

BARDWOOD GROVE



FINAL FRONTIER
GAMES

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Reviewers: If you like what you see, please mention who worked on it, it's the only way to spread the word that rulebooks need to get better. If there is anything, even little, that you would like to see changed or improved, please let me know. Rulebooksforyou@gmail.com

Player Board Setup

Each player chooses a color and takes the following matching-colored components:

- 1 Player board,
- 1 Song and 1 Volume tracker;
- 7 Badges,
- 8 Runes,
- 1 Boat



- Place 2 Runes covering each *unlockable* bonus spot around your Tempo wheel.
- Place your Song Tracker between the 2 movement and 1 movement icons (at 'noon').
- Spin your Tempo wheel so the printed icon points towards the top-right area (1-movement area).
- Place your Volume tracker on "2" of your Volume wheel.
- Place one Badge on each Badge spot on your player board.



A components section will be added in the final version; however, despite this, the game should be easily playable as all components are pictured as they first become relevant. If this is not the case, please let us know! My vision is that you shouldn't have to flip back and forth to the components section to see what something is.

As you go through setup, please be mindful that not all components will be used your first game, as new content is unlocked for future games as you play. Do not open any envelopes or use their contents until they are unlocked (see the accompanying 'Unlockable Content' page).

Each player takes a unique starting deck of 9 cards:
(choose one of the depicted icons, then take all cards showing that icon).



Each deck consists of:

- ★ 1 **Improv** blue-banner card
- ★ 1 **Fan** red-banner card
- ★ 1 **Instrument** pink-banner card
- ★ 6 **Action** orange-banner cards

Return any remaining starting cards to the box.

- Take the corresponding Character card and Bard meeple (according to the symbol pictured on your starting cards); place them both on your player board.
- Place your **Super Fan** face-up in your discard pile (above your Player board).
- Place your **Instrument** face up to the right of your Player board.
- Shuffle the remaining 7 cards into a face-down deck; place it on your Player board.
- Draw 2 cards (from your deck into your hand).
 - If you draw the blue-banner Improv card, immediately place it face up to the right of your Instrument card, then draw another card.

Market Deck Setup

Improv Cards

- Construct 2 identical decks of (blue) **Improv cards**, each consisting of the cards pictured to the left. Shuffle each separately, then place one deck face up on each **blue-banner Market spot** on the main board.



Action Cards

- Construct 2 identical decks of (orange) **Action cards**, each consisting of the cards pictured to the left. Shuffle each separately, then place one deck face up on each **orange-banner Market spot** on the main board.

When you have more cards unlocked, randomly determine what 6 cards to use for each type (then form two identical 6-card decks for each type). Return the remaining cards to the box (if any). Alternatively, you can choose to add them all in (using decks larger than 6 cards each).



Legend Setup

Shuffle together all **unlocked Tier I Legends**, then randomly:

- ★ Place one face up, then
- ★ Place four in a face-down pile next to the face-up one. Return the remaining Tier I Legends to the box.



Repeat the above procedure for **Tier II Legends**, and then for **Tier III Legends**.

When done, you should have 15 Legends in total on the table, 5 from each Tier.



Form a supply of **Rangestones**, **Coins**, and **Songstones**. Other-colored Bardstones can be returned to the box... They are not needed until they are unlocked for a future game!



Top of Main Board Setup

Shuffle all **unlocked Fan cards** together (not including Super Fan cards) and place 12 randomly face up on their indicated spot. Return the remaining Fan cards to the box (if any).

Each player takes a Boat of their color and places it on the marked starting space of the Legend discount track (before the "0" space).

Place the Market boat between the two left-most card costs.

Place up to 6 **unlocked Motifs** randomly on their indicated spots, each showing their **non-VP crystal side**. For your first game, you only have the 4 Motifs pictured below to use. Return the remaining Motifs to the box (if any).



Place **5 VP crystals per player** into the (left) Act I VP crystal pool, and...

VP Crystal Setup

Place **7 VP crystals per player** into the (right) Act II VP crystal pool.



Event Setup

For a Short game, place 4 VP in Act I, and 6 in Act II per player instead.

Shuffle all **unlocked Events** together, then place one randomly face up on the Act I and Act II Event spots. Return the remaining Events to the box.

Leave any remaining VP crystals to the side; they will be used at the end of the game.

Also, read the Act I Event (the left one), it is active as soon as the game starts!

Creature Setup

There are 5 Creature pile spots on the main board; each can be identified by the green banner.

Boss Creatures have a 7 or higher Melody cost to Soothe them.

Shuffle all **unlocked Boss Creature cards** together, then place one randomly face up on each Creature spot of the main board. Return the remaining Boss Creatures to the box (if any).

'Normal' Creatures have a 6 or lower Melody cost to Soothe them.

Shuffle all of the **unlocked 'normal' Creature cards** together and place 2 randomly face up on each Creature spot, on top of the already placed Boss Creature. Return the remaining Creature cards to the box (if any).

The first player is the one who can hold a note the longest (or determine it randomly).



Objective of the Game

In Bardwood Grove, you are a Bard trying to gain glory and renown through your cleverly crafted songs. Green VP crystal tokens provide immediate gains, while Blue VP crystal icons are scored at the end of the game. You start each turn with 2 cards in hand. You then discard one card to spin your Tempo wheel, and play the other into your Song (your tableau to the right). Once your Tempo reaches a certain point, it's time to Sing! Use the cards in your Song to activate various locations around Bardwood Grove.

There are many ways to make a living and gain renown as a bard: Soothe creatures and Boast about it, Perform for fame and fans, do odd-jobs for money to improve your Songs, Challenge other bards for their Badges to gain powerful rewards, or tell impressive Legends that help shape the society of Bardwood Grove.

Your Turn

(a quick look)

1. Composition (page 3)

- Play 1 card to your Song with no immediate effect.
- Discard 1 Card to gain the benefits at the bottom of the card.

2. Singing (only if triggered, page 4)

- Interact with Locations and Bards if triggered by your Composition dial passing clockwise over your Song token.

3. Downtime (page 9)

- Draw until you have 2 Skill cards in your hand. All other cards (Improv, Fans, Creatures) are immediately played when drawn, then the next clockwise player takes their turn.

1. Composition

You have 2 cards in hand; with those 2 cards, in any order, you must:

Play 1 card

Choose one of the cards in your hand and place it face up to the right of your right-most card in your

Song. Nothing immediately happens (you are preparing your Song for later Singing).



Play cards to the right

Your Song is the row of cards to the right of your player board.

Discard 1 Card

Choose one card in your hand to discard face up to your discard pile (at the top of your player board). Immediately gain all depicted benefits at the **bottom** of that card.

For example: On this card, you would gain 3 Volume and rotate your Tempo wheel 2 spaces clockwise.



Rotating your Tempo wheel due to the benefit on a discarded card is **mandatory** - you cannot choose to rotate it less! All other benefits are optional (unless otherwise stated).

Gaining Volume



When you gain Volume, move your Volume tracker that many spaces; but note, any Volume gained that would increase you total beyond 6 is lost (until an unlocked component changes this).

Rotating Tempo



The area that your Tempo wheel icon **ends** determines what you get. Each area provides Movement points, but additional benefits may become unlocked (see Covered Bonuses below).



In the depiction left, you can see that the Tempo wheel icon is currently in the '1-movement' area; if you discarded a card depicting this icon (rotate Tempo twice), you end in the '3-movement area' and gain 3 Movement points to spend.

Any Movement Points not used this turn are lost (see movement on the next page). Tempo wheel movement may trigger Singing your Song, see the next page.

Covered Bonuses



Once both Runes are removed from a spot, you receive the uncovered bonus in addition to the Movement Points (when your Tempo wheel's icon ends in that area). You can remove Runes by Performing (page 7) and telling Legends (page 8).

Immediately gain the depicted coin, crystal, or 2 volume.



Gain 1 additional movement point this turn to use.

Your First Turn

During your first turn, choose a starting space for your Bard and place it there. There are two spaces you can choose from as pictured to the right. Also, **during your first turn only**, deduct 1 from the Movement points you gain (during Composition).

You don't move onto Locations to activate them, you move adjacent to them on areas that are outlined by white lines (each which is adjacent to multiple Locations).



Preparing to Sing

Anytime your Tempo wheel's icon spins **clockwise** past your Song tracker (from the 2-movement area, to the 1-movement area, see below),



move your Song tracker to your Song (to remind you to Sing your Song during your next Phase 2. Singing). If the Song tracker has already been moved when this happens, ignore moving it again - you can never Sing a Song more than once a turn.

- This can happen during Downtime/ not during your turn; if it does, you will Sign your Song during your **next** turn, during your next 2. Singing phase (regardless of what happens on your next 1. Composition phase).

If Singing isn't triggered, skip the next Singing section and proceed directly to Downtime (page 9).

Movement

For each **Movement Point** you have, you have two options; either move your:

Bard to an adjacent space (not diagonal).

Boat to the next space (upwards).



You can divide your Movement Points between these two options however you like. Boats can share the same space with other boats, and Bards can share spaces with other Bards.

2. Singing

To the right of your player board you have been playing cards into your Song; now, all of them activate, in **any order** you choose!

During Singing (and only during Singing) you can:

- Interact with Locations on the main board (see the following pages) by using the resources gained from your Song's cards and/or
- Exchange badges (Page 8).



Optionally, you may pay the cost in the middle (in this case, 2 Volume) to gain the bottom (in addition, or just by itself).

All effects are one time each, unless it shows otherwise. This icon tells you it can be done any number of times. If it shows a "x2", you may do it up to twice.

- You can pay any optional costs in any order. This includes gaining Volume from other effects, then coming back to pay later - even after using the top part of a card. You don't need to use a card fully all at once.
- No icons' benefits are mandatory (pick and choose what you want to use).

After performing all of your Song effects and Location actions (that you wish to), **discard** all of your Song cards **except your** (pink banner) **Instrument card**, return your Song tracker to your Tempo wheel, then proceed to 3. Downtime (page 9).

Activating Locations

You can activate each adjacent Location **once** while Singing (Rangestones allow non-adjacent Locations to be activated, page 10.)



When a Location with cards runs out, you can still activate it! Just follow what is printed. You can still only do each Location action once per turn.



Pay 5 Melody to gain 1 VP.



Pay the current cost to buy a card, but instead gain 1 VP.



When you gain a Fan card (from any effect), gain 1 VP instead.

Actions on the main board include:



Perform:

Gain Fan cards and unlock Tempo wheel bonuses (page 7).



Legends:

Activate end-game VP opportunities (page 8).



Soothe a Creature:

Gain Creature cards for your deck (page 6).



Assist:

When you can't fully Soothe a Creature (page 6).



Challenging Players:

Take your opponents' Badges (page 7).



Buying Cards:

Gain new cards for your deck (page 7).



High Note Bank:

Gain coins or Badges (page 7).



Motifs:

Gain a varying benefit (page 8).



Boast:

Cycle your Creatures back into your deck (page 7).

Resources are not limited (use replacements as needed).

Badges

You start the game with 7 Badges on your player board. When you need to remove one of your own Badges for any reason, they must be removed from **left to right**.

- If you ever gain one of your **own** Badges back (for any reason), do **not** put it back on your player board; instead, remove it from the game immediately with no further effect.
- If you ever gain any **opponents'** Badges (for any reason), keep them on your Character card (not your Badge track).

Only opponents' Badges can be spent for Bonus effects!

- While **Singing your Song only** (page 4) - at any time during your Song - discard Badges from your Character card for bonus effects - those depicted at the bottom of your Character card (return the discarded Badges to the game box - they can never be acquired again during this game).



Return any 3 Badges to the box to **gain 4 VP Crystals**.

Return any 2 Badges to the box to **Activate a Motif** (page 8).

Return any 1 Badge to the box to gain 1 Songstone **or** 1 coin.



Paying a Cost



Melody



Lyric

Melody and Lyric is gained virtually when you Sing your Song; if you pay a cost that requires them, subtract from your virtual total how many you used to pay the cost.

Melody and Lyric disappears at the end of your turn... You have no way to save it (at least not unlocked at the beginning of the game...).

You can supplement a Lyric or Melody cost by discarding **Songstones** (for each discarded, gain 1 Lyric or 1 Melody).

If a cost is a Songstone, you must pay a Songstone - you can't pay with Lyric or Melody.



The "slash" means OR.

Any action with an arrow can be activated once: Pay the **cost** to gain the **benefit**.



If this icon is above the arrow, you can repeat the action and number of times.

Events and VP Crystals

When you gain VP crystals, you take them from the Act I (left) VP Event pool.

Once all VP crystals are gone from the left event pool:

Any remaining VP crystals (if needed) are immediately taken from the **right** pool and...

The end of Act I is triggered.

- The Act I Event ends **after** the current player finishes their turn (but before the next player starts their turn). Resolve its effects, then read and start applying the effects of the Act II event.

Once all VP crystals are gone from the right event pool:

Any remaining VP crystals (if needed) are immediately taken from the reserve supply, and the **End of Game trigger** (page 9) has been activated.

Concerning the Aggressive Creatures Swarming Around the Grove

Bardwood Grove is well-known for its warm acoustics, friendly demeanor, valuable crafting bardwood, and precious Bardstones with resonant properties. Unfortunately, this also means the Grove can get a little noisy. When that noise rumbles into the forest and beyond, creatures big and small are sent into a frenzy. They become intent on locating the source of the sound and silencing it. Talented bards volunteer to Soothe the creatures with a charming melody and return them to their natural states. It's a win-win for the Bards - they get to protect the town and brag about it for renown!

Assist

Assisting a Creature allows you to place one of your own Badges on a Creature to gain a benefit later.

To Assist a Creature, you must:

- Be adjacent to the Creature (or use **Rangestones**, page 7).
- Pay Melody equal to the Cost shown on the **top-right** of the Creature, then place your left-most Badge on the Creature.



When another player Soothes this Creature, only then you'll gain the Creature's benefit shown at the bottom of the Creature (you gain nothing immediately when you Assist).

You can't place other player's Badges on a Creature; and when you run out of your own Badges, you cannot Assist anymore.



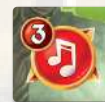
Only if you see this below the Soothe cost on a Creature: **For Each Badge** (owned by any player) on the Creature card, the Soothe Cost is **reduced by 1** (the Assist cost is never reduced).

Soothe

Soothing is kind of like attacking them - but you're not hurting them - and they join you (as a card) in your deck afterwards!

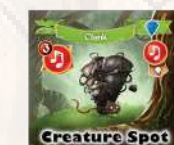
To Soothe a Creature, you must:

- Be adjacent to it (or use **Rangestones**, page 7).
- Pay Melody equal to the Cost shown on the **top-left** of the Creature.

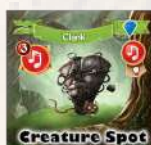


After paying the cost to Soothe, check and do the following **in order**:

- If the player who Soothed it has their own Badge on the Creature card:
 - Immediately return the Badge to the game box with no effect. (The player who Soothed it will does not get the bonus non-soothing players with a Badge on it receive)
- If there are any Badges left on the Creature (from non-soothing players):
 - Each player who has a Badge on the Creature immediately gains the bonus at the bottom of the Creature card (see right).
- The player who Soothed the Creature:
 - Takes all Badges (if any are left) on the Creature into their supply (keep gained Badges from your opponents on your Character card).
 - Gains the bonus at the bottom of the Creature card (see above).
 - Places the Creature card face up onto any one of their Creature spots (see below).



Creature Spot



Creature Spot

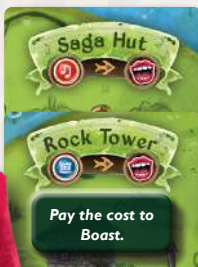


Discard

You may place a Creature on an empty spot, or on top of any number of Creatures already on a spot.



Boast



This lets you cycle your Creatures, so you can play them again!

Discard the top **one** card from each of your Creature piles (see Downtime page 10).

You can't discard 2 from one pile, even if the other one is empty.

Perform



Pay the Lyric cost for any **empty** Runestone spot; then:

1. Take any **one** Rune off your Tempo wheel (one covering a bonus spot).
2. Place it on the empty Rune spot (that you just paid for) and immediately take the shown number of VP crystals.
3. Take the top **Fan** card from the Fan deck (found at the top-left corner of the main board). Place it face down on top of your deck.

E.g., the first player to place a Runestone here can choose to pay 5 Lyric to they gain 2 VP crystals and a Fan card, and place a Rune.

Challenging Players



Challenge another player to take one of their Badges!



1. Choose a player that you **share a space** with (or use Rangestones).
2. Pay Melody equal to the visible **Melody** icons on their Badge track.
3. Take their **left-most** Badge.



High Note Bank

Gain Money or Badges!



Choose **one** option:

- a. Place your left-most Badge to gain coins equal to the **Market cost** (see Buying Cards above).
- b. Take **all** Badges that are placed here.

Buying Cards

Get some new cards for your deck!

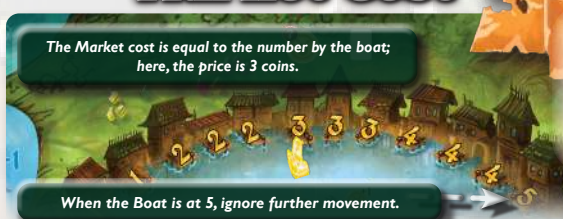
Pay the **Market cost** (see below) to take the top card from an adjacent deck and place it face down on top of your deck.

- You can buy up to one card from each adjacent deck.
- If you buy multiple cards during the same turn, a possible price increase will impact your second purchase.

Searching the deck:



Market Cost



Each time any player buys an **Action card** (orange-banner card) immediately move the Market boat to the next number right.

Legends



1. Choose a Tier of Legends.
2. Pay the indicated cost (for that Tier, with a possible discount):
3. Gain the indicated number of VP crystals.
4. Flip the top Legend from that Tier's face-down stack and place it face up (next to the other face-up Legends from that stack).
5. Choose any one of the face-up Legends (from your chosen Tier) to place any one of your Runes on. (This will activate the Legend for end-game scoring for all players.)



If you have a discount available, you may use it:

- Reduce the cost for your selected Tier by up to the value of your boat's current position.
- Then, move your boat back to the starting space (even if you couldn't use the entire discount). Any extra discount is wasted, you do not get a refund!



Each Legend can only have one Rune on it. A Legend with a Rune is activated and scored by everyone (at the end of the game).

Motifs



Pay the cost for your adjacent Location to choose one Motif (from the top-right section of the main board), then gain its benefit and flip it over (to its VP-Crystal side, leaving the Motif on the main board).



Gain the top Fan card (from the Fan deck, to the top of your deck) then **Boost** (page 7).

If it depicts a resource, simply take that many (from the supply).



Place one of your own Badges on a Creature (that doesn't already have one of your Badges on it already). You may repeat this once (to place a total of 2 Badges).



If you choose one depicting a VP crystal, count the **total** number Motifs showing their VP-crystal side (including this one), then gain that many VP crystals, then flip **all** Motifs depicting a VP crystal (to the non-VP crystal side).

*These are not used in your first game.



3. Downtime and Drawing Cards

First, draw cards until you have **2 in hand**. Anytime you draw a:

- **Improv**
- **Creature**
- **Fan**

You must **immediately play** it (then continue drawing).

- **After** you have 2 cards in hand, discard coins and/or Bardstones until you have no more than 12 in total. This limit of 12 coins and/or Bardstones in total only takes effect immediately after drawing cards at the end of your turn, i.e., you can have more than 12 any other time during the game.

The next player may take their turn simultaneously as you draw cards (but when it matters for the end game and certain Events, these cards are technically drawn before the next player starts their turn).

Improv

Place face up to the right of your **Song** (See page 3,4) with **no immediate effect**.

Nothing happens now, until you Sing your Song.

Creature

Gain the shown bonus (at the bottom), then place the card face up onto one of your Creature spots (see Soothing Creatures on page 6).

Empty Deck

If your deck ever runs out of cards, immediately shuffle your discard pile to form your new deck. (If you were in the process of drawing cards, continue doing so after.)

Fan

Choose **one** effect on the card, then place it face up in your discard pile.



End Game Trigger End Game Scoring:

When all **VP crystals** are gone from the right pool, the game end has been triggered.

- The current player takes 1 VP crystal (from the reserve supply) as a bonus for ending the game.
- The current player finishes their turn and **Sings their Song** (regardless if it was triggered or not, see Swan Song below). Then each other player takes their final turn (each Singing their Song during their final turn).

Swan Song

On each player's final turn, they Sing their Song (regardless of Song size or Tempo wheel progress).

Legends

Each player scores VP for each Legend with a marker on it, regardless of who owns the token.

Blue VP Crystals

Each player totals up any **blue VP** crystal icons shown on their cards (regardless of where they are), and those **visible** (uncovered) on your Badge track. (Half Blue VP crystals count as .5 VP each).

Green VP Crystals

Add up your total physical **green VP** crystals.

Sum up your total VP; the player with the most VP is the winner!

If there is a tie, the tied player with the most combined Bardstones and coins wins; if there is still a tie, the tied player who gained the most VP from Legends wins; if still tied, all tied players share the victory.



Bardstones

Rangestone

Songstone

When you are short on Lyric or Melody...



For each Songstone you discard, gain 1 Lyric or 1 Melody (you can repeat this any number of times).



When you want to do something at range...



If you discard one Rangestone, you can Challenge/Soothe/Assist something one space away.

If you discard two Rangestones, you can Challenge/Soothe/Assist something anywhere.



* Loudstone

When you have too much Volume...

Anytime, spend 6 Volume to gain 1 Loudstone.



(You can do this interrupting any Volume gain. E.g., you have 5 Volume to start, then you gain 4 Volume from one source: you gain 1 Volume, spend 6 Volume to gain a Loudstone, then gain the remaining 3 Volume.

Icons



* If you activate this icon, rotate your Tempo wheel counter-clockwise one space. This never 'cancels' a Song that was already triggered this turn, and you can never Sing your Song more than once a turn.

* If you activate this icon, choose a Motif to gain its benefit (with no additional cost, page 8)



* Unlockable content that is not available during your first game. In the final version, unlocked rules will be found on rule cards found directly in the envelopes with the new content.

Events

You can **not** spend any Bardstones for any Events' effects.





