

Home: Bound

The dynamic action
strategy game

An all-powerful reality bender seeks to quench its boredom by ripping apart the Earth throughout its timeline in order to gather fighters for his gladiatorial arena. From atop its citadel the Entity demands that his new contestants battle each other in order to win their freedom and a change to be taken back to their own time. No player goes free without a victory. Do you have what it takes to get back to your home, or will you be bound forever. This is Home:Bound.

Explore a shifting world in a battle of strength and wits in a bid to win your way back home.



Ages 13+



2-6 Players



**Playtime varies:
30 to 90 minutes**

Edition:
Capstone

Objective

Your goal in this game is to arrange the board according to one of the layouts on your Ritual cards. Each player starts with two ritual cards.

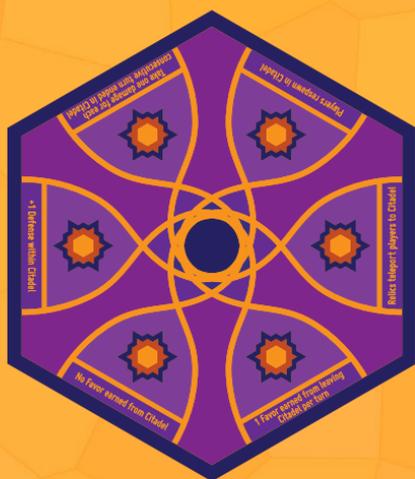
Components

Eras

These are the primary boards for Home:Bound. Each board has the same hex pattern on them, each of those individual hexes count as a space. The edge of each era is lined with **half-hexes**, a player can only land on these spaces if there is an adjacent that forms a full-hex space.

When a player is in a half-hex space they are considered to be in both Eras.

Each Era is color matched with its native character.



When a player uses a Relic to teleport they go to the Citadel. You cannot teleport back to a Relic from the Citadel.

Citadel

The Citadel is a special board where the Entity resides. The Citadel has its own additional rules that make it unique from the Eras.

The Citadel only counts as one space. It also does not have any half-hexes, meaning that a player cannot be both inside the Citadel and an Era at the same time.

When you are inside the Citadel you gain an automatic +1 defense each round.

However, each consecutive turn ended inside the Citadel will cause the player to lose 1 health.

The Citadel is where players respawn when they have been killed.

Players can only gain one favor per turn by leaving the Citadel, regardless of which Era they go to after leaving. The Citadel is also not worth any Favor when visited.

Components (continued)

Character Pawns

Each character pawn corresponds to one of the game's characters. The characters are from the different Eras in the game and are color matched to make it easier to tell who is from where.

Orange – Prehistoric
Blue – Ice Age
White – Rome
Yellow – Pirate
Purple – Modern
Pink – Future



+1 Attack



+1 Defense



+1 AP/Turn



+1 Hand Size and
Draw a card at
end of turn



+2 Movement
per turn



+2 Base HP

Relics

Relics are tokens that grant players the bonus written on them. Each relic starts off in the center of its native Era and has the same bonus as the character from that Era. The Relic gives its bonus to the native Character of the Era that it resides in.

Controlling your own relic does not grant you an additional bonus, and losing it does not take away your characters bonus.

To carry a Relic a player must move adjacent to it on the board and spend 2 AP to pick it up. It must be placed in their native Era before it gives its bonus to them.

Relics do not grant their bonus while being carried.

The Relic can be placed down in any adjacent hex at no cost. If a player is killed while carrying a Relic they drop it in the Hex they were standing in.

If the Relic is on a half-hex it is considered to be in both of the Eras. This means it gives the bonus to both natives.

Relics can be used to teleport to the Citadel. For a character to teleport they need to move into the same hex the Relic is in. You cannot teleport back to the Relic.

You cannot use a Relic you are carrying to teleport, it needs to be placed down first and then moved onto.

If all remaining Relics are gathered into one Era, the owner of that Era gains the bonus from each Relic, even ones that have been destroyed.

Components (continued)

Favor

Favor is the currency in Home:Bound. It is used to move the game boards around.

Players can choose to spend 3 Favor to move an Era or the Citadel adjacent to another board.

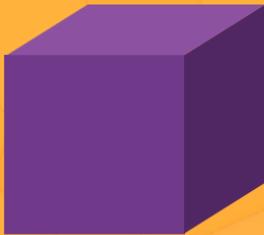
While boards can't be moved into empty space, a board can be stranded by moving all other boards away from it.

For ease of use Favor comes in different denominations.

There are two ways to gain Favor.

The first way is by exploration. Each Era that you visit during a turn gives you 1 Favor. You cannot gain Favor from visiting the same Era more than once per turn and you will only gain Favor once per turn when leaving the Citadel.

The second way is killing a player's character by reducing their current health to zero. When a player kills a character they gain 2 Favor and whatever Favor that character's player has.



Cube Markers

These are the small colored cubes. They are used to help players keep track of how much health and how many Action Points (AP) their character has left.

Place the markers over the icons for health and AP on the Character card.

Four Sided Dice (D4)

This is the black pyramid shaped die with four sides.

At the end of your turn pass the die to the next player.

Players roll the D4 every time they take their turn to gain between 1 and 4 Movement.

This movement is in addition to the default 3 Movement.



Components (continued)

Cards

There are multiple card types in Home:Bound.

The three main types of cards are listed below along with their sub-categories.

- **Character cards**

These cards dictate which character a player uses, what Era they are native to, and which bonus they start with.

- **Ritual cards**

Each player draws two of these at the beginning of the game. They have a layout for the board tiles on them. Players must arrange the board according to one of their ritual cards to win the game.

- **Playing cards**

These are what you will be playing with during the game. There are four types of playing cards.

- **Entity cards**

These cards are played at the beginning of the Entities turn.

Whoever plays first is in charge of making sure a card gets played. Unless the card specifies otherwise, Entity cards only affect the round they are played on.

- **Attack cards**

These cards can only be used during their users turn. Use these cards to deal damage to characters health.

- **Defense cards**

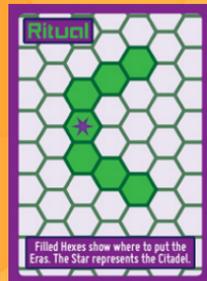
Players can use these cards at any time.

These cards are primarily designed to help characters survive attacks.

- **Time cards**

Players can use these cards at any time.

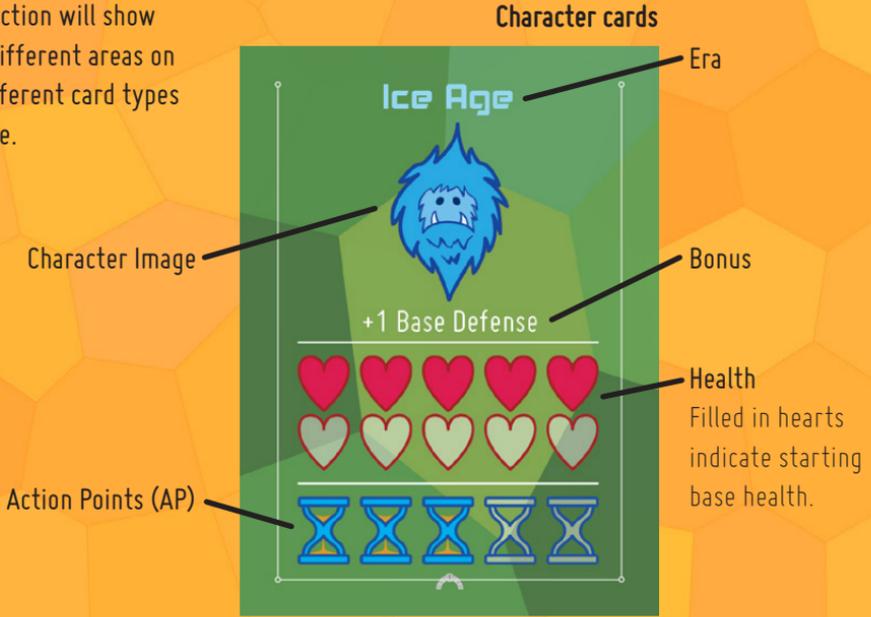
Time cards have a variety of uses and add a deeper level of strategy to the game.



Components (continued)

Card Breakdown

This section will show what different areas on the different card types indicate.



Entity cards



Components (continued)

Card Breakdown (continued)

Attack, Defense, & Time cards

Card Type
(indicates when it
can be used)



AP Cost

Card Image

Reality Switch

Title

Pick an opponent. Swap your hands
with each other.

Description of
the cards effect

Ritual cards

Card Type

Ritual

Empty area

Winning Board Layout

Citadel

Eras

Reminder Tip

Filled Hexes show where to put the
Eras. The Star represents the Citadel.

Setup

Layout the Game

Place the boards on the table and set them up with the Citadel in the center with the Eras around it. The location of the Eras does not matter, but the closer they are to the person using their native Character the easier it will be for them to play.

Once the boards are all placed, put the Relics in the center of their native Eras. Shuffle the Attack, Defense, and Time cards into one deck. Once shuffled split the deck in two and place the two halves so that no players will have trouble reaching a deck.

Player Hand

Each player starts their turn being able to discard cards from their hand.

After that they draw until their hand is full at 7 cards. The Pirate bonus adds a card to this max hand size.

Bonuses

Make sure everyone is aware of their characters bonus. This is listed on their Character card.

Bonuses for Health and AP are already reflected in the illustrations on their character cards. Attack and Defense bonuses are used once per turn.

The youngest player goes first. When playing consecutive games the second youngest player goes first the second game, the third youngest player for the third game, etc.

Shuffle the Entity cards and place them near the player who will play first each round.

Discarded cards go next to the deck they came from. If all the cards from a deck get used up shuffle both discard piles together and split them up again before placing the cards back on the table.

Get out the Favor tokens and place them on the table next to the two main decks.

Player Prep

Every player should draw the cards for their hand at the start of the game.

Players need to pick a character. If more than one player wants the same character whoever rolls higher on their D4 first gets their pick. After characters are picked players should take their characters card. Players also need to place their characters Pawn inside the Citadel. Each player should draw 2 Ritual cards. If you want the game to last longer only have players draw one. For shorter games have everyone draw extras.

Ritual cards should be kept secret as they are the win condition.

Players draw 7 playing cards (8 cards if they chose the Pirate character.)

Have every player grab their Cube Markers and place them on the character card over their starting Health and AP.

Playing the game

Playing a Turn

Roll the D4. Each player starts with 3 movement and rolls the D4. Add whatever they roll was to their movement for this turn. AP is set to their characters current maximum. Some players have more by default and some cards will reduce this for a turn. Players draw their cards at the beginning of their turn. Before drawing they are able to discard up to three cards that they don't want.

Then they draw as many cards as needed to get to their max hand size. Once a player has drawn their cards they can choose to move and play cards. Each hex on an Era takes one movement to move into, this applies to half-hexes as well. Action Points (AP) can be used to pick up Relics and play cards. Each card has its own AP cost, so plan what you want to do accordingly.

Make sure that players are awarded the proper amount of Favor for their actions. Refer to Page 3 for more information about Favor. Players cannot spend Favor on their own turns. It can only be spent during the Entity's turn. To end a turn the player must announce that they are finished with their turn. If the player has the Pirate ability they can draw a card at the end of their turn.



Playing a Round

Player one starts their turn first. After them the turn order runs clockwise around the table. Any AP used during a player's turn will remain used until that player's next turn. After the last player finishes their turn, but before player one takes their turn, the Entity has its turn.

The Entity's Turn

Start the Entity's turn by flipping over an Entity card from its pile. The Entity card affects the upcoming round. Then, players are able to use their Favor to persuade the Entity to move one of the Eras. It costs 3 Favor to move each Era. Players use their favor according to the turn order. Each player that has enough Favor to move an Era must either decline or move an Era in order. If a player decides to move an Era, each player will have another chance to choose to spend their Favor. Continue this phase until every player declines to spend favor. Once every player declines or is unable to move an Era the next round begins.

Additional Rules

Dying

A character dies when its Health is reduced below 1. Upon death the character will respawn in the Citadel with 1 less Base Health. So if a character starts with 5 Base health and dies, they will come back with

4 Base Health. If they die again they will have 3 Base Health. This continues until they have Zero Base Health. If a player has no way of preventing this final death they discard their hand.



Stacking Actions

When a player uses a card in response to another player's card, this starts a stack. Cards in the stack effect the most recent card used. As long as they have a relevant card any player can add to a stack.

Player Choices

Players do not have to use all of their AP each round. Players do not have to use all of their movement. Players are able to make their character abandon an Era by moving off an Era into the abyss. They lose their Favor, 1 base health, and respawn at the Citadel. If a player abandons an Era while holding a Relic it drops in the last full-hex that player was in.

Winning & Losing

Winning the Game

A player wins the game when they complete a board layout on one of their Ritual cards. It only counts as being completed if the Entity's turn ends while it is in their Rituals layout.

This means that if a player has the board laid out according to their Ritual card and another player spends Favor to move a board they have no longer completed their Ritual.



Losing the Game

There are two ways for a player to lose the game. If another player completes one of their Ritual cards then each other player loses the game. If a player dies and has been reduced to Zero Base Health they will no longer respawn. This effectively puts them out of the game. It is possible that another player will revive a player who has been killed though, so don't discard your Ritual cards if this happens to you.



The Story

A boring existence

In our universe exists an All-Powerful creature with reality warping abilities. It can manipulate matter at will, create something out of nothing, move planets and shift time. The Entity gives no name for itself, hoping to avoid being called a god. This Entity encourages its captives to simply refer to it in vague terms. It goes by not a name, but a title, as The Entity.

Having never found another being like itself, the Entity lives a very lonely existence and often gets bored.

Though he can do many things, such as colliding galaxies or detonating stars, it desires more direct interaction. So, the Entity created a game. This Entity lacked the appropriate players to carry out the game.

The Entity could just create creatures to pit against each other, but that would make them too predictable. A creature you create is not as dynamic as one you find. While the Entity's power is limitless, it is not

omnipotent and is therefore limited in the complexity of life that it can create. Besides it's much more fun to tear other beings from their lives. They always fight harder to get back what they've lost. This was the start of the abductions in what became the catalyst for the Entity's primary source of entertainment. Ripping holes in time it pulls people out of their realms, dragging a copy of the landscape with them to serve as their own personal arena. Relics of their time are often dragged with them and offer a reminder of the home they've been forced to leave behind. Though the rules of the game often have minor shifts, depending on The Entity's mood, the game always has one core objective. The contestants know that in order for any of the them to go home they must arrange their Eras according to the Entity's desires. Each player is given a different layout and set on their way. The Entity instructs them that in order to have him move an arena for them they must impress him with

their tenacity. The Entity imbues them with the tools they need to compete with each other for free, but if someone manages to collect all of relics that were dragged through into their home realm he will grant that person an additional bonus.

Simply observing the game is not enough.

The Entity also takes part in the battle in various ways, often changing strategies that combatants had planned to use in the process. Being so powerful has its downsides, after all, and he can easily tell the outcome early on if he doesn't throw a curveball into the mix. That's no fun, and what tension is there when there's a clear winner from the start? What is the point of gathering so many contestants if half of them give up right away?

Now he has gathered a new group, with you among them. Will you be bound to this place forever, or will you be victorious and return to your home. This is the spirit of the game. This is Home:Bound.

Credits

Developer Team

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Narrative Copywriter – Rob Reed

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David Baker

Thor, The Momma, & The Baby

Rachel Priest

Julie “Lilly” Harden

Rachel Roark

Thank you for playing

Legal

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Learn more

For gameplay examples and to learn more about Home:Bound and its creators visit our website at :

Reedesign.org