

# BARBARIA

## RULEBOOK

*Let us travel back in time, to the dark age of magic, when the men were brave and strong, and the women were dashing and beautiful. With steel in hand, they defied the odds, embracing death in their struggle for eternal glory.*

In Barbaria, players compete on an adventurous quest. They find treasures and companions and face ever larger monsters.

## COMPONENTS

14 Barbarians

Front side



Bottom: Skills

Back side



Defeated barbarian

96 Quests

Front side  
Top: Challenge



Bottom: Reward

Back side



Pinup

6 Dice: 2 blue, 2 red, and 2 yellow

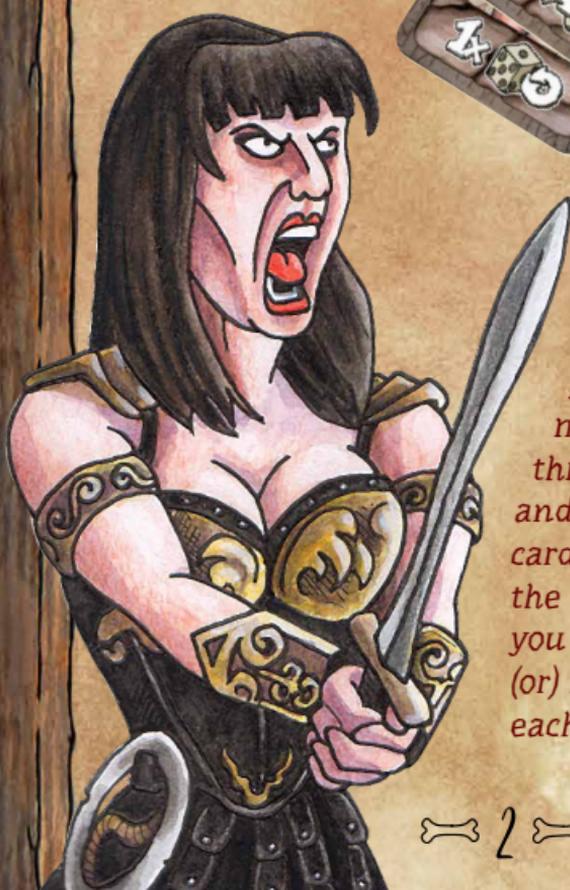
This Rulebook



## 👁️ SETUP 👁️

Shuffle the barbarian and quest decks separately. Put them face down in the middle of the table. Each player then draws **one barbarian** card and **two pinups** (back sides of quest cards) and places them on the table in front of them. The cards in front of you are called your display from now on.

### Three-player setup example



*During the game you will add a lot of cards to your display. It is recommended to split them into three stacks: your Barbarian and his items, single-use cards and runestones. Stack the cards in such a way so you can see the rewards and (or) skills at the bottom of each card.*

Pinups of player B



Barbarian of player B



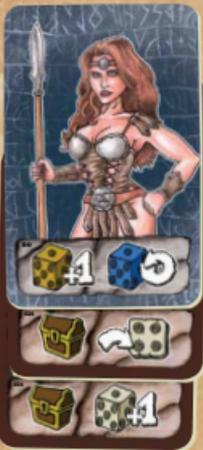
Quest deck



Pinups of player C



Barbarian of player C



## GOAL OF THE GAME

Players try to complete quests that reward **runestones**. In order to win, the player must collect at least one of the following:

- ◎ **four runestones of the same color,**
- ◎ **one runestone of each color,**
- ◎ **eight runestones in total.**

As soon as a player has the winning combination of runestones in their display, that player wins the game.

*When two players reach any of these conditions at the same time by defeating a boss (pg. 8), they both win.*

The game also ends when a Barbarian dies (pg. 7) and there are no cards left in the barbarian deck. In this case, the player who has the most runestones wins the game.

## STARTING PLAYER

Whoever is able to empty a horn in one draft without spilling a drop takes the first turn. Or roll one die each and the player with the highest result takes the first turn.

## PLAYING THE GAME

Players take turns in clockwise order. Each turn consists of three phases:

### 1. Choose a Quest

Draw a card from the *quest* deck. You may either accept this quest, or skip it to draw another one. On your turn you may draw up to four cards for free. If you want to draw more cards, you must discard one card from your display (except your Barbarian) before you draw each additional (fifth or sixth, etc.) card. If you cannot or do not wish to do this, you must accept the latest quest. You may not go back to the cards you skipped earlier.

If the quest deck is empty, shuffle the discard pile and build a new deck.

**Example:** During their first turn the player draws a card from the quest deck. It's a boss and the player doesn't want to fight it, so they draw another card from the deck. The new quest is much easier and the player can accept it, if they wish to. The player decides to draw another quest and then another one to try and find a quest with better rewards. The player doesn't really like the rewards from these cards, but to draw a fifth quest they will have to discard a card. Thus they decide to do the latest quest they've drawn from the deck.

Quest deck



1



2



3



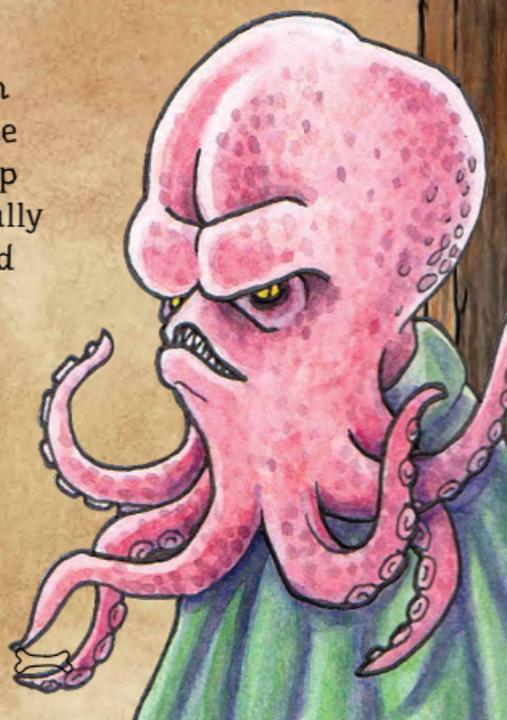
4



Revealed quests

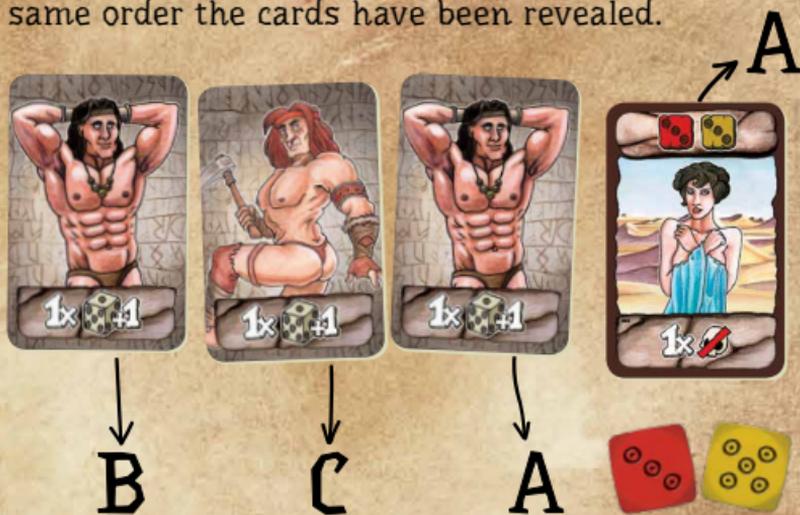
## 2. Solve the Quest

Once you have decided on your quest, try to beat the **challenge** (pg. 6) at the top of the card. You can usually do this by rolling dice and using your Barbarian's **skills** (pg. 10). On success you gain the **reward** specified at the bottom of the quest card. You may solve only one quest per turn.



### 3. End of Turn

Turn all skipped, failed or abandoned quests to their **pinup side** and deal them clockwise to all players (including yourself) starting with the player on your left and in the same order the cards have been revealed.



**Example:** On their turn in a three player game player A has skipped three quests. They beat the challenge on the fourth card and add it to their display faceup. The other cards are flipped face-down and dealt to all players. If player A hadn't beaten the challenge, player B would have received two pinups.

## CHALLENGES

(at the top of quest cards)

### Dice Roll

Roll the dice shown on the card.

You may use your skills if you wish. If the pips on the dice match (or surpass) the ones shown on the card, you gain the reward: you take the card of the quest you have just completed, quest side up. At any point of the challenge you may abandon dice roll quests without spending your single-use cards. In this case proceed to the End of Turn phase of the round.



**Example:** To beat the challenge, the player must roll one red and one yellow die. They roll 2 on the yellow die and 1 on the red die. The player decides to use the skills of his barbarian and adds a +1 to the result of his yellow die roll and rerolls the red die. Now the red die shows a 4 and the quest is complete!



## Fight

Same as the dice roll, but you are in it until the bitter end. Fights may not be abandoned. You win or you die, those are the options.

**Death:** in case you fail the challenge (and you don't have a protection — see page 11) turn your Barbarian card face down and put it **under the card** of the enemy that beat you. Discard one of your items (👛) and all of your single-use cards, then draw a new Barbarian and two pinups (from the top of the decks, same as when you started the game) and proceed to the End of Turn phase of the round.

The victorious enemy remains on the table and may be challenged in subsequent turns by other players **instead** of drawing cards from the quest deck. This enemy remains on the table until it is defeated (do not flip it over as you would do with other abandoned and skipped quests). The player who defeats such an enemy gains, in addition to the regular reward, all the runestones from the back sides of the barbarian cards piled under the enemy (there can be more than one).



If you have lost the fight but used the Protection (🛡️) flip the quest card and deal it along with other pinups.

## Boss Fight

Same as the fight, but before you accept this quest, you may ask the player on your right or on your left to **join** you. If the player agrees, first you roll the dice and use your skills. If you fail, pass the dice (with their current results) to the assisting player so that they could use their skills. On success, you both get the runestones and place the boss card **between** your displays. If you fail, you both **die**.



Keep in mind that you are the only one you can fully trust, as the assisting player may set you up and choose not to use some of their skills or single-use cards, especially if they have a protection.

*The boss cards placed between the players' displays belong to both players but none of them may discard these cards.*

Of course you may fight the boss on your own and in case of success you'll be the sole owner of his runestones. However if you ask another player to join you and successfully beat the challenge without his help, you both take the runestones. Consider it a payment for backup.

Boss Fight example is described on page 12.

## Merchant

You do not need to roll the dice to complete merchant quests. Instead, discard one of your cards (except the Barbarian) for each **coin** that is shown on the top of the merchant card. If you cannot or do not wish to pay, you may **rob** the merchant: turn the card to its pinup side and take it. The quest will still be completed this way.



**Example:** The player draws a quest card. It's a merchant and the player can take this card for 2 coins. One coin is equal to one card, and the player decides to discard two cards to take that merchant card for himself.

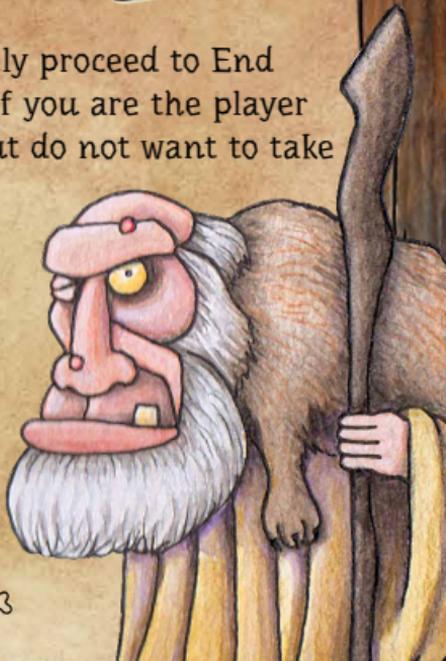


## Call For Help

This does **not** count as a quest.

You must immediately give this card to the player with the least runestones and draw another quest. In case of a draw, give it to the tied player of your choosing. If you take this card yourself (as a player with the least runestones), immediately proceed to End of Turn phase of the round. If you are the player with the least runestones, but do not want to take this card, simply discard it and draw the next quest.

*Rule before the game if true barbarians really need wimpy catch up mechanisms. If not, remove these eight cards from the deck before the game.*



# SKILLS

(at the bottom of barbarians,  
quests and pinups)

You may only use each of your skills **once per turn**, and only if its color matches the die roll you want to change. But you may use several skills on one die, in any order. **White** skills may be applied to the dice of **any** color.

There are permanent skills and single-use skills. Single-use skills are preceded by a «1x». If you want to use a single-use skill, you must discard the card showing it.



Permanent skills can be found on barbarian and item cards. Permanent skills can be used once per turn, but you do not need to discard the card after use.



Some cards have both a permanent and the single-use Protection Skill. In this case the former skill remains active until you discard the card to protect yourself. You may use the permanent skill of such a card first and then discard it to protect yourself.



**Reroll:** reroll a die of the respective color. You may not go back to the first result, even if it was better.



**Double reroll:** reroll two dice of any color or colors together. You may not reroll a single die.



**+1:** add 1 to the result of a die of the respective color. The total result may surpass 6.



**+2:** add 2 to the result of a die of the respective color. The total result may surpass 6.



**It's a Four:** turn a die of the respective color to 4. Treat it as if you have rolled it.



**Example:** The barbarian fights a fierce boar. She needs to roll two dice: one red, one blue. The blue one may be turned to 4 without rolling, and for the red one she has up to three rerolls (one permanent and two single-use skills).



**Coin:** use these coins instead of discarding the respective number of cards when you buy a merchant card. The cost cannot drop below zero and you will not get any change.



**Protection:** abandon the fight to avoid death. If it was a joint boss fight, your companion will not get the benefit of your protection.



*One of the barbarians has a permanent protection. He can't be killed and can abandon any fight (even with a boss) just like any challenge.*

**Runestones:** you collect the runestones to win the game. You never lose your runestones.



# 👁 FIGHT EXAMPLE 👁

The first player draws a quest card. It's a boss and the player knows that they can't defeat it alone so they ask another player for help. The first player rolls one blue die and one red die, because both players can reroll the red die and the first player can add to the roll of the blue die.

The first player rolls 4 on the red die and 3 on the blue die.



Player 1



Player 2



These results are not enough to defeat the boss even with all the skills, so the player rerolls both the red and the blue dice. This time the results are much better: a 4 and a 6. The player still has two «+1» skills and he turns a 6 on the blue die into an 8 and passes the dice to the other player, hoping that they can defeat the boss. The first player also discards the single-use card with the pinup.



➔ Discard



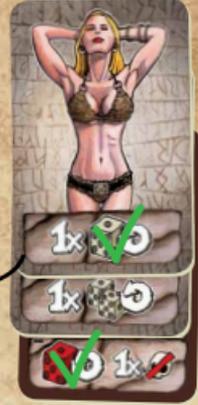
Player 1



The second player has two rerolls to get a 6 on the red die and after that they can add a «+1» to the result to get a total of 7. Alas, the player is unable to roll a 6. They could have used a double reroll, but in this case they would have to reroll both dice and lose an 8 on the blue die. The fight is lost and the quest is failed.



Player 2

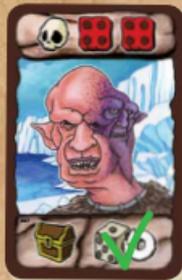


Discard

The single-use card with a pinup is discarded. Both barbarians ought to die now, but the second player has the protection ability. They discard the card with that ability while the first player's barbarian dies. The first player discards their only item card and puts their barbarian card face down under the boss.



Player 1



Discard

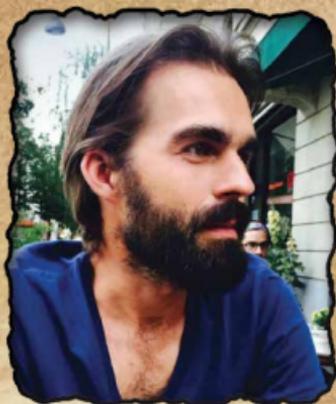


Player 2



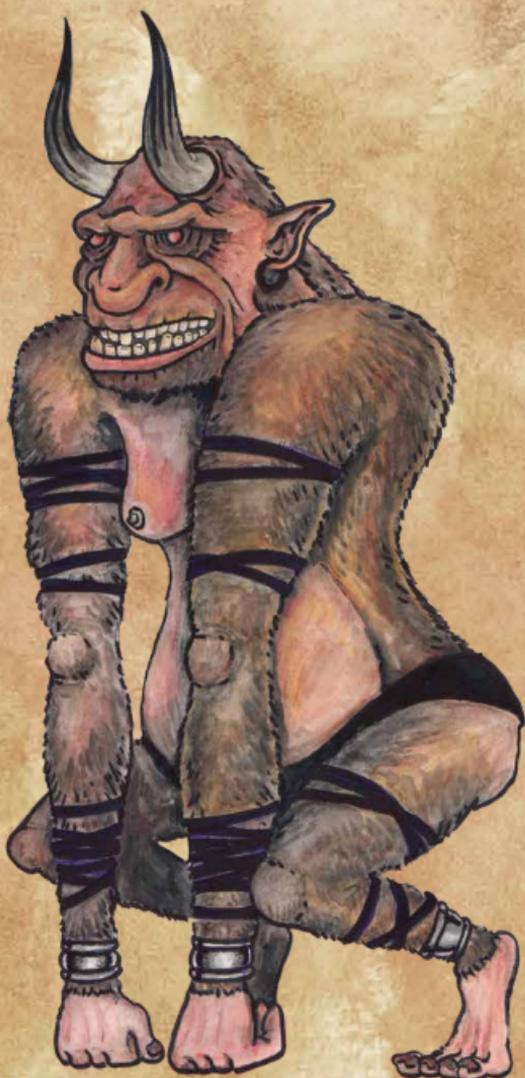
Discard

## A COUPLE OF WORDS FROM THE AUTHOR



Ever since I stumbled upon my father's Boris Vallejo art book collection as a little boy, I've loved the Barbarian Fantasy genre: I binge-read all Robert E. Howard novels, consider 1982 Conan the best movie ever, I even enjoy horrible Italian rip-offs and silly Manowar

music. And since I spend most of my free time drawing in my sketchbooks and designing board games, is there a more obvious thing to do than design a barbarian game?





## Credits

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# SKULL SYMBOL REFERENCE

## Challenges (at the top of the cards)



Dice roll  
(match or surpass  
the values)



Call For Help  
(does not count as a quest)



Fight  
(you win or you die)



Merchant  
(you may pay  
or rob him)



Boss Fight  
(you may ask  
a player to  
join you)

## Skills (at the bottom of the cards)



Single-use skill



Permanent +  
the single-use skills



Reroll a die



Item card  
(permanent  
skill)



Reroll two dice



Add 1 to the  
result of a die



Turn a die to 4



Add 2 to the  
result of a die



Protection  
from death



Discount when buying  
a Merchant card