

RUNES

BONES

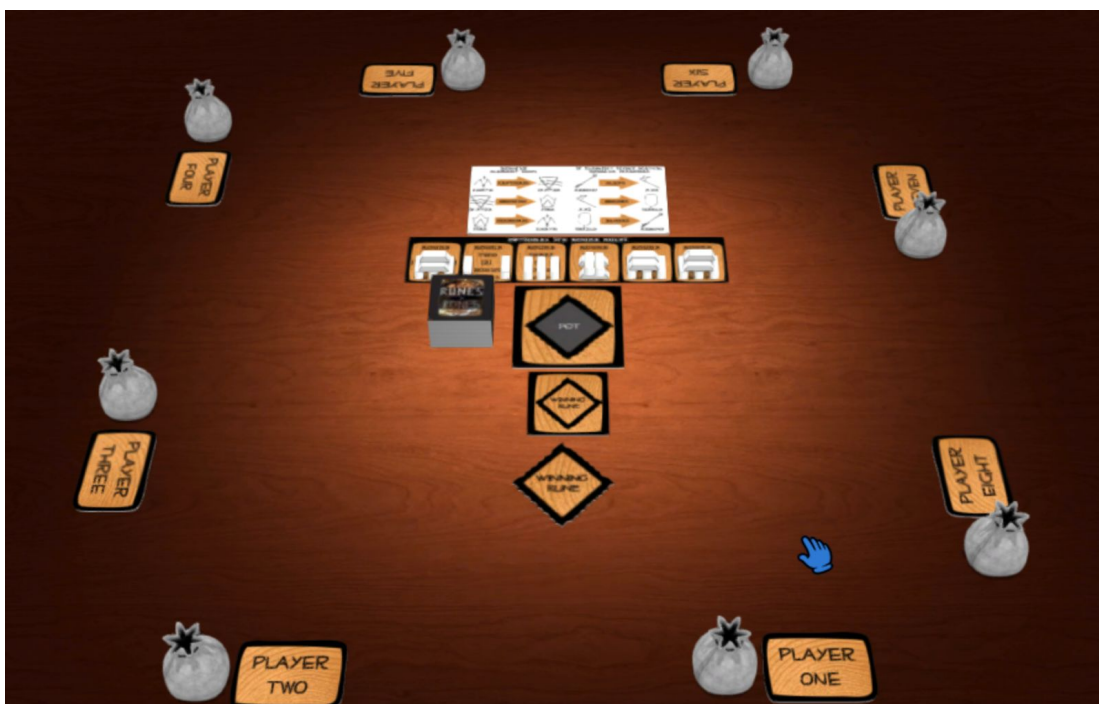


Introduction

Runes and Bones have been sources of power and divination for tribal orc spirit talkers for countless generations. As the wisdom of the few remaining spirit talkers fell to the blood lust that consumed the race, the Runes and Bones, once used as an honored system of divination, now serves as a campfire game for orcish warriors everywhere.

Background

What started as a fun campfire game created for our group at Dagorhir (LARP) events became a huge project. In February of 2013, I posted the handmade set known as Runes and Bones Zero Edition on Kickstarter. It was wildly successful and sold out all of the handmade sets. I have it available in a card format, a tile format, and on Tabletopia.



How to play Runes and Bones

For video tutorial and playthrough visit: <http://chrysalisendeavors.com/>

Objective: Have the most bones at the end of the game or take everyone's bones and eliminate them.

Set-up:

1. Each player is given 10 bones
2. A number of bones equaling the number of players are placed in the first pot from the supply.
3. Choose a player to be the first bag holder (The bag holder is the first player). The winner of a round becomes the new bag holder.
4. Each player draws 3 Runes from the bag.

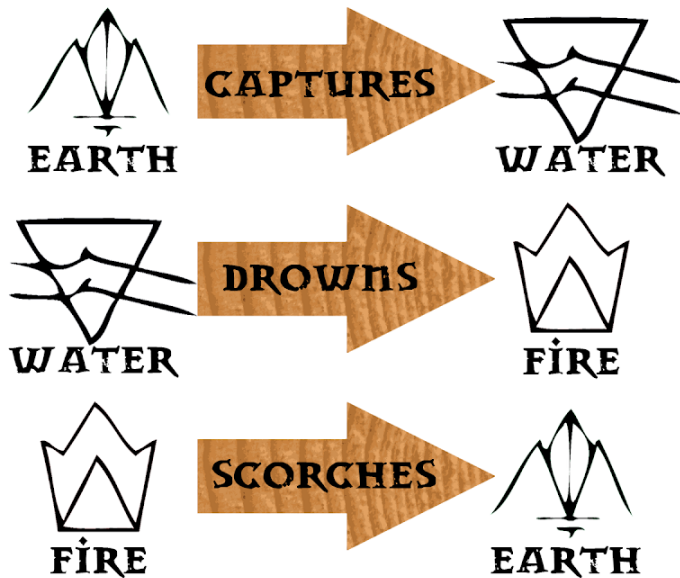
Playing a round:

1. *Ignore this step on the first round of play.* All played/discarded runes from the previous round are reshuffled into the bag.
2. *Ignore this step on the first round of play.* Players **may** trade **any number** of runes they have from a previous round for new runes from the bag by adding 1 bone to the pot.
3. *Ignore this step on the first round of play.* Players may put 1, 2, or 3 bones into the pot and choose the corresponding number of runes from the bag.
4. *Ignore this step on the first round of play.* Players may only have 4 runes at the beginning of the round. During a round there is no limit due to the use of special runes. However, extra runes will have to be discarded before the next round starts.
5. Starting with the bag holder and going clockwise, each player tries to win the pot by playing a Rune.
 - a. Each player has three options on their turn:
 - i. **Play a Rune**
 - ii. **Pass by adding a bone to the pot.** This allows the player to stay in the round, but allows them to save a rune for a later turn.
 - iii. **Fold.** Folding means you are out of the round and cannot play runes.
Note: As long as you still have runes or bones, you may still be affected by special runes that other players may play.
6. A player wins the pot when their rune is still the winning rune upon the beginning of their next turn (see next page).

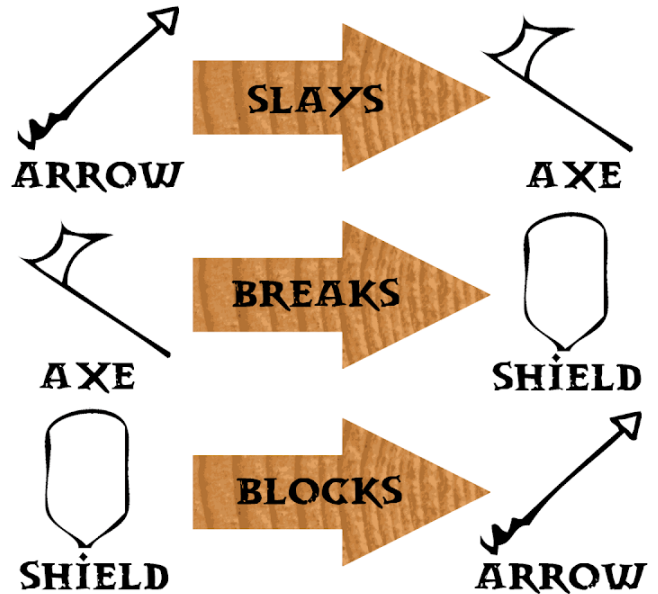
Beating other Runes and Winning the Pot:

1. Beating Runes
 - a. Normal Runes have two symbols on them; an element (Water, Fire, and Earth) and a weapon (Axe, Shield, and Arrow).
 - b. The top symbol is the element symbol. This is the first symbol to be resolved. A water rune beats a fire rune, fire beats earth, and earth beats water.
 - c. The second symbol is the weapon symbol. This symbol will need to be resolved only if the element symbols match. An axe rune beats a shield rune, shield beats arrow, arrow beats axe.
 - d. When a rune is beaten it is removed from play until the runes are reshuffled into the bag.
 - e. Playing the exact same rune as the current winning rune (Example: Fire-Axe is winning, and a player plays Fire-Axe) has no effect unless the second player adds a bone to the pot and "Buys the Win".

RESOLVE ELEMENT ICON



IF ELEMENT ICONS MATCH, RESOLVE WEAPONS



2. Winning the Pot

- a. A player wins the pot when their rune is still the winning rune upon the beginning of their next turn. This ends the round.
- b. When a player wins the pot, they become the new bag holder.
- c. Special Runes only have one symbol on them and have special abilities when played. These runes add flavor to the game and some unexpected strategy. Special runes cannot win the pot, although some may allow an advantage to win the pot on later turns.
- d. It is possible to have a round go by without a rune winning the pot.
(Example: The bag holder plays a special rune and all other players pass and add a bone to the pot.) If no rune is winning the pot at the beginning of the bag holder's second turn, all bones in the pot are placed back in the supply and a new round is started.
- e. It is also possible to win a pot of zero bones.
(Example: Players play the thief rune multiple times and empty it of bones.)
The winning rune still wins the pot and that player becomes the bag holder although they won no bones from the pot.

Optional rules:

1. Players may barter at the beginning of their turn.
 - a. Runes can be traded for runes or bones.
 - b. Any deal made is judged by the bag holder. If the bag holder is making a deal, the player to their left is the judge.
 - c. Should a player not uphold their end of the deal they may be fined by the bag holder or asked to fold.
2. Play a set number (6) rounds and whoever has the most bones at the end wins the game.
(You could add bones to the pot from the supply each round to make each round's pot richer)
3. Once there are only 2 or 3 players left in the game, the cost for runes can be increased to move the game along.
4. One way to speed up the game is to add one to the cost of runes each round or each time a player is eliminated.
5. The bag is not reshuffled until there are no runes left in it making for a more strategic game of memorizing what has been played.

OPTIONAL SIX ROUND RULES

ROUND ONE (1 PER PLR)	ROUND TWO (2)	ROUND THREE (3)	ROUND FOUR (4)	ROUND FIVE (5)	ROUND SIX (6)
BONUS BONES	BONUS BONES	BONUS BONES	BONUS BONES	BONUS BONES	BONUS BONES

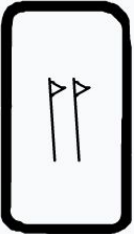
Special Runes:



Skull – Playing the Skull rune allows a player to steal 3 of another player's bones.



Spy – Playing the spy rune allows a player to look at another player's runes, select one, then immediately play it as their own.



Banners – Playing the banners rune allows a player to draw 2 runes from the rune bag.



Thief – Playing the Thief rune allows the player to take 2 bones from the pot.



Da Jhurga – Playing Da Jhurga allows a player to take two runes from other players. Either 2 runes from one player or 1 rune from two different players. Players **do not** have to show their runes as with the spy. Also playing Da Jhurga counts as the player's turn and does **not** allow the player to play any taken runes immediately as with the spy.