenders (see Figure 3) or place the two extra cards against a single defender (see Figure 4).

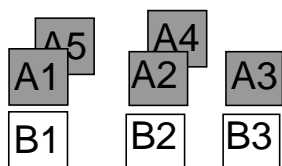


Figure 3

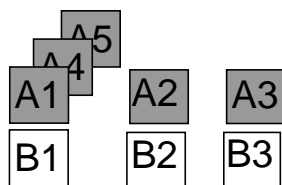


Figure 4

The base “to hit” is five or less. This is modified by the difference between the combat values of the cards. This difference is added to the base “to hit” value to come up with the final “to hit” value. Regardless of the odds generated in this manner, a one is always a success and a ten is always a failure in combat attacks. Note that the combat value of the army cards in play may be modified by the presence of certain land cards.

Example: If the attacker has a combat value of 3 and the defender has a combat value of 2 then the final “to hit” value of the attacker is 6 since $5+(3-2) = 6$. The final “to hit” value for the defender is 4 since $5+(2-3) = 4$.

If all of the defender’s armies are killed, then the attacker has succeeded and now owns the conquered land along with any improvements on it (see Section D.4.d.4, Capturing Land). If the attacker was unsuccessful in defeating all of the defending armies then his remaining armies (if any) in the group return to the land card they attacked from and may not participate in any further attacks this turn. If both the attacker and defending armies are eliminated, the land card remains with the defender. The attacker may now either continue attacking (see Section D.4.d.3 below), attack from another land card, or end combat.

Once an attack is finished, the defending player will need to ensure that he has enough population points to support the armies he has in play. If not, the defender will need to discard enough army cards until his total combat value is not greater than his population points. These armies must be discarded prior to any more combat.

D.4.d.3 Continued Attacks

The attacking player may choose to continue attacking from the captured land if the attacker has at least two army cards remaining once the initial combat is resolved. If not, the player may still attack with another group of

army cards from his frontier. If the attacker does not meet either of these two requirements, the combat phase is over.

To continue attacking from a captured land card, the attacking player must leave one army card behind on the just captured land card. An attacker may continue an attack as long as there are army cards to continue an attack with. The result of this rule is that if a player attacks with four army cards (in one group), then he may potentially take four land cards. If the player uses five army cards, he may potentially take five land cards, and so on.

When continuing an attack the attacking player may attack any frontier land card of his opponent even if it was not adjacent to the land card just captured. Note, the attacking player cannot take advantage of his opponent's roads, and thus, is not able to move on the land as if there was a Road.

D.4.d.4 Capturing Land

An attacker captures a land card if all of the following conditions are met:

- he defeats all of the defending army cards on the target land
- has at least 1 remaining army card from the group that attacked the land card
- successfully sieges the population center on the land card, if a population center with a siege value is on the land card

The siege consists of another immediate attack against the Capital, city or town using the siege value of the card. Note that the defending city or town gets only one attack. The attacker must defeat the Capital, city or town and have at least one army card remaining in order to capture the Capital, city or town. If the siege fails then the land card the population center is on has not been defeated.

Land that is captured is immediately placed adjacent to any edge of the attacker's land from which the attack originated. If the captured land separates land from the defender's Capital, the disconnected land with its improvements are immediately added to the attackers land in the same relative position to the initial captured land. All defending armies on the disconnected land are discarded.

Example: See Figure 5. The C indicates the defender's Capital card. The arrow points to the land card that was successfully attacked. All of the grey shaded cards are now placed adjacent to the attacker's land.

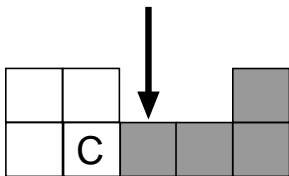


Figure 5

'The same relative position' means that when moving captured lands to their new location, they should not be picked up, but slid. If sliding is not possible, the cards should be laid as if they have been slid.

The attacked land card must be placed adjacent (on any available edge) to the land card from which the attack first originated. All of the other land cards are now placed adjacent to the newly captured land card and must keep the same relative placement. Any land cards which, if placed according to these rules, are forced to overlap any existing land cards, are discarded.

Example: See Figures 6 and 7. The C indicates the attacker's Capital card. The white card marked 'A' is the starting point of the attack, the grey card marked 'A' is the destination point of the attack. Since the attack was successful the grey A card must be placed adjacent to the white A card. All

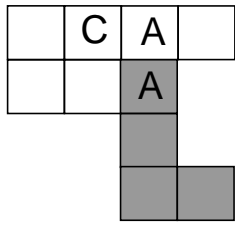


Figure 6

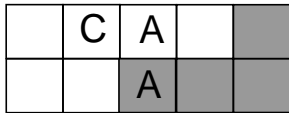


Figure 7

other cards must remain in their original relative positions. This leaves the attacking player two options, either that shown in Figure 6 or that shown in Figure 7.

D.5 Step E — Expansion Phase

The Expansion Phase is a player’s chance to expand the frontier and improve existing lands. A player can add up to two cards to his land in the expansion phase. Cards can be added in the following combinations: two lands; one land and one non-population center improvement; one land and one population center; or one non-population center improvement and one population center. For each additional Town, City or Capital a player can add an additional land card, population center, or non-population center improvement.

Example: Jessica has her one Capital, one City, two towns, and three villages. During her expansion phase Jessica gets to play up to five cards; (Capital x 2) + (1 City x 1) + (2 Towns x 1) = 5.

Adding land involves taking land out of one’s own hand and placing it next to an eligible part of the frontier. Eligible frontier lands are those which have any type of improvement on them. The only eligible areas when the game starts are in front, on the left, and on the right of the Capital card. The back edge of the Capital card is not used to build upon and no land may ever be put behind the Capital. The edge formed along the back edge of the Capital card is not a frontier and cannot be built upon, nor can an opponent invade across that edge. Once a land card is added, it cannot be destroyed except by a special event card. The only way to lose a land is to have it conquered by another player or removed by a special event card.

Improvements are placed on top of a land card. Any number of non-population center improvements and only one population center can be placed on a land card. Once an non-population center improvement is placed it can only be moved or destroyed by a special event card. A population center can be grown, or stepped down or destroyed by a special event card.

Certain improvements have placement rules which differ from the general rules on expansion. These differences are described below, as needed.

D.5.e.1 Population Centers

A player may build new population centers or grow existing population centers into larger ones. Any land card can have a population center. However, Deserts need an Oasis improvement, Mountains need a Mines improvement, and Woods need a Clearing improvement before a population card can be placed on them. A single land card may only have one population center on it at a time.

The first population center that can be built on any land is a Village. A Village can be improved by growing it into a Town. This involves removing the Village card and replacing it with a Town card (the Village card is then discarded.) A City may be grown from a Town by removing the Town card and replacing it with a City card (the Town card is then discarded). A population center may be grown only one step per turn.

D.5.e.2 Special Improvements

In addition to population centers, players may choose to improve lands in other ways. These improvements consist of building Clearings, Mines, Oasis, or Roads. These special improvements must be built for certain land types to ever have a population center built on them.

A Mine can be built on any land card but it is required on a Mountain card.

An Oasis can be built on any land card but it is required on a Desert card.

A Clearing can be built on any land card but is required on a Woods card.

A land card may have either a Mine, Clearing, or an Oasis. Multiple special improvements of the same type may not be played on a single land card.

A Road can be built on any land card. There can only be one road on a land card. Each player's Capital is assumed to have a road already in it.

D.6 Step F — Discard Phase

The player may choose to discard up to two cards at the end of his turn. A player is not required to discard any cards. When the player has finished discarding, his turn is finished. Players discard cards one at a time, face up, allowing all other players to see what cards are being discarded. Play proceeds to the next player.

E. Card Descriptions

Below are descriptions of every type of card used in The Barons of Fyn, as well as any advantages or other issues surrounding those cards.

E.1 Army Cards

There are several kinds of army cards. See below for details on the specific army cards.

E.1.a Rangers

Ranger cards are armies composed mostly of forest natives. Rangers have a combat value of two.

The combat value of a Ranger army card is raised to four if the card is participating in the defense of or attacking into a Woods land card. This bonus is in lieu of the +1 bonus the Woods land card gives to other army cards defending the land card. This ability is marked on the card by a '4W' in the upper right hand corner.

E.1.b Mountaineers

Mountaineer cards are armies composed mostly of natives of mountainous terrain. Mountaineers have a combat value of two.

The combat value of a Mountaineers card is raised to four if the card is participating in the defense of or attacking into a Mountain land card. This bonus is in lieu of the +1 bonus the land card gives to other army cards defending the land. This ability is marked on the card by a '4M' in the upper right hand corner.

E.1.c Reserves

Reserve cards are the last remnants of a population working together as an army. Reserves have a combat value of one.

If a Reserves card is defending a land card then the combat value of the Reserve army card is increased to two. Other bonuses given by terrain also apply. This ability is marked on the card by a 'D' in the upper right hand corner.

E.1.d Shock Troops

Shock Troop cards are the elite of the elite fighters. Shock Troops have a combat value of five.

Only one Shock Troops army card can be placed on a land card at a time. No other friendly Shock Troop card can be placed on the same land card occupied by an existing Shock Troop army card. The Shock Troops can pass through a land card containing another Shock Troop card but it cannot end the turn on the same land card as another Shock Troop card. This limitation is marked on the card by an 'S' in the upper right hand corner.

E.1.f Knights

Knight cards are highly mobile armies. Knights have a combat value of three.

The Knights army card can move two legal moves during the Move Armies phase and the defensive Response during combat. This means a Knights card can move two land cards instead of one (assuming no use of a Road). This ability is marked on the card by a '2xM' in the upper right hand corner.

E.1.g Peasant Army

A Peasant Army is the weakest army in the game, representing the various nonprofessional soldiers that are formed into an army. Peasant Armies have a combat value of one.

E.1.h Army

A regular Army is the standard army of the game, representing a standing professional army. Regular Armies have a combat value of two.

E.1.i Strong Army

A Strong Army is a more experienced and well trained Army. A Strong Army has a combat value of three.

E.2 Land Cards

Below are details concerning the different types of land cards.

E.2.a Clear

Clear cards are open ground, a field, or a prairie.

E.2.b Woods

Woods cards are lands which are covered mostly with forests.

The Woods land card gives a bonus of +1 to the combat value of any defending army card. This bonus is not given to any army cards attacking into the Woods land card. This bonus is also not applied to the Rangers army card.

The Woods land card requires the placement of a Clearing improvement card before a population center can be placed on it.

E.2.c Desert

Desert cards are lands which are very dry and sandy.

The Desert land card requires the placement of a Oasis improvement card before a population center can be placed on it.

E.2.d Mountains

Mountains cards are rough terrain, hills, or mountains.

The Mountains land card gives a bonus of +1 to the combat value of any defending army card. This bonus is not given to any army cards attacking into the Mountains land card. This bonus is also never applied to the Mountaineers army card. The Mountains land card requires the placement of a Mine improvement card before a population center can be placed on it.

	E	B	
F	A	R	C
		D	

Figure 8

E.2.e Capital

A Capital is the starting point for each player, and is the City that is the seat of the player's government. If a player loses his Capital he is out of the game, and all of his cards (in their hand and in play) are discarded.

All players begin play with a Capital card. The Capital card has all the capabilities of a City with the Roads improvement. A population center cannot be placed on a Capital card. The Capital card counts as an improvement when determining the eligibility of adjacent land cards to have population centers placed on them. Improvements cannot be placed on a Capital card.

E.3 Improvement Cards

There are a number of improvements that can be made on land cards. Below are descriptions of those improvements, including a subset of improvements, population centers. All of these cards count as an improvement when determining the eligibility of adjacent land cards to have population centers placed on them.

E.3.a Roads

Roads are a land improvement and can be placed on all land cards during the expansion phase of a player's turn. The Capital card is assumed to already have a Road.

Roads allow army cards to move through a land card and thereby end their move on the next non-road land card. If several roads are adjacent to each other then armies moving over the road travel through all of the land cards and may end their move on any adjacent non-road land card. Army cards may also end 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 do not just connect the left and right side, or the top and bottom side. Roads can only be used by the armies of the defender; so an attacking army cannot use the roads of their opponent.

Example: See Figure 8. Card R has a road on it. An Army card on card A could move using the road to card B, C, or D; or, not using the road, to cards E, F, or R.

E.3.b Oasis

The Oasis improvement can be placed on any land card. A Oasis improvement is required on a Desert land before a population center can be placed on it.

E.3.c Mine

The Mine improvement can be placed on any land card. A Mine improvement is required in a Mountain land before a population center can be placed on it.

E.3.d Village

Villages are the first step of population development in the game, and have a population value of one.

E.3.e Town

Towns are the second step of population development in the game, and have a population value of three, and a card bonus of +1.

E.3.f City

Cities are the third and final step of population development, and have a population value of three, a siege value of four, and a card bonus of +2.

E.4 Any Play Special Event Cards

A player may play an Any Play card anytime during game play, even if it is not his turn. The effects of that card must be dealt with immediately unless countered by the corresponding Anti-Any Play card. These ‘anti’ cards must be played prior to the determination of any random numbers. Playing an Any Play card will cause certain events to be interrupted. For further detail see the descriptions below.

‘Dropping a step’ refers to a population center shrinking in size by one level; a City becomes a Town, a Town becomes a Village, and a Village goes away. When replacing a population center with a population center of a lower step, players should find the new population center card in the discard deck, and if not there, in the draw deck.

The Capital and any cards on it may never be the target of an Any Play Special Event card.

E.4.a Earthquake/Divine Intervention

The Earthquake card is played on any one player against a specific

population center. The target player generates a random number for that population center. If the random number is odd then that population center is dropped one step.

The Earthquake card is countered by the Divine Intervention card.

E.4.b Sickness/Healing Monks

The Sickness card is played on any one land card of any player. The target player generates a random number for each army card on that land card. If the random number is odd then that army card dies.

The Sickness card is countered by the Healing Monks card.

E.4.c Revolt/Tax Cut

The Revolt card is played on any one player against a specific population center. The target player must determine a random number for that population center. If the random number is odd, then that land card, with all of its improvements are discarded. Any land spaces and cards that are separated from the defenders Capital are also discarded.

The Revolt card is countered by the Tax Cut card.

E.4.d Sabotage/Secret Service

The Sabotage card is played on any one land card of any player. The attacker announces what target he is attacking on that land card. Eligible targets are any one improvement on that land card. The defender generates a random number. If the number is odd then the targeted improvement is destroyed or, if the improvement is a population center, is dropped by one step.

The Sabotage card is countered by the Secret Service card.

E.5 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 have no effect if they are drawn during 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 drawn from the deck. The Must Play cards affect the player who drew that card; that player is referred to as the drawing player. There are not 'anti' cards for Must Play special event cards. For further details see the descriptions below.

'Dropping a step' is the same as defined in Section E.4.

The Capital and any cards on it may never be the target of a Must Play Special Event card.

E.5.a Plague

The drawing player must randomly choose one of his land cards from all of the land cards that have army cards on them. Then a random number is generated for each army on that land. If the random number is odd, then that army card dies.

E.5.b Volcano

The drawing player must randomly choose one land card from all of those with a population center on them. The player determines a random number for the population center. If the random number is odd, then the population center is destroyed completely (not just dropped one step.)

E.6 King Timothy Returns!

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.

The King Timothy Returns! card is used to signal the end of the game. When this card is drawn by any player during their Draw to Maximum Phase or while generating a random number, the player must reveal the card, as the game is now over. See Section F, Victory Conditions, for the rules on determining the winner of the game.

F. Victory Conditions

There are two ways to win The Barons of Fyn. First, a player wins if every other player is taken out of play by losing their Capitals. Second, the player with the highest points when the King Timothy Returns! card is drawn is the winner. Use the following to tally each player's score:

$$\text{total score} = \text{number of land cards} + \text{total population points} + \text{total combat values}$$

The player with the highest score is the winner.

G. Optional Rules

There are several ways to vary how The Barons of Fyn plays. All optional rules must be agreed upon before play begins. It is recommended that players be familiar with the basic game before playing any of the variations.

G.1 Using Dice

A ten sided die (or equivalent) may be used to generate any needed random numbers instead of using the cards in the playing deck. Use of this optional rule will greatly extend the length of the game.

G.2 Card Trading

During a player's Discard Phase, the discarding player may attempt to trade the to be discarded 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 for another card or cards, cash, or something less tangible, like a promise not to attack.

Anything intangible is not to be taken as absolute, but instead, as the 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.)

G.3.a Game Variant: 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 three by three, in which the Capital is in the middle at the bottom. The land cards the Great Empire uses are randomly dealt from the deck. 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.

G.3.b Game Variant: Run for the City

Each player sets up as normal, but makes sure that each Capital is physically equidistant from a central City card, in the middle of all of the players. The first player to get to the city (by extending their frontier until they are touching the central city) and hold it for three turns, wins.

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

Though more than one player may extend his frontier to the central city, no player may move armies through the central city to any other player's lands. The only way to move to another player's land is by attacking, as in normal play.

G.3.c Game Variant: 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 upon an amount of play time, which, after passing, the existing deck is reshuffled with the King Timothy Returns! card. This will make the game play more quickly.

H. Changes from version 1.0

The Barons of Fyn version 2.0 has changed somewhat from the original 1.0 version. The distribution of the cards has changed, and some new cards have been added. Population centers can now grow more quickly, allowing for more Towns and Cities to enter play. Several parts of the rules have been rewritten to eliminate some ambiguities.

None of these changes would have been possible without the input from the players of the original version of The Barons of Fyn. Special thanks to all of the people who provided that input. Many of your suggestions were included into version 2.0 of The Barons of Fyn.

The original version of The Barons of Fyn was designed by Joshua Howard, Bruce Biskup, Matt Hamrick, and Russell Mirabelli; and was play tested by Lance Craig, Lee Valentine II, Ian Sokoloff, James Mann, Rich Shipley, Vince Alvarez, Brian Overland, Lee Coward, Mark Steffel, Mark Howard, and Ted Estes.

Special Event Card Cheat Sheet

Card	Anti-Play*	Rule Section
Earthquake Played on any one player against a specific population center. The target player must determine a random number. If odd then that population center is dropped one step.	Divine Intervention	E.4.a
Sickness Played on any one land card of any player. The target player must determine a random number for each army card on that land card. If odd then that army card dies.	Healing Monks	E.4.b
Revolt Played on any one player against a specific population center. The target player must determine a random number. If odd, then that land card, with all of its improvements are discarded. Any land spaces and cards that are separated from the defenders Capital are also discarded.	Tax Cut	E.4.c
Sabotage Played on any one land card of any player. The attacker announces what he is attacking on that land card. The defender generates a random number. If odd then the targeted improvement is destroyed or, if the improvement is a population center, is dropped by one step.	Secret Service	E.4.d
Plague Player must randomly choose one of his land cards from all of the land cards that have army cards on them. Determine a random number for each army on that land. If odd, that army card dies.		E.5.a
Volcano Player must randomly choose one land card from all of those with a population center on them. Determine a random number for the population center. If odd, the population center is destroyed completely (not just dropped one step.)		E.5.b
King Timothy Returns! When this card is drawn the game is over.		E.6

*if applicable

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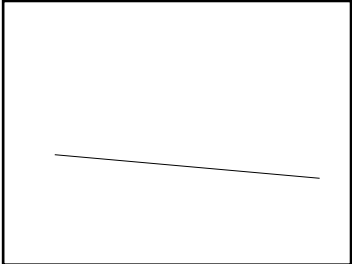
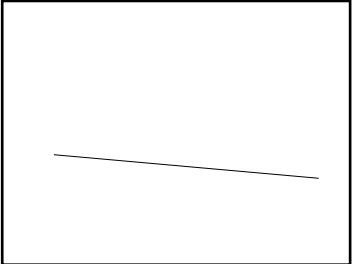
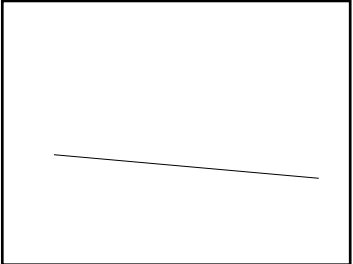
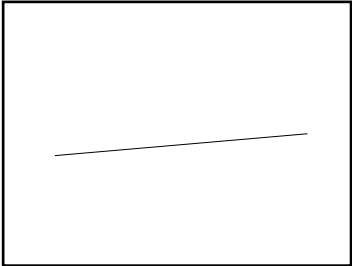
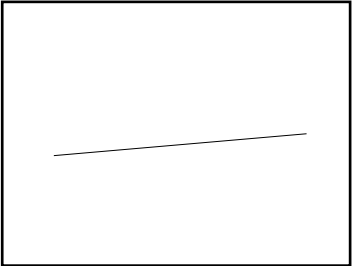
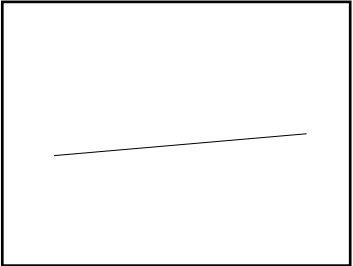
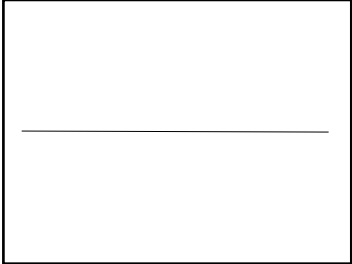
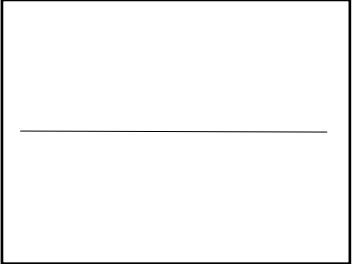
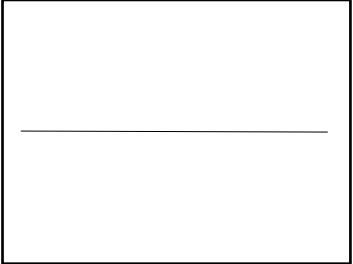
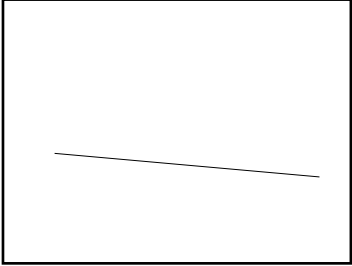
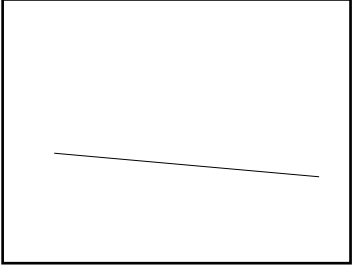
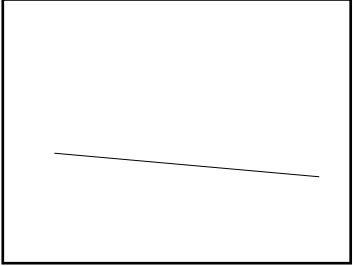
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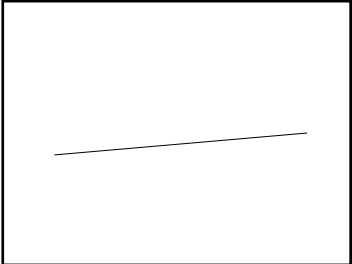
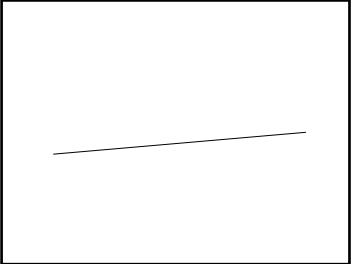
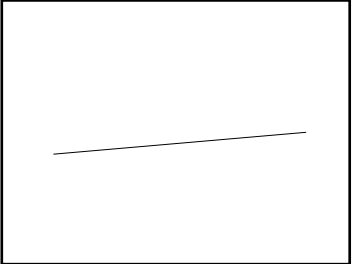
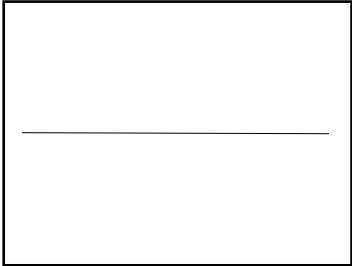
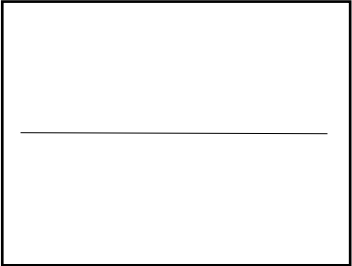
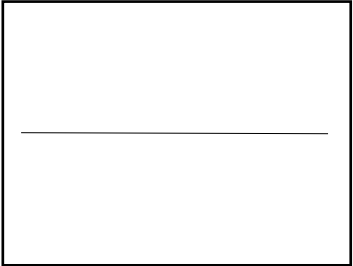
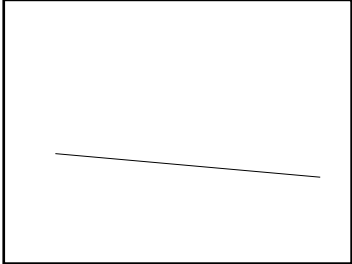
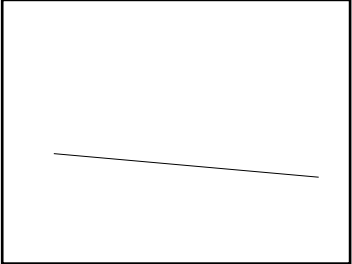
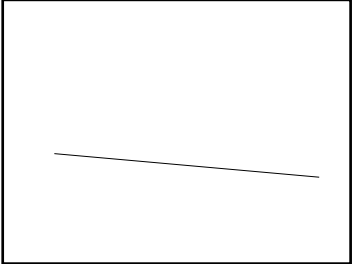
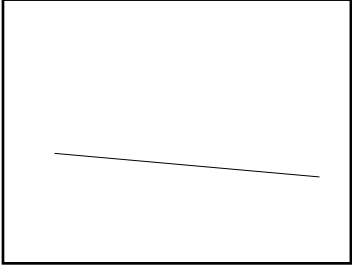
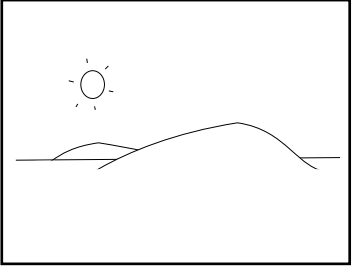
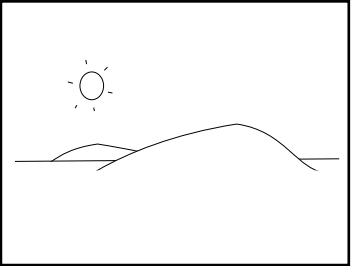
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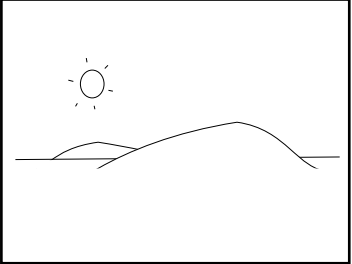
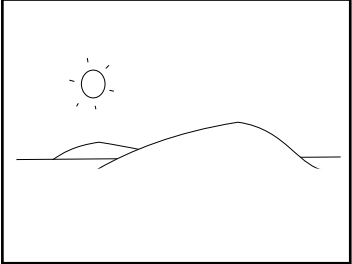
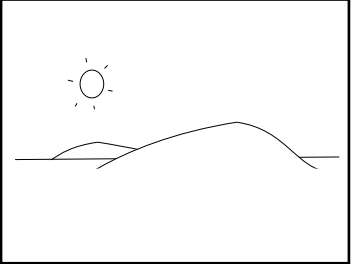
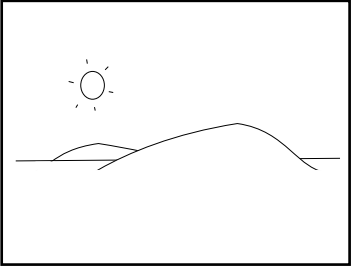
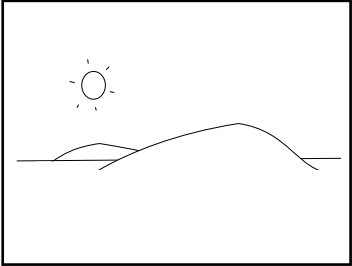
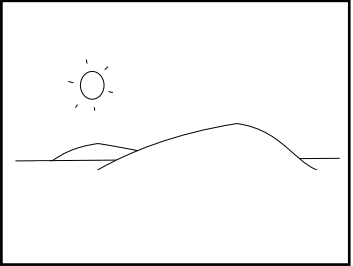
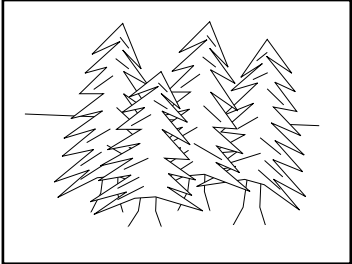
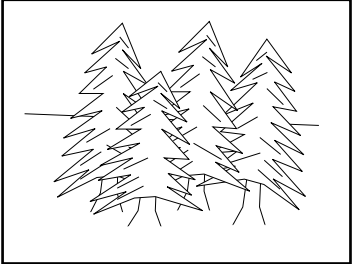
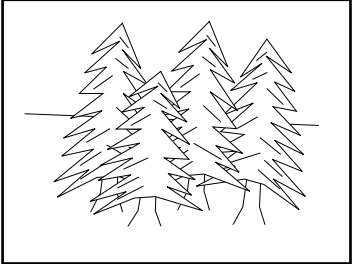
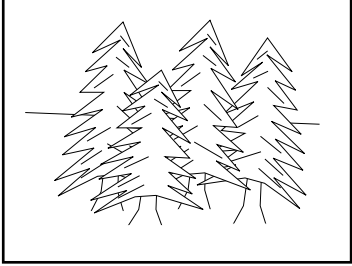
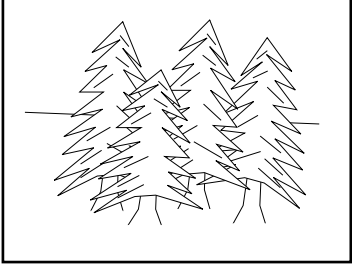
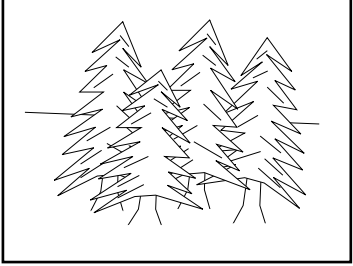
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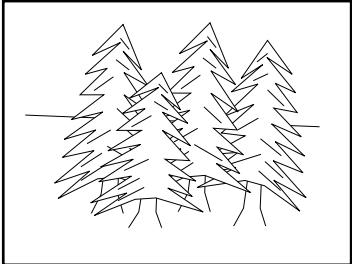
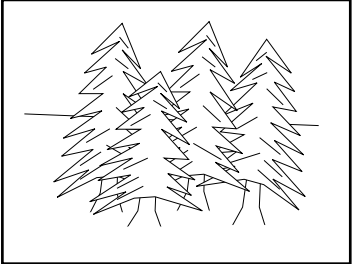
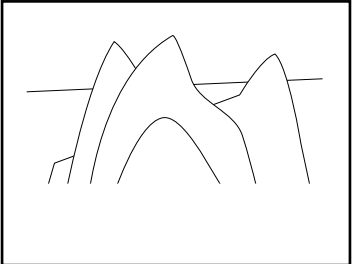
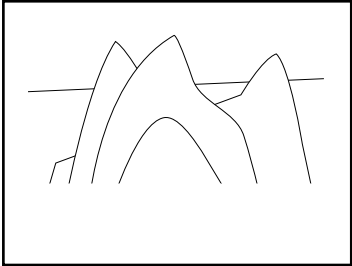
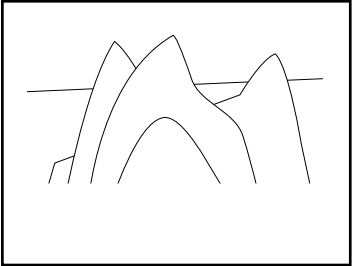
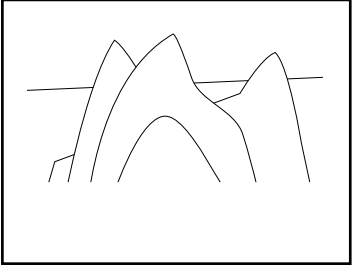
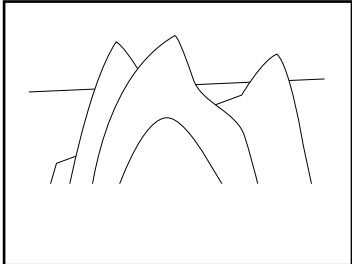
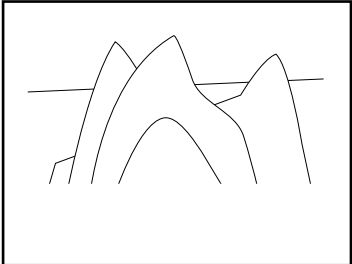
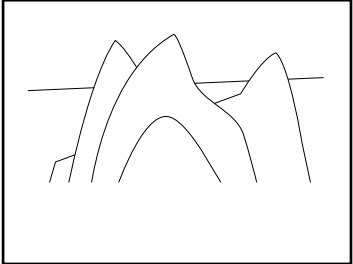
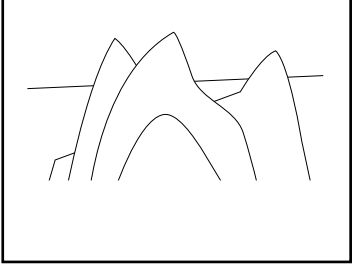
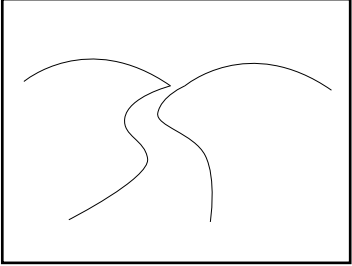
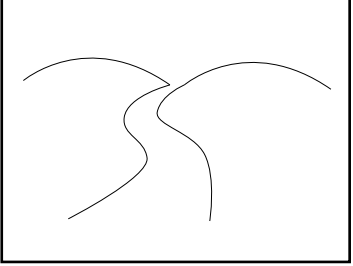
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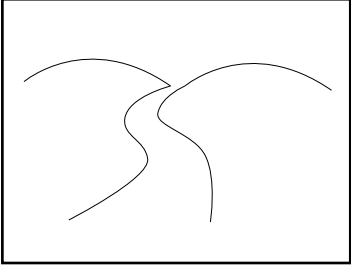
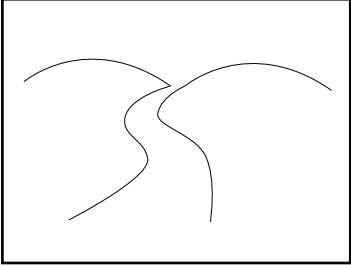
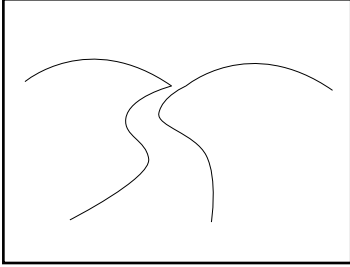
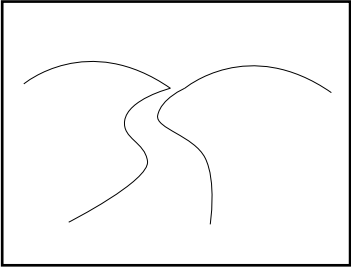
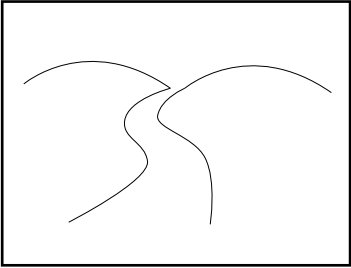
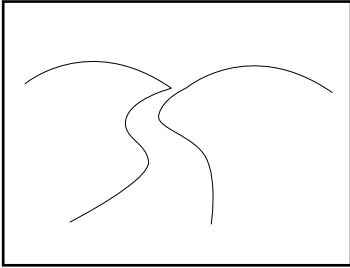
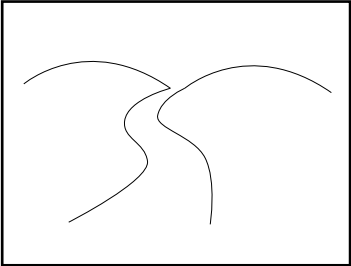
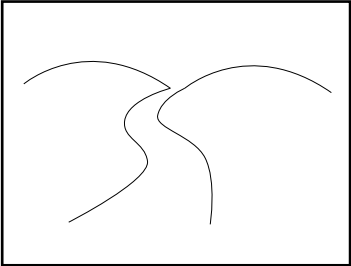
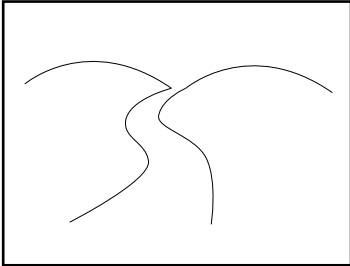
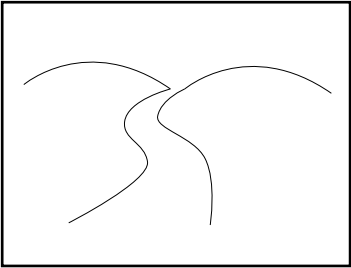
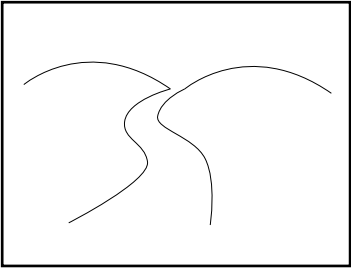
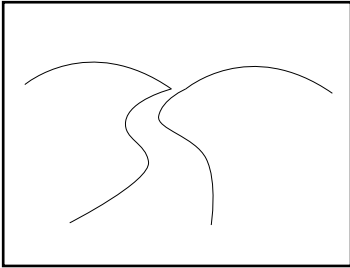
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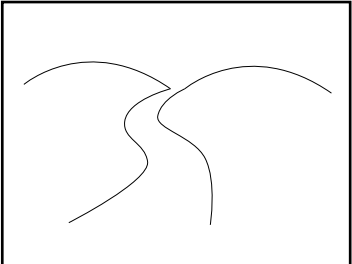
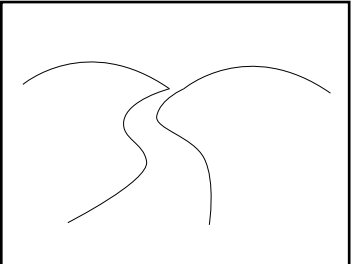
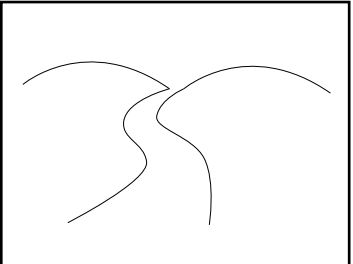
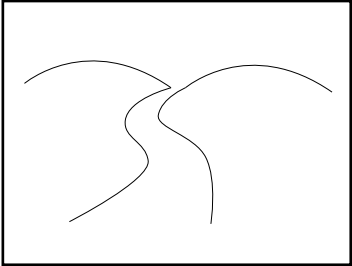
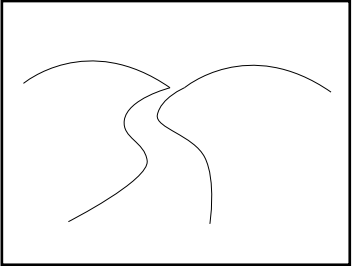
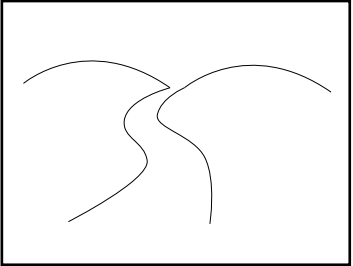
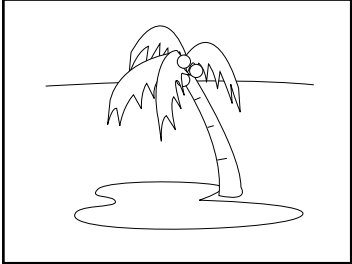
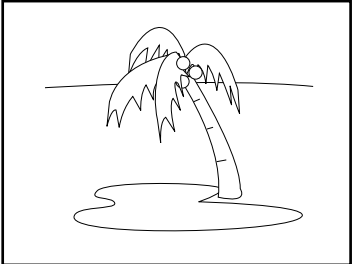
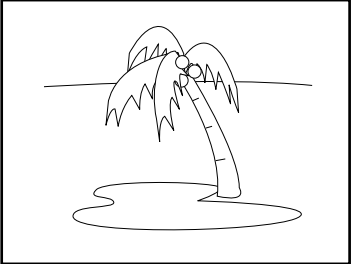
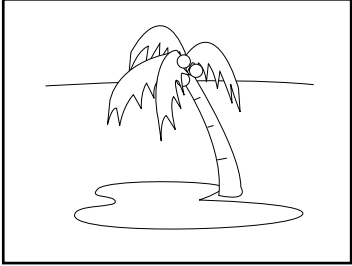
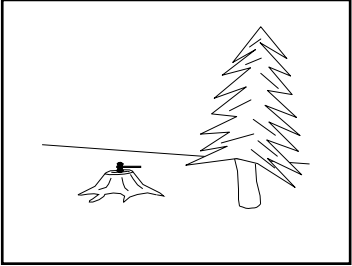
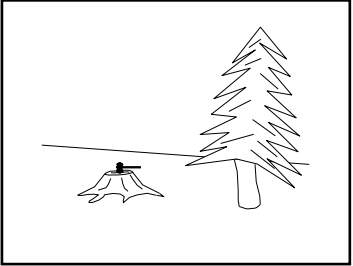
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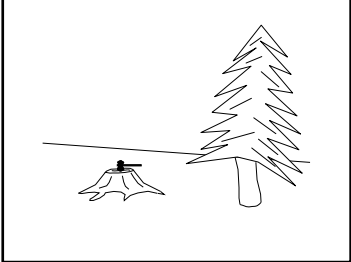
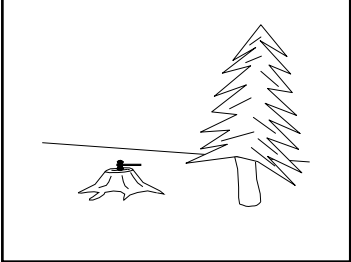
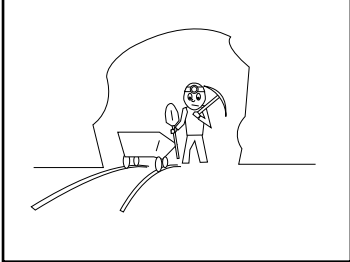
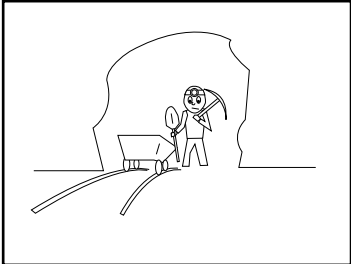
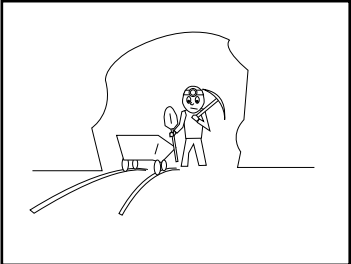
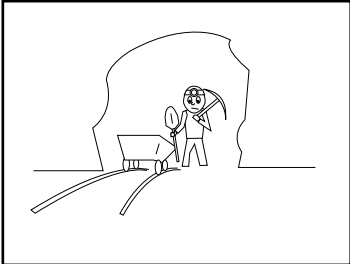
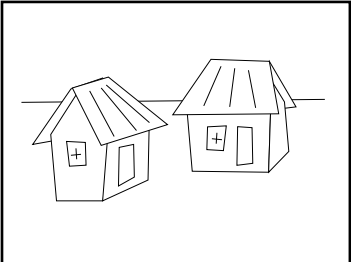
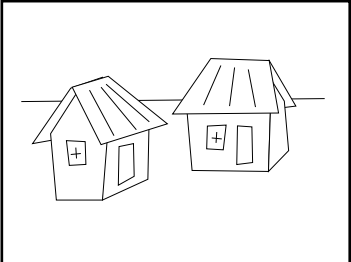
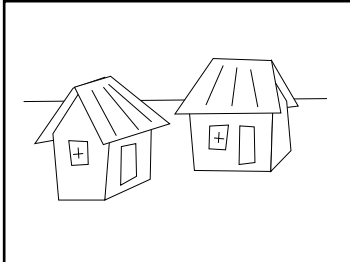
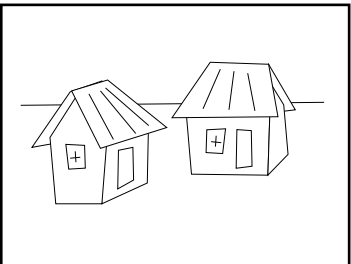
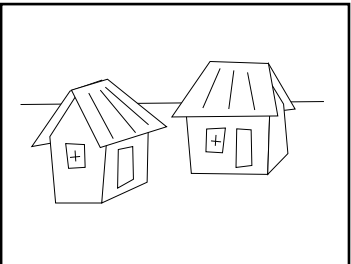
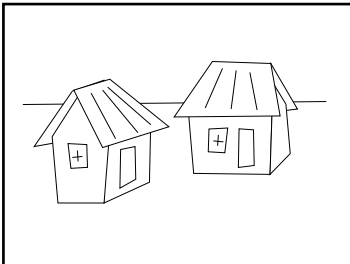
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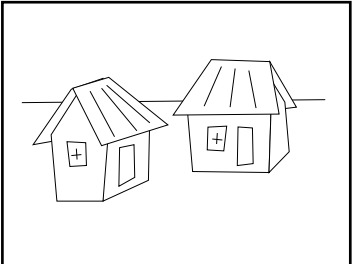
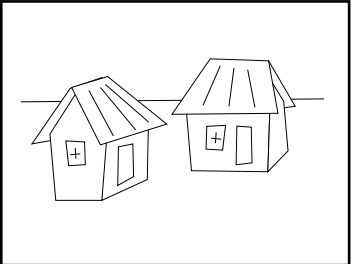
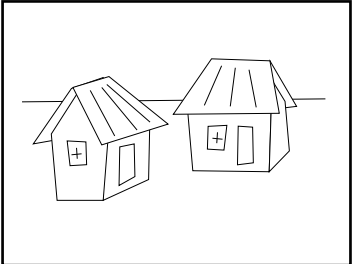
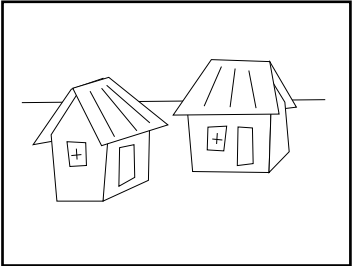
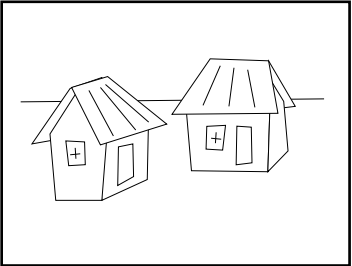
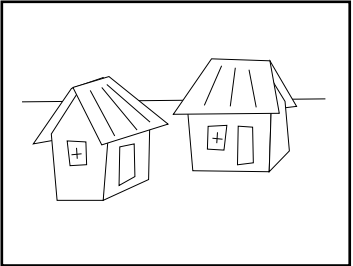
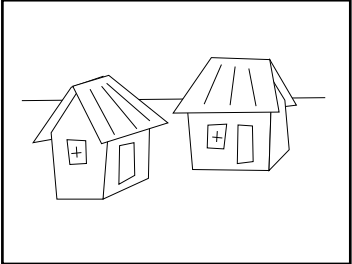
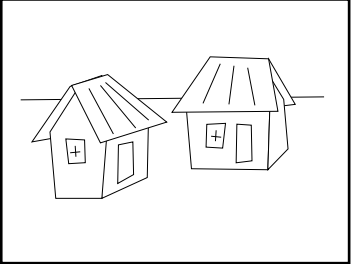
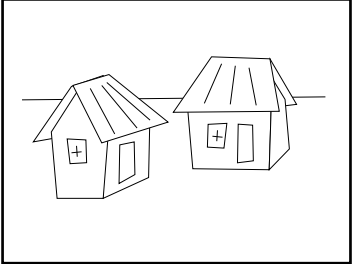
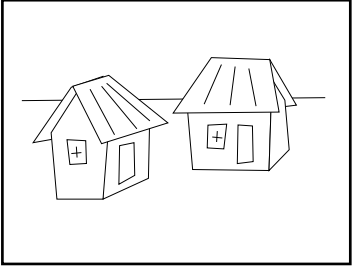
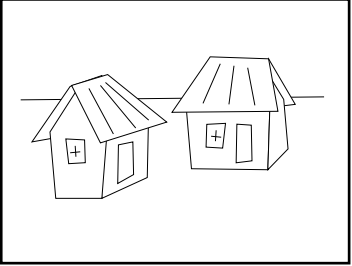
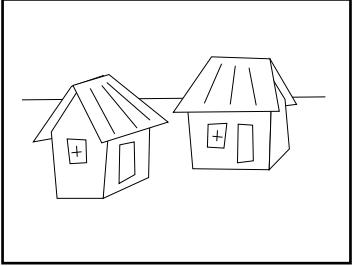
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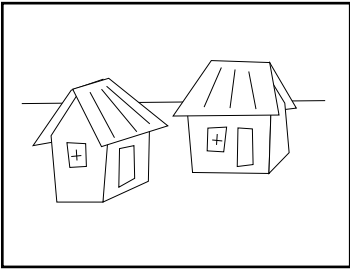
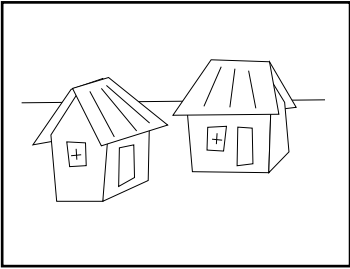

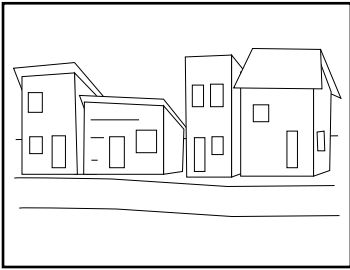
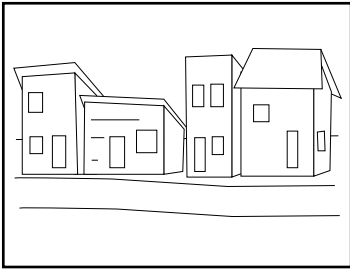



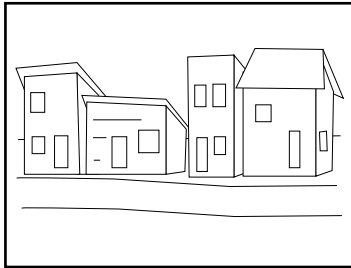
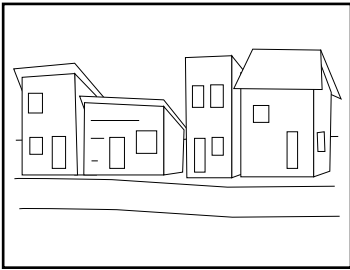
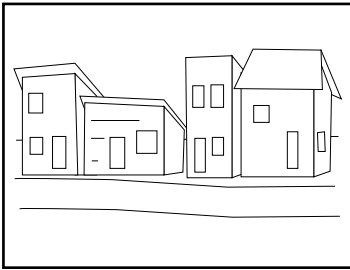
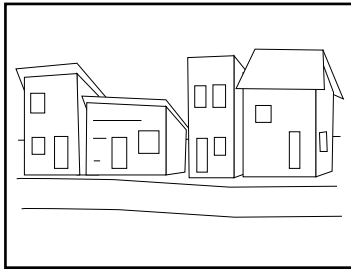
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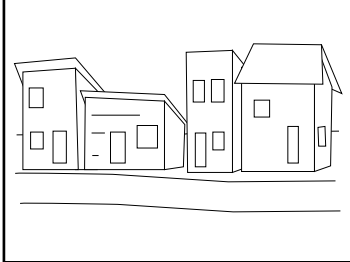
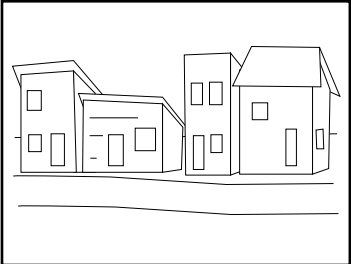
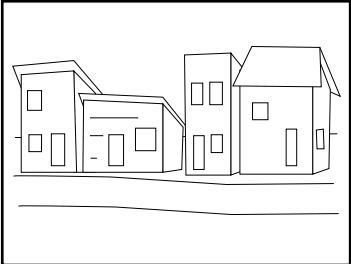
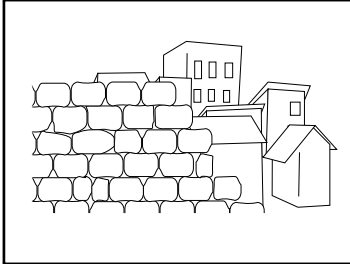
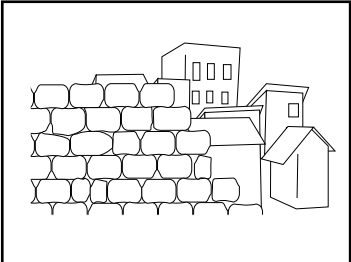
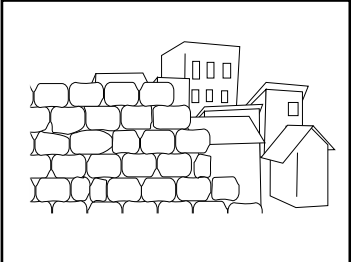
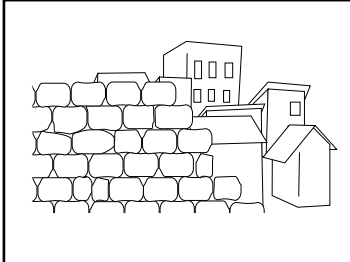
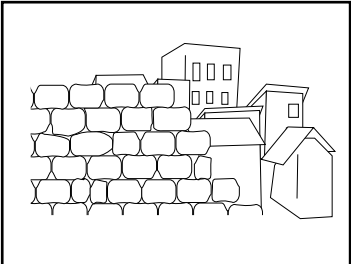
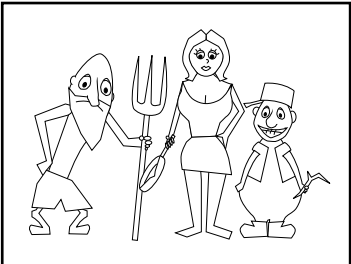
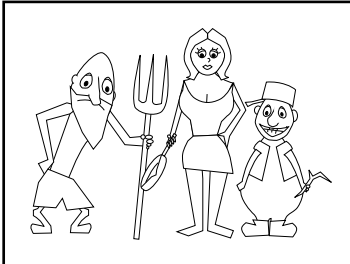
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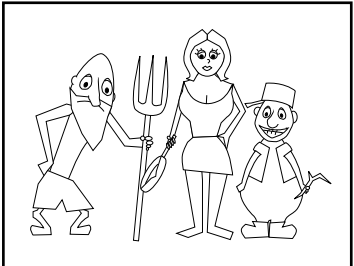
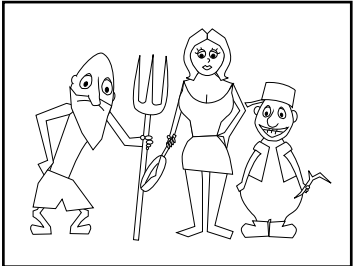
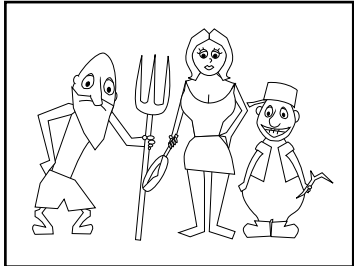
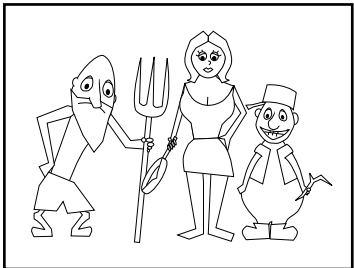
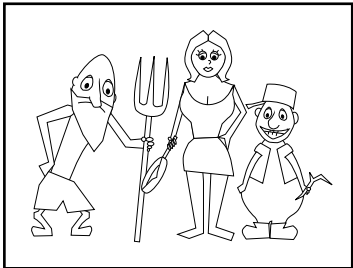
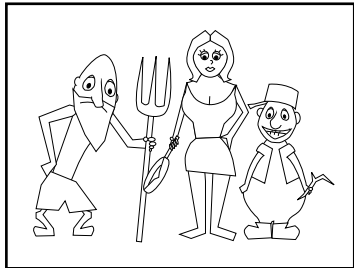
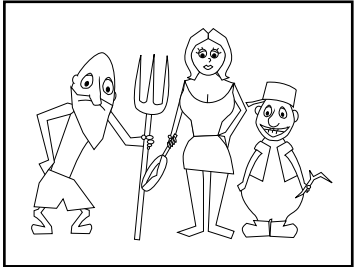
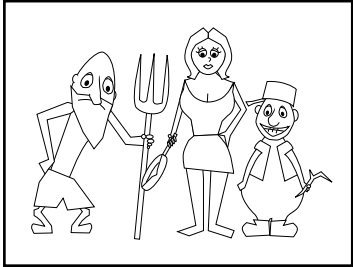
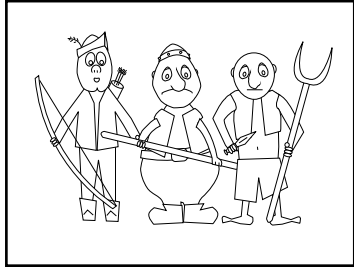
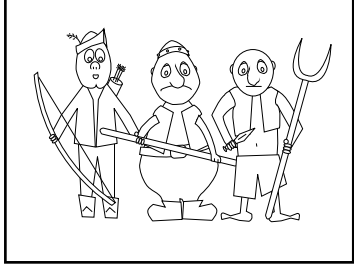
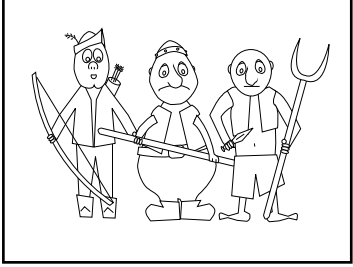
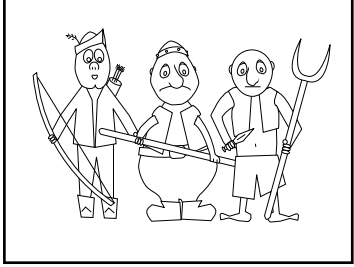
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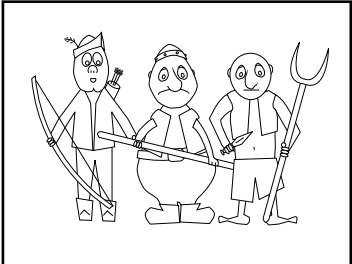
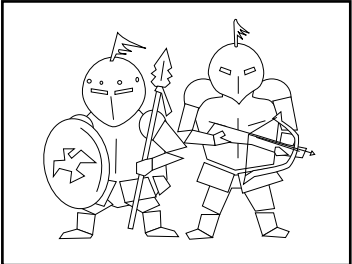
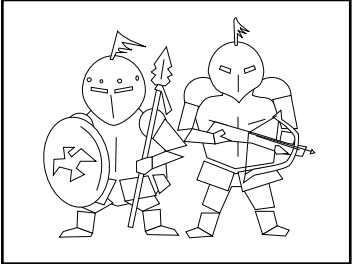
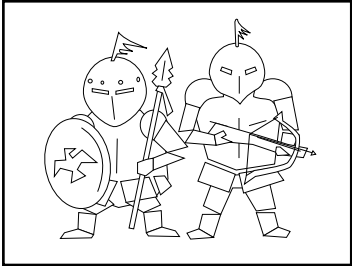
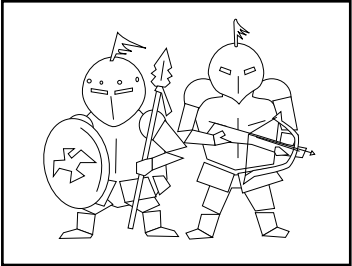
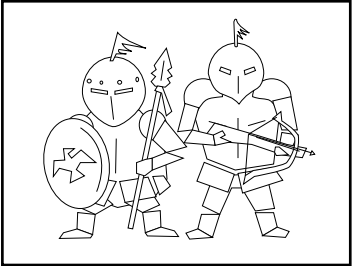
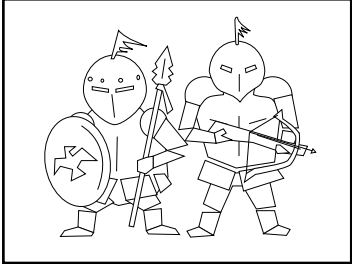
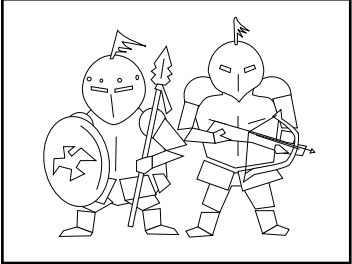
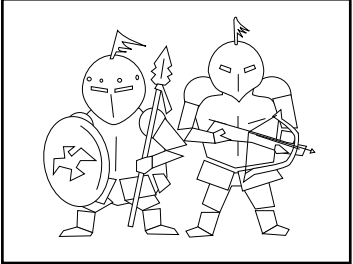
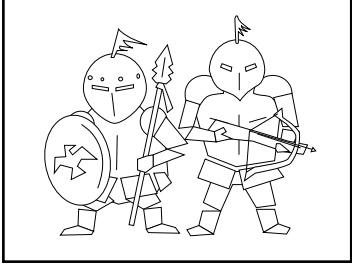
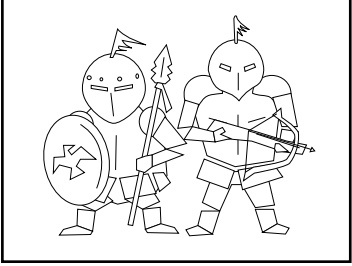
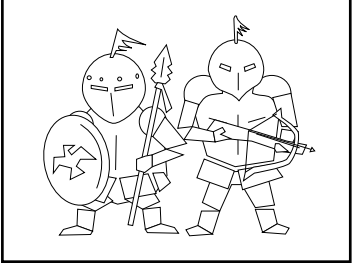
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<p>0631</p> <p>1</p>  <p>POPULATION</p> <p>Village</p>	<p>4250</p> <p>1</p>  <p>POPULATION</p> <p>Village</p>	<p>9382</p> <p>1</p>  <p>POPULATION</p> <p>Village</p>

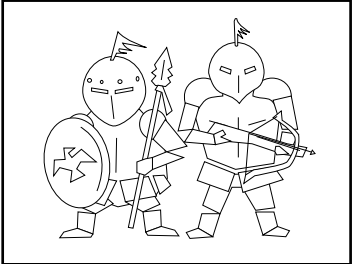
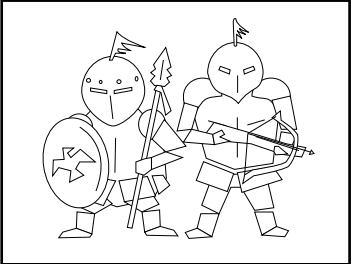
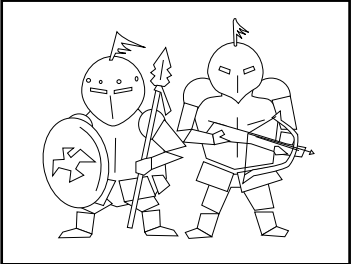
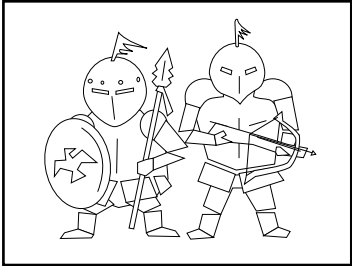
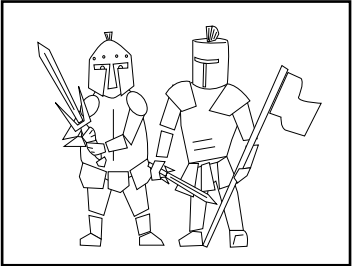
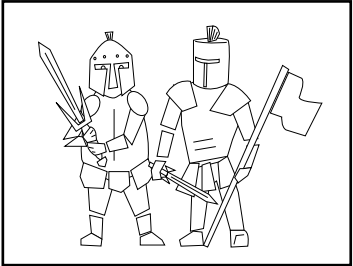
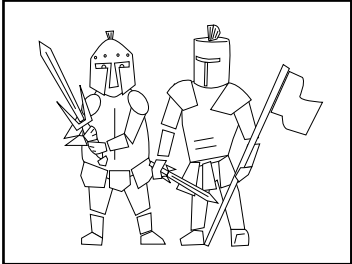
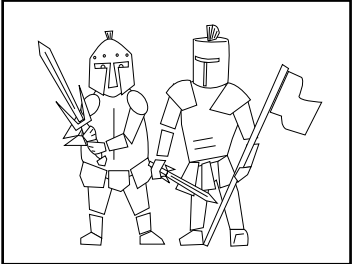
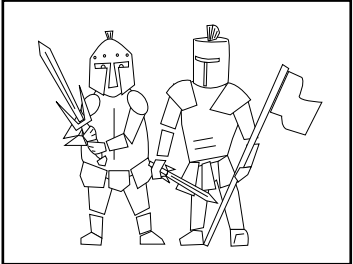
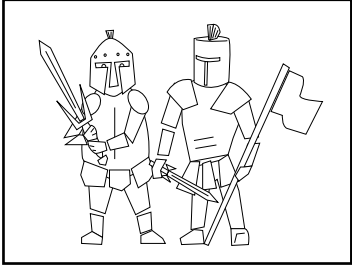
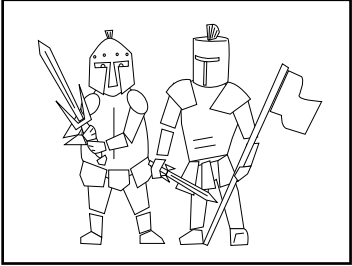
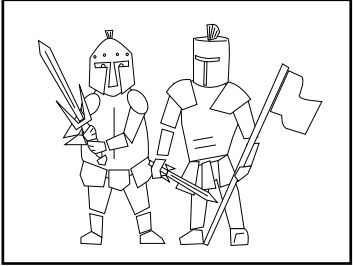
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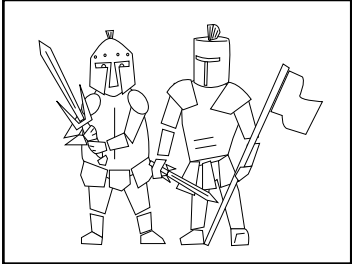
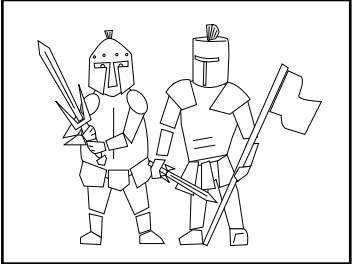
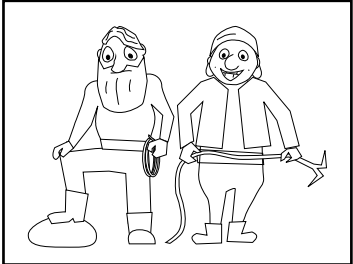
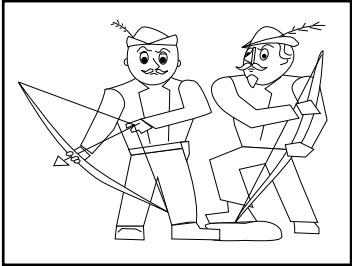
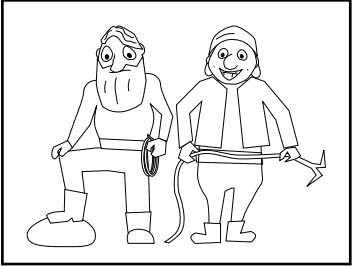
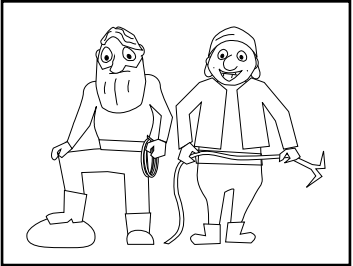
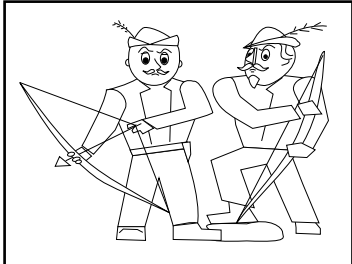
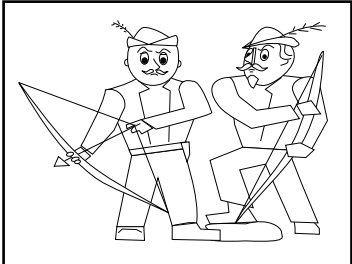
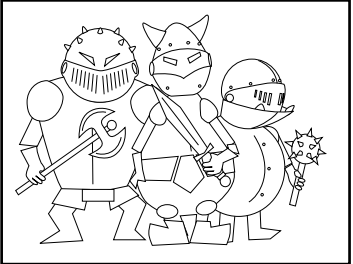
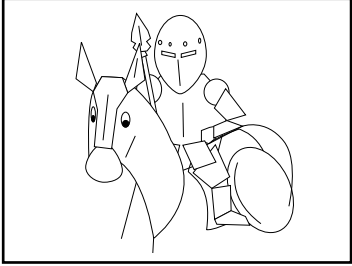
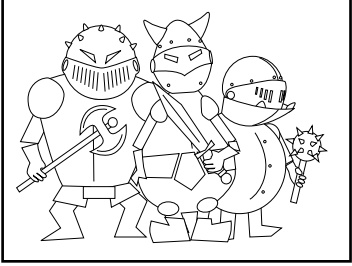
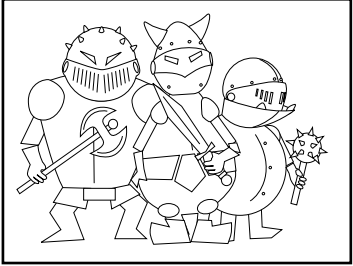
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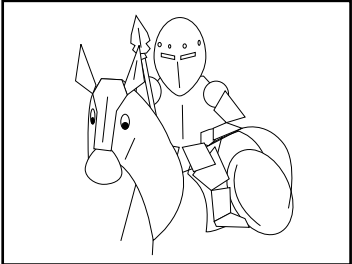
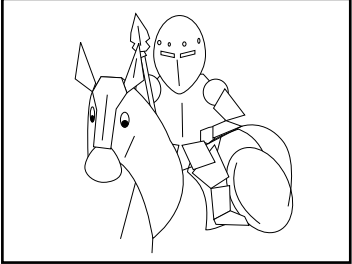
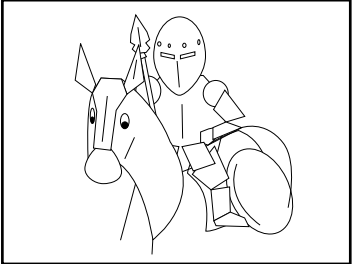
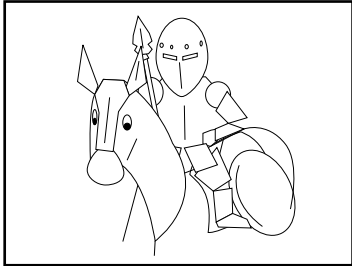
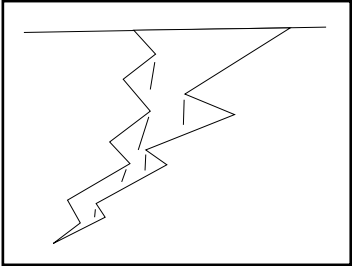
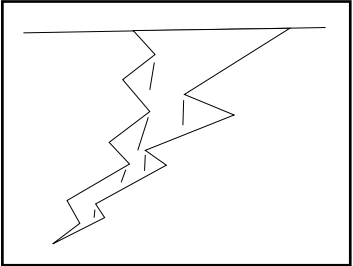
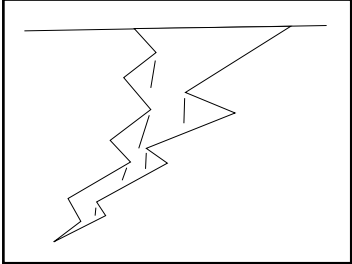
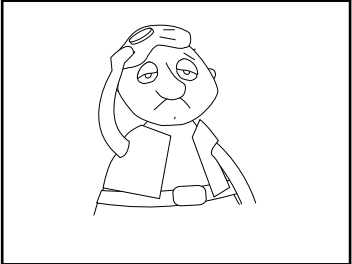
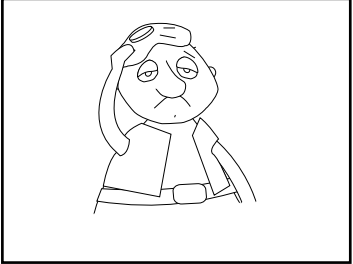
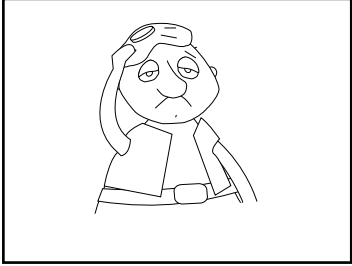
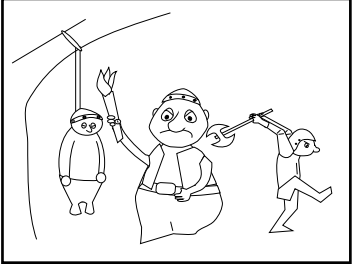
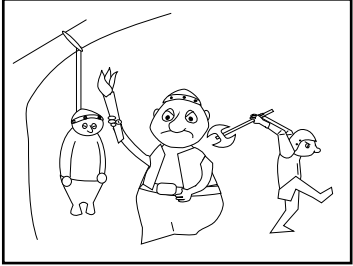
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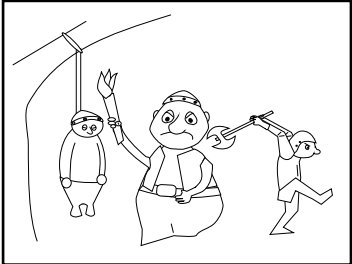
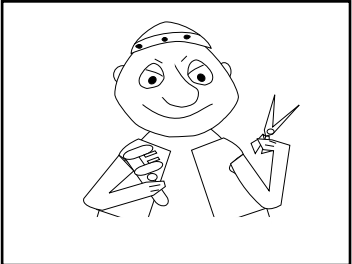
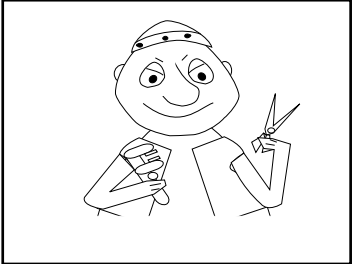
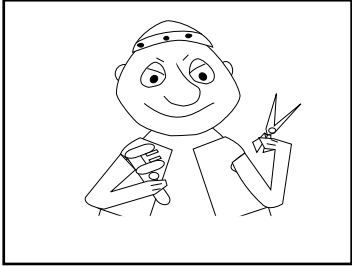
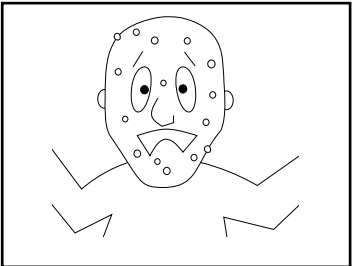
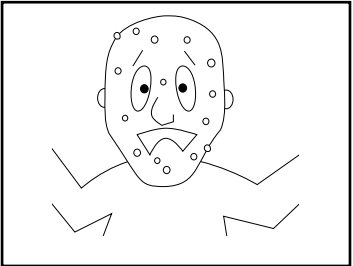
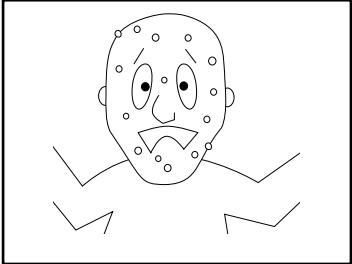
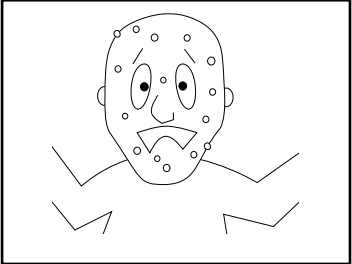
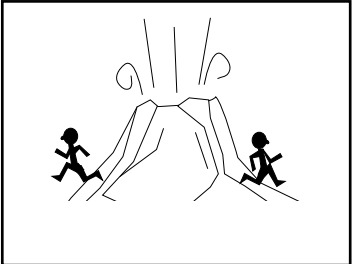
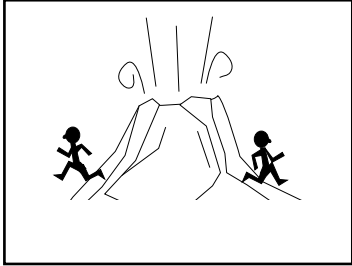
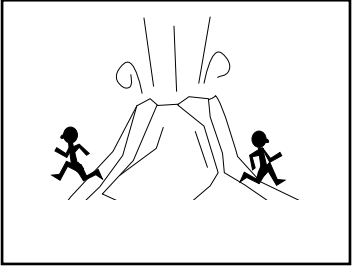
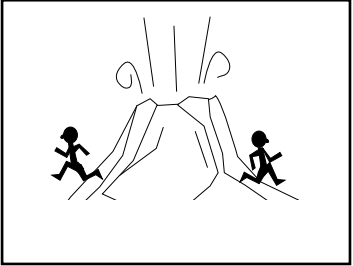
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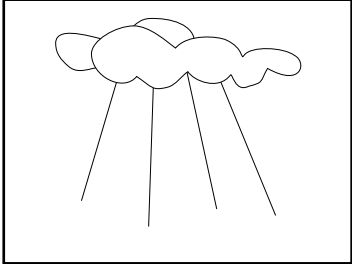
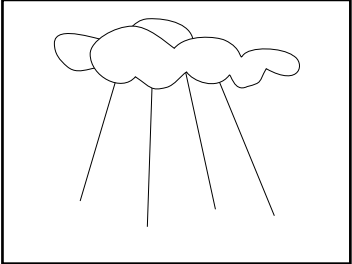
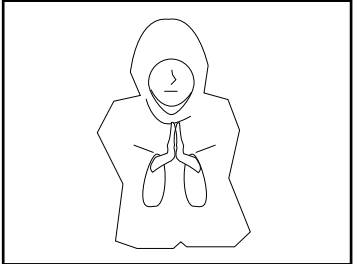
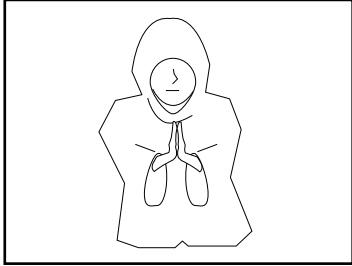
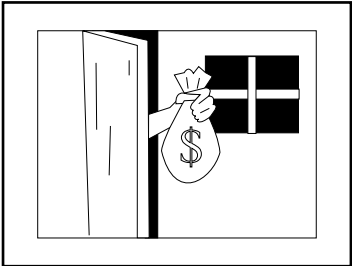
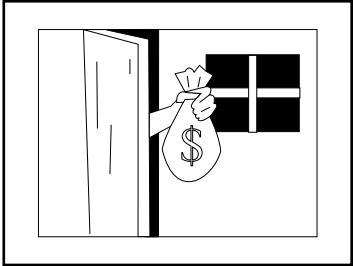
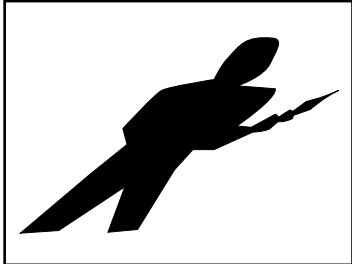
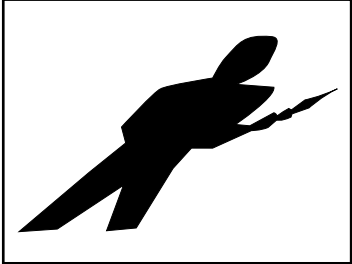
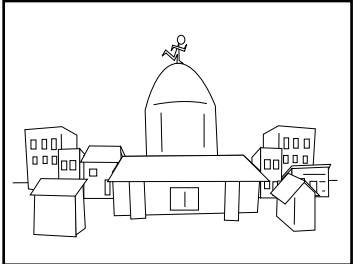
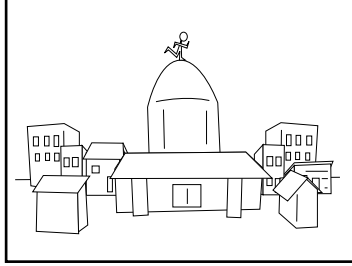
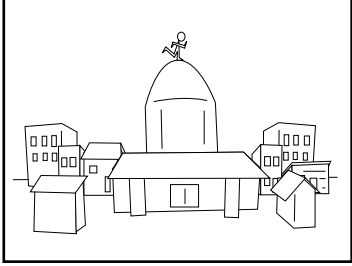
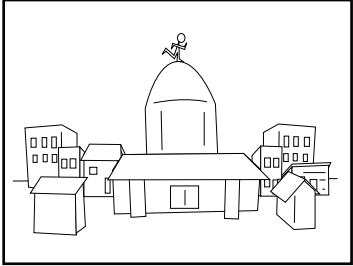
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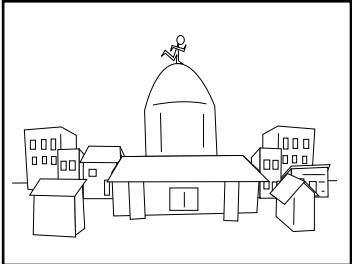
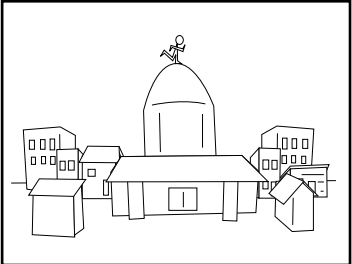
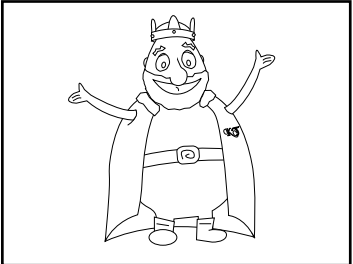
<p>2 4071</p>  <p>ARMY</p> <p>Army</p>	<p>2 3540</p>  <p>ARMY</p> <p>Army</p>	<p>2 9128</p>  <p>ARMY</p> <p>Army</p>
<p>2 6893</p>  <p>ARMY</p> <p>Army</p>	<p>3 7603</p>  <p>ARMY</p> <p>Strong Army</p>	<p>3 5349</p>  <p>ARMY</p> <p>Strong Army</p>
<p>3 8951</p>  <p>ARMY</p> <p>Strong Army</p>	<p>3 0487</p>  <p>ARMY</p> <p>Strong Army</p>	<p>3 6794</p>  <p>ARMY</p> <p>Strong Army</p>
<p>3 1260</p>  <p>ARMY</p> <p>Strong Army</p>	<p>3 2138</p>  <p>ARMY</p> <p>Strong Army</p>	<p>3 9526</p>  <p>ARMY</p> <p>Strong Army</p>

<p>3 4072</p>  <p>ARMY</p> <p>Strong Army</p>	<p>3 3815</p>  <p>ARMY</p> <p>Strong Army</p>	<p>2 0652 4M</p>  <p>ARMY</p> <p>Mountaineers</p>
<p>2 7419 4W</p>  <p>ARMY</p> <p>Rangers</p>	<p>2 4180 4M</p>  <p>ARMY</p> <p>Mountaineers</p>	<p>2 8976 4M</p>  <p>ARMY</p> <p>Mountaineers</p>
<p>2 2364 4W</p>  <p>ARMY</p> <p>Rangers</p>	<p>2 5093 4W</p>  <p>ARMY</p> <p>Rangers</p>	<p>5 1537 S</p>  <p>ARMY</p> <p>Shock Troops</p>
<p>3 9842 2xM</p>  <p>ARMY</p> <p>Knights</p>	<p>5 3701 S</p>  <p>ARMY</p> <p>Shock Troops</p>	<p>5 6258 S</p>  <p>ARMY</p> <p>Shock Troops</p>

<p>3 2597 2xM</p>  <p>ARMY</p> <p>Knights</p>	<p>3 8752 2xM</p>  <p>ARMY</p> <p>Knights</p>	<p>3 6410 2xM</p>  <p>ARMY</p> <p>Knights</p>
<p>3 7043 2xM</p>  <p>ARMY</p> <p>Knights</p>	<p>9625</p>  <p>ANY PLAY</p> <p>Earthquake</p>	<p>3189</p>  <p>ANY PLAY</p> <p>Earthquake</p>
<p>0368</p>  <p>ANY PLAY</p> <p>Earthquake</p>	<p>4206</p>  <p>ANY PLAY</p> <p>Sickness</p>	<p>5831</p>  <p>ANY PLAY</p> <p>Sickness</p>
<p>1974</p>  <p>ANY PLAY</p> <p>Sickness</p>	<p>9531</p>  <p>ANY PLAY</p> <p>Revolt</p>	<p>3470</p>  <p>ANY PLAY</p> <p>Revolt</p>

<p>1684</p>  <p>ANY PLAY</p> <p>Revolt</p>	<p>5309</p>  <p>ANY PLAY</p> <p>Sabotage</p>	<p>7946</p>  <p>ANY PLAY</p> <p>Sabotage</p>
<p>2865</p>  <p>ANY PLAY</p> <p>Sabotage</p>	<p>0217</p>  <p>MUST PLAY</p> <p>Plague</p>	<p>8023</p>  <p>MUST PLAY</p> <p>Plague</p>
<p>4192</p>  <p>MUST PLAY</p> <p>Plague</p>	<p>6758</p>  <p>MUST PLAY</p> <p>Plague</p>	<p>0851</p>  <p>MUST PLAY</p> <p>Volcano</p>
<p>4089</p>  <p>MUST PLAY</p> <p>Volcano</p>	<p>1563</p>  <p>MUST PLAY</p> <p>Volcano</p>	<p>6702</p>  <p>MUST PLAY</p> <p>Volcano</p>

<p>3274</p>  <p>ANTI-EARTHQUAKE</p> <p>Divine Intervention</p>	<p>8915</p>  <p>ANTI-EARTHQUAKE</p> <p>Divine Intervention</p>	<p>2347</p>  <p>ANTI-SICKNESS</p> <p>Healing Monks</p>
<p>7620</p>  <p>ANTI-SICKNESS</p> <p>Healing Monks</p>	<p>9438</p>  <p>ANTI-REVOLT</p> <p>Tax Cuts</p>	<p>5196</p>  <p>ANTI-REVOLT</p> <p>Tax Cuts</p>
<p>3461</p>  <p>ANTI-SABATOGUE</p> <p>Secret Service</p>	<p>5032</p>  <p>ANTI-SABATOGUE</p> <p>Secret Service</p>	<p>6</p>  <p>+5</p> <p>Capital</p>
<p>6</p>  <p>+5</p> <p>Capital</p>	<p>6</p>  <p>+5</p> <p>Capital</p>	<p>6</p>  <p>+5</p> <p>Capital</p>

<p>6 6</p>  <p>+5 Capital</p>	<p>6 6</p>  <p>+5 Capital</p>	<p>Game Over</p>  <p>King Timothy Returns!</p>
<p>Turn Sequence</p> <ol style="list-style-type: none"> 1. Step A — Draw to Maximum 2. Step B — Movement Phase 3. Step C — Build Army Phase 3. Step D — Attack Phase 4. Step E — Expansion Phase 5. Step F — Discard Phase <p>A player chooses to either do Step C or Step D, but never both.</p>	<p>Turn Sequence</p> <ol style="list-style-type: none"> 1. Step A — Draw to Maximum 2. Step B — Movement Phase 3. Step C — Build Army Phase 3. Step D — Attack Phase 4. Step E — Expansion Phase 5. Step F — Discard Phase <p>A player chooses to either do Step C or Step D, but never both.</p>	<p>Turn Sequence</p> <ol style="list-style-type: none"> 1. Step A — Draw to Maximum 2. Step B — Movement Phase 3. Step C — Build Army Phase 3. Step D — Attack Phase 4. Step E — Expansion Phase 5. Step F — Discard Phase <p>A player chooses to either do Step C or Step D, but never both.</p>
<p>Turn Sequence</p> <ol style="list-style-type: none"> 1. Step A — Draw to Maximum 2. Step B — Movement Phase 3. Step C — Build Army Phase 3. Step D — Attack Phase 4. Step E — Expansion Phase 5. Step F — Discard Phase <p>A player chooses to either do Step C or Step D, but never both.</p>	<p>Turn Sequence</p> <ol style="list-style-type: none"> 1. Step A — Draw to Maximum 2. Step B — Movement Phase 3. Step C — Build Army Phase 3. Step D — Attack Phase 4. Step E — Expansion Phase 5. Step F — Discard Phase <p>A player chooses to either do Step C or Step D, but never both.</p>	<p>Turn Sequence</p> <ol style="list-style-type: none"> 1. Step A — Draw to Maximum 2. Step B — Movement Phase 3. Step C — Build Army Phase 3. Step D — Attack Phase 4. Step E — Expansion Phase 5. Step F — Discard Phase <p>A player chooses to either do Step C or Step D, but never both.</p>