

Ryamon

A Board Game of Survival and Strategy

players: 2-4

ages: 10+

play duration: 1 hour

In Ryamon each player controls a tribe of people whose goal is to survive, prosper, settle the lands of Ryamon and wipe out all the other tribes. If a tribe accumulates a certain number of people they win. If a tribe runs out of food, they are knocked out of the game, and the remaining tribes continue on until only one remains, or until one achieves a tribal size victory.

Setup

1. get 2 six-sided dice
2. print out and place the map on a flat playing surface like a table
3. each player should set aside these pieces, in his color, to form his starting tribe:
2 farmers, 1 soldier, plus 2 of any type (his choice)
4. each player rolls a d6; the lowest number will go first when placing pieces, and during play turn order; if ties reroll until broken
5. players take turns (going clockwise around the table) placing 1 of their people at a time on the map, until all starting tribe people are on the map. When placing they must obey the map terrain and stacking limits as they would during play.
6. each player starts with 5 food

Rules

players take turns

during a player's turn:

- eating
- food production
- births
- movement
- military warfare
- legal warfare
- victory check

Eating:

for each person you have subtract 1 food from your food stockpile.

if the player's food supply was less than the number of his people, the excess starve.

for each person that starves roll a d6. On 3 or less he dies and removed from map.

Food Production:

farmers and hunters produce food

Births:

if food > people, then for every 3 excess food, remove 1 food and add 1 new person. The person's type is determined by rolling 2d6 and consulting the People Type chart. Place each newly born person anywhere on map as long as it's in same or adjacent cell to pre-existing person in your tribe (even newly born people placed previously this same turn count as pre-existing). Pop limits must be obeyed. If pop limits make it impossible to place a person, then the person is not added (though the food expended is not refunded)

if there is a doctor in your tribe, the trigger ratio is instead for every 2 excess food

Movement:

you may move each of your people up to 1 square

People belonging to different tribes (players) may move into and otherwise coexist in the same area (map cell).

Military Warfare:

If a person belonging to a foreign tribe is in the same cell with one of your Soldiers, that soldier may attack it. To attack, roll d6 and on a 2 or less the victim is killed and removed from the map. If a General of the attacking soldier's tribe is present, subtract one from the roll. If the victim is a Soldier, add one to the roll. If the victim is a Solder with a General present of his same tribe, add 1 more (for a total of 2.) If the roll yields a 6 or higher (including after bonuses applied) the attack fails AND the attacking soldier is killed. Repeat this choice and process for each of your Soldiers. Attacking is optional.

Legal Warfare

If you have Lawyers, you may target another tribe for a "legal troubles" attack (lawsuit, billable hours, etc.). If the other tribe has more Lawyers than your tribe, they are immune. If they are not immune, then take the number of your lawyers and subtract the number of theirs, the result is the magnitude of the relative success of the legal attack. Remove that amount in food from the target tribe's food stockpile.

Victory Check

If any player has 25 or more people, he wins, the game ends

If there is a tie, they share the win.

If any player has 0 food he loses and is knocked out of the game, with all his people removed the map. If there is only one player remaining in play, that player wins. Otherwise, the game continues.

People Types Key

| | | | |
|-----------|-----------|--------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 | La | Lawyer | eats a lot of food (3 per turn); can impose “legal troubles” on other tribes; can be counter-acted by having enough of your own lawyers; each turn a Lawyer is in a non-Urban area roll d6 and on 2 or less he dies |
| 3 | Sc | Scientist | for each Scientist you have, for every 4 food grown normally (by farming or hunting) an additional 2 food is yielded; each turn a Scientist is in a non-Urban area roll d6 and on 1 or less he dies |
| 4 | A | Artist/ Entertainer | each turn for each Entertainer you have roll d6 and on 3 or less gain 2 food; if rolled 6 he dies (drugs, plane crash, shooting at party) |
| 5 | E | Engineer | builds things. builds what? TBD |
| 6 | H | Hunter | produces food well in forests or water (latter via fishing) |
| 7 | F | Farmer | produces food well in grassland |
| 8 | So | Soldier | good at fighting |
| 9 | G | General | if any present in battle, -1 to same tribe soldier attack die rolls; or +1 if a same tribe soldier is defending (being attacked) |
| 10 | D | Doctor | increases birth rate and reduces starvation deaths each turn a Doctor is not in Urban roll 2d6 and he dies on 3 or less |
| 11 | Le | Leader | when births occur, for each Leader you have you may choose the type of 1 newly born person -- except you may not choose Leader |
| 12 | I | Inventor | invents new tech (unlocks new abilities & building types) -- TBD |

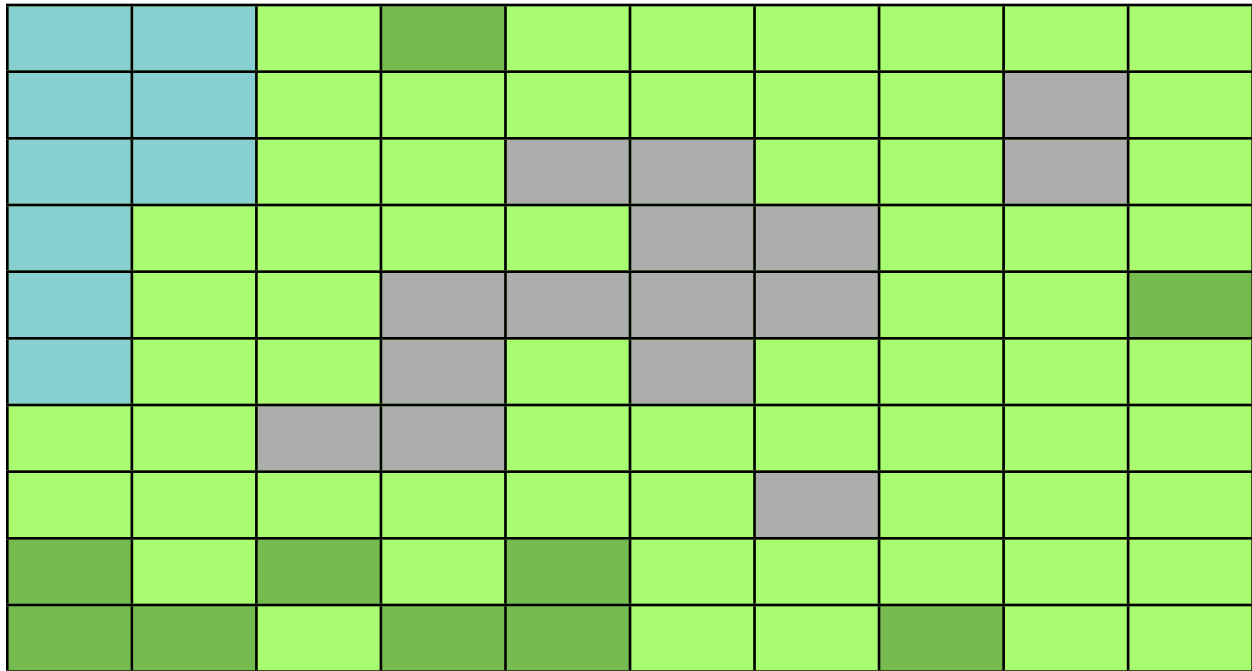
Terrain Key

| Water | Grassland | Forest | Urban |
|-----------------------------------------------------------------------------------------------------------------|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|
| up to 1 Hunter here grows 4 food per turn; each turn each Hunter in water may die -- roll d6, dies on 1 or less | up to 1 Farmer here grows 3 food per turn | up to 3 Hunters here grow 1 food each per turn; if 2 Hunters present, +1 food total is yielded; if 3 Hunters, +2 food total is yielded | |
| impassable except by Hunters | | | newly born Scientists and Lawyers must be placed in an Urban area |
| pop limit 1 | pop limit 4 | pop limit 3 | pop limit 6 |

Food Stockpile Tracking Table

| | | | |
|--|--|--|--|
| | | | |
| | | | |

The Map



Credits

design by Mike Kramlich
playtesting by Mike Kramlich
suggestive winking by Penelope Cruz
commanding voice by Ricardo Montalban as Khan
published by ZodLogic Games (*if you could call it that*)

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THE END