



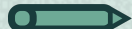





# RIBBON OF BONE

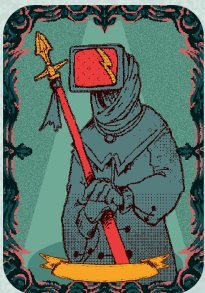
## INTRO

*The demon court stirs unendingly. In their apathy and indecision the three lords have left all their constituents to run amok, forever caught in a perpetual stalemate of fury. The demon parties need to be swayed if they ever hope to escape. Calling upon a champion to inject yet more chaos, the Lords plead that anything must be done, things cannot continue in this unrest. You must now grow your constituency to sway the demon court, or clear it to complete stillness.*

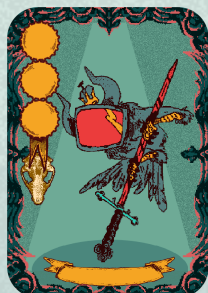
## COMPONENTS:

- |   |  |
|---|--|
|  Imprisonment envelope x 1 |  Player coin x 2      |
|  Notebook x 1            |  Memory tokens x 10 |
|  Pencil x 1              |  D4 x 1             |
|  Clamp Tracker x2        |  Circle Tracker x2  |

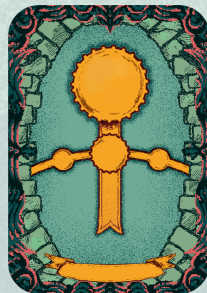
## THE DECK (25):



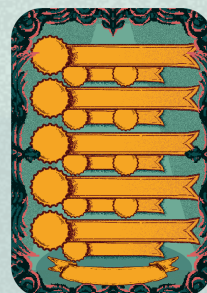
IDENTITY CARDS X3



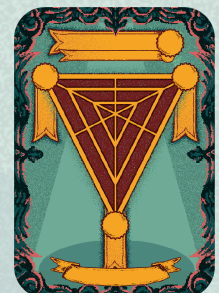
MARQUIS CARDS X12



COURT CARDS X 6



SCENARIO CARD X1



ALIGNMENT CARDS X2

## SETUP:

•To start a game of RIBBON OF BONE, begin by opening the notebook to an empty page and choosing an identity card to represent your character.

•Pick whichever speaks to you and give yourself a name. Lay out your identity card with an Alignment card with the Favour side up. Lay out the Scenario card nearby. Set the remaining identity cards aside.



<p><b>NAME (DINGO)</b></p> <p><b>MEMORIES :</b> Balance, loss, time, gravity</p> <p><b>SCENES :</b> 3-4, 2-3(no), 2-1(yes), 3-2</p>	<p><b>OPPONENTS:</b> decurbia, amon, ganigm, machoisia</p> <p><b>HEALTH:</b> 10 10 10 10 7 8 9 7 4 3 5 4 2 1</p>
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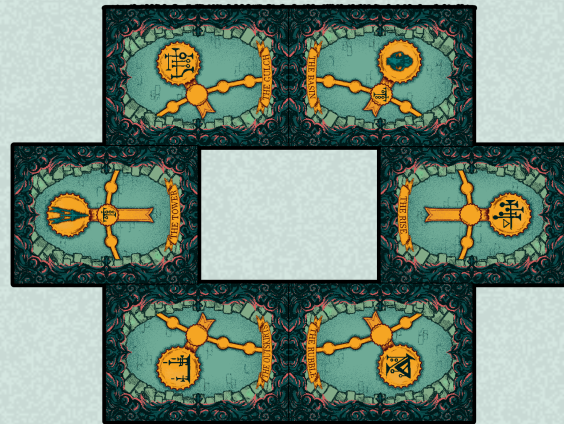
•Use any format you prefer in your notebook, but please mark out sections for:  
Your name, Memories, Number of Scenes done, Opponent, Opponent Health.  
(Left: example sheet)

•Shuffle the Court cards. Draw and place the first Court card and place your player token on it. Then draw and lay out the rest following the arrangement seen to the right. The Court cards should form a loop.

•Separate the Marquis deck into 3 piles according to their lord (as shown on the back). Shuffle each deck and set them to the side.

•Draw one card from each Demon Marquis deck. These three will be your starting Constituents.

•Set your health to 14 either with the clamp tracker or notebook, and place a circle tracker in the middle of your alignment triangle.



## PLAY & MOVEMENT

Players in RIBBON OF BONE move around the court to grow stronger and hunt down the demon marquises.

### Turn Structure

Each turn starts by rolling the die to determine what actions are available that turn or what is encountered. Then you decide how to proceed.

**The results of the die roll correspond to different events as follow:**

#### **1: A stillness**

*Stagnant air fills the court, you pass undisturbed.*

You may move to a new card without placing a memory token this turn.

#### **2: A thought**

*The halls instill reflection, a thought enters your mind.*

Choose whether to indulge your Thought first. Should the Thought be followed, roll again to determine which Thought on the scenario card to resolve.

#### **3: An opportunity**

*Something in the room catches your eye, a flicker of light or the footprints of those past.*

Roll again to determine the Decision that presents itself on the scenario card and choose whether to resolve it.

#### **4: An encounter**

*A darkness fills the hall, shadows dance on the walls and the wailing static is heard in your head.*

You may face the demon marquis that appears before you. Draw from the Marquis deck corresponding to the court card you're on. (A Lord icon is on one side of each court card to mark the corresponding deck (can flip it over to check if needed)) If that deck is empty, draw from a random deck.

Once the die has been rolled, you may choose to follow the opportunity it presents. **OR**

Move to a card adjacent to your current position. Should you move, leave a memory token on the card you just left.

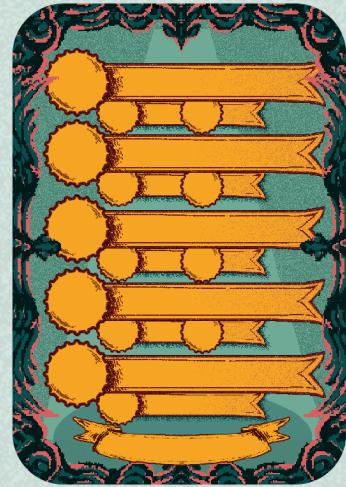
**You can only run for so long:** If ever there are 4 memory tokens present in the court, at the end of your turn, you **MUST** encounter a demon marquis.

## THOUGHTS AND DECISIONS

Each time you perform the thought or opportunity action, refer to the thoughts/decisions deck.

Each thought and decision corresponds to a sequence of dice rolls: the left number represents the first roll and the right represents the second roll.

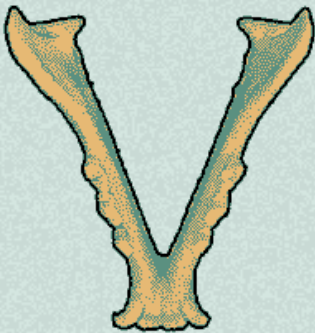
You must always choose to follow through with a thought before rolling the die again. When rolling an opportunity, roll again to determine the decision that is available to you.



To follow a thought, choose one of the options listed below. Once you have answered your thought, attune yourself by 1 to the Lord associated with that answer.

When following a decision, write down the icon from that decision in the Memories section of your notebook.

After following the Thought or Decision, write down either the code or an icon in the Scene section of your notebook. Then place a Memory token on your character sheet.



### V PROMPTS:

If you engage a thought or decision while 5 memory tokens are on your character sheet, ignore your second roll and follow the V thought or decision listed below instead.

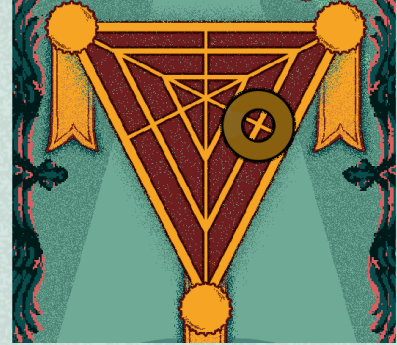
**V THOUGHT:** Give yourself a free memory or attunement of your choosing and indicate it in your notebook.

**V DECISION:** Heal up to 15 points **OR** flip your attunement back to Favour if you are in Wrath.

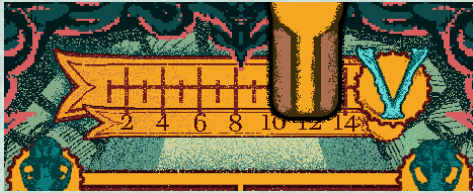
## THE ATTUNEMENT TRACKER

The attunement tracker is found on the card titled THE FAVOUR / THE WRATH. The attunement tracker determines your attunement bonus when in combat and determines certain aspects upon ending the game.

The attunement tracker can be read by determining distance from the middle to any specific corner. Each corner represents a Lord. When the token is between a Lord and the middle, it has a positive attunement with that Lord. When the middle is between the token and a given Lord, it has a negative attunement with that Lord. When the token is between two Lords and not in the middle, then it has a positive attunement with both those Lords (this always results in a negative attunement with the remaining Lord).



In the example to the right, the tracker represents a positive attunement to the right and down, and negative attunement to the left.



### THE HEALTH TRACKER:

The health tracker widget is used on the tracker card to represent your health. The widget can be attached to the top of the card and moved up and down the health bar. Your health persists between combat encounters.

Alternatively, you can track your health with your notebook. (ex left: sitting at 14 health)

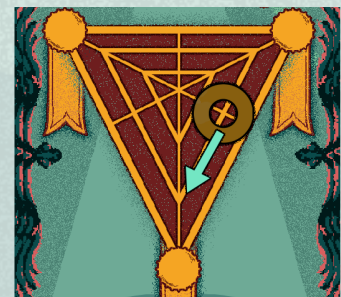
### ATTUNEMENT:

When a player is positively attuned to a Lord, they will get +1 to any attack values with constituents of that Lord. When a player is attuned completely to a Lord (their tracker is on the Lord's corner), they will get +2 instead.

When a player is negatively attuned to a Lord, they will receive +1 damage whenever being attacked by a stray marquis of that Lord.

### SHIFTING ATTUNEMENT:

Whenever receiving an attunement point, move the token along whatever line leads to the Lord that is bestowing the attunement point. In the example to the right, the tracker shifts toward the lower corner by 1, and if it shifted down again it would be completely on top of the lower corner.



## COMBAT SETUP

*Throughout the halls of the demon court, many find themselves in endless toil and battle. Traditional debate always ends in bloody combat.*

Combat can present both a challenge to overcome and an opportunity to align more demons to your cause.

### COMBAT SETUP:

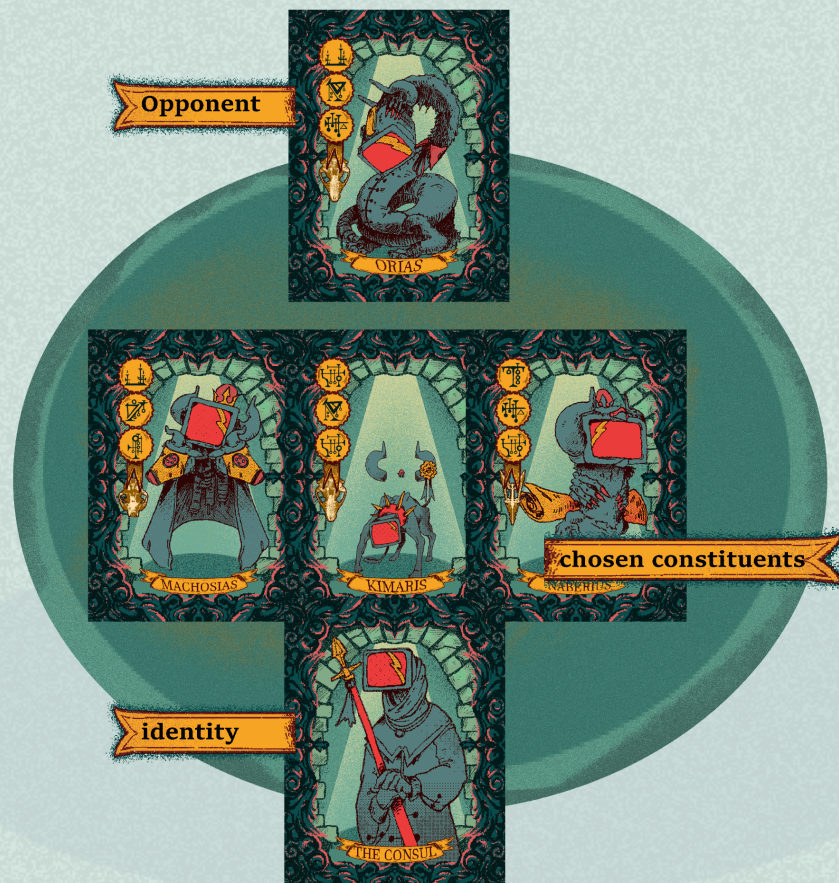
To start combat, draw a Marquis from the deck corresponding to the Lord of the card you are currently standing on in the court.

If this deck is exhausted, choose a random deck to draw from instead. The Marquis drawn will be your opponent (place them face up in front of you).

Write down in your notebook your opponent's name and give them a starting health value of 9.

Then choose up to 3 Demon Marquises from your constituency to fight with.

Begin combat.



## COMBAT

Combat is done in turns with 6 phases:

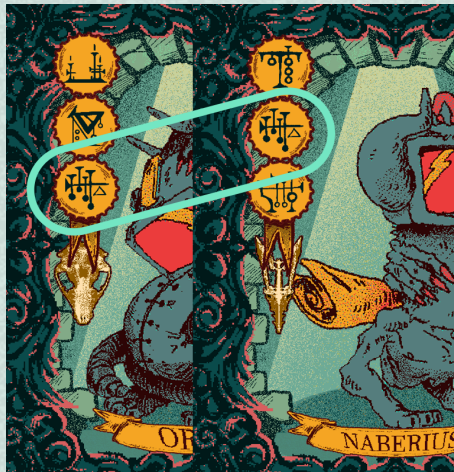
**1. Prediction | 2. Shuffling | 3. Binding | 4. Action | 5. Resolution | 6. Reaction**

**1: Prediction:** Roll the die to determine what attack the stray Demon Marquis will perform. Each of the 3 icons present on their card represents their attacks. (icons covered on pg 9)

Ex. should a 3 be rolled in the prediction phase, your opponent will be performing the ability at the bottom of their list.

Rolling a 4 always results in a Basic Attack. By default, it deals 1 damage, but can be modified by certain abilities.

**2: Shuffling:** Select two of your chosen Constituents, these will be your prosecuting party this turn. The third Constituent will be your Binder for this turn. A constituent cannot operate as the Binder two turns in a row.



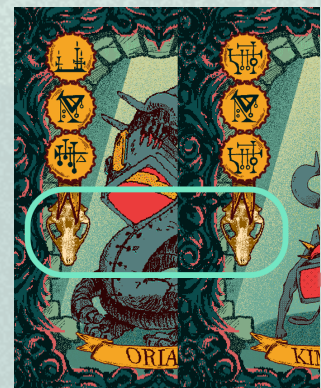
**3: Binding:** Line up your Binder next to your opponent. If there are any icons on your binder that match, you may Bind that icon.

To bind: place a memory token on the icon that is being bound. There are always 4 icons to bind: the three attack icons and the Lord icon below.

When an attack is Bound: should that number be rolled in the prediction phase, your opponent will instead operate as though they rolled a 4. If you bind the currently predicted ability, turn it into a 4. Binding a Lord icon does not prevent basic attacks.

In the example above, Naberius binds Orias's Time icon, and below, Kimaris binds Orias's Lord icon.

**4: Action:** Action is determined by a series of two rolls to combine abilities. To begin the action phase, roll the die once and then select which of your attacking constituents to attribute this attack roll to. Then roll the die again and immediately attribute that attack roll to your other attacking constituent. You will be combining these two attacks as your Action for the turn.



## COMBAT CONT'D

**5: Resolution:** Determine the damage dealt by both yourself and your opponent this turn. Update your opponent's health value in your notebook. Shift your health tracker on your attunement card or in your notebook to reflect its new value depending on which you opt to use.



**6: Reaction:** It is likely you'll have a few memory tokens present in the court or written down in your notebook. You may spend any one of the memory tokens that occupy the court, or any ability icons marked down in your notebook can be spent during the reaction phase. Using one of these memories results in binding any single matching ability icon or lord icon on your opponent. Whenever using a memory token from the court, flip that card to its other side. When using a memory from the notebook, cross it out as it has been spent.

In the example left, spending a memory from The Outskirts can bind Orias's Loss icon.

After the reaction phase, a new turn will start with the Prediction phase.

**ENDINGS:** combat can end in 3 ways: Your opponent loses all health (victory), you lure your opponent through a full Bind OR you lose all health (loss).

**VICTORY:** heal yourself for 2 (health persists between combat), attune yourself to your opponent's Lord by 1.



**FULL BIND:** if all 4 icons on your opponent's card are bound at once, you have successfully captured your opponent! You may now add it to your constituency and choose to use it in combat in the future. Continue by following the same rules as if they have perished.

**LOSS:** flip your attunement card over to The Wrath and reset your attunement to the center. If you lose all your health while your attunement card is already in The Wrath then this counts as a loss, refer to the ENDING page for death and loss.

Afterward, for each Memory token occupying the icon of a Lord in the court: These each move the attunement tracker by 1 toward the associated lord. Return the tokens to their bag and flip the court card to the other side after spending them.



## ABILITIES AND COMBINING

*Each Marquis adapts to their environment and bears a set of curses nurtured by the court.*

There are 7 abilities a marquis can possess. Each has their own effect when being used



### BALANCE

Deal 2 damage and reduce each instance of incoming damage by 1.



### TIME

Deal 4 damage and increase each instance of incoming damage by 1.



### CONSTRUCTION

Passive: increases basic attack damage by 1 at start of combat (stacks).  
Passive removed if Bound.  
When rolled: deal total basic attack value -1.



### GRAVITY

Roll the D4, deal damage equal to its roll.



### RELIANCE

Copy your opponent's first action this turn and deal 1 damage. Negated if your opponent also uses Reliance.



### SUPPORT

Roll the D4, heal self by its roll, divided by 2, rounded up.



### LOSS

Reduce each instance of incoming damage by 2.



### BASIC ATTACK

Deal 1 damage + bonus from your alignment + any Construction bonus.

## ENDING

*Just as there is a beginning,*

### SURVIVAL | VICTORY

*Your presence in the court was desperately needed and ended almost as soon as it began. Though the term may have been short lived and the loop continuing ever onward, there may be some solace in moving the needles ever so slightly.*

**Escape:** You may open the imprisonment envelope and remove ALL of the demon Marquis cards of the Lord you are most attuned to. If there aren't any of your most attuned Lord present or you are attuned to multiple lords, you may choose any Lord.

**Unleash:** Now, for all future playthroughs, whenever shuffling the Marquis Decks during the setup phase, shuffle any unused Identity cards into the associated Marquis deck.

Whenever you reveal a rogue Identity:

Draw one more card from that Identity's Marquis deck, and one card from a random

Marquis deck. (if the Identity is the final card in its Marquis deck, draw from other decks randomly to draw up to 2 cards. Otherwise if it's the last card in any Marquis deck, finish the game with a victory.)

Combat will then play out against the two Marquis drawn this way. During the prediction phase roll for the first Marquis drawn then roll again for the second. These two Marquis will be combining abilities for that round of combat.

Combat against an Identity cannot result in aligning a Marquis to your own constituency, but can instead end by aligning the Identity to your constituency. To do so: bind 6 icons total across both opposing Marquis.

An identity aligned to your constituency cannot be used in combat, but is worth 2 Marquis to a victory by constituency size.

### DEATH | LOSS

*Your efforts at self preservation may have been in vain, your goals may have been too grand, or your apathy may have caught up with you. Regardless of the cause, your life has been lost and your constituents have been left to reap the Wrath left by your passing.*

**Capture:** any constituents you have of the Lord you are most attuned to will be placed in the imprisoning envelope. If you are equally attuned to multiple lords, choose the one with which you have the most constituents. Otherwise, choose one at random.

## AFTERWORD

howdy howdy, how's it hanging  
hope you have fun with the game!

ribbon of bone currently exists as a living project (this is its alpha release state (!)), and there's going to be updates in the future!

for now tho, mostly wanted to put a bunch of stuff i think is cool/exciting together and make something that looks like a weird little thing. it might not be super polished atm but i hope some of the ideas in here are at least a little bit neat!

balance/rules updates and 2 Player rules are on the way, either follow me on tumblr [@downtownhipcheck](#) or on twitter [@quruqura](#), or check [reachoutgames.com](#) for more info in the future.

might look into a proper release or somethin in the future, so stay tuned for that also!

main thanks to Ian Czajczyc for proof reading some of the rules and thanks to everyone who playtested, been fun throwing this together.

~drain

