

Guyenne

A game by Laurent and Jean-Baptiste Journaux

Guyenne is a game of bluff, hand management and castle conquest, with a historical flavour, for 2 players, aged 8 and over.

A game lasts 10 to 15 minutes.

Introduction

[A chain of medieval sites](#) characterises the area between the south of Berry and the north of Limousin, extending east from Poitou to Chauvigny, and west from Bourbonnais to Huriel. Built or fortified during the Hundred Years' War in a border area between the French kingdom and the English Aquitaine, some thirty castles, castellated villages and a large number of dwellings, fortified houses and associated buildings dot this territory. They are mainly spread along the successive valleys of the Anglin, Creuse, Bouzanne, Indre and Arnon rivers.

These castles and towns were the object of bitter fighting throughout the Hundred Years' War, particularly in the period 1355-1370. At the cry of "Guyenne", Edward of Woodstock, Prince of Wales, known as the Black Prince, launched his large companies on terrible raids throughout the kingdom of France defended by the ost of John II the Good, King of France, and his faithful servant Bertrand du Guesclin.

As a vassal of one of the two sovereigns, will you be able to control one of the castles on this border for your suzerain?

Principle

Players compete in successive rounds. They play the cards in their hand to take control of as many of the castle defences as possible that face them. But their forces are limited, and they must be used at the right moment to get the final victory.

Each game turn consists of two phases (laying cards and resolving battles) during which both players are alternately attacker and defender.

Components

The game is composed of:

6 castle cards that represent 6 different views of the castle's defences, the 6 defence points that the players are fighting over. An arrow indicates which player controls the castle card.



22 action cards for each player (two colours and different backs) :

2 cards with a value of 5,



3 cards with a value of 4,



4 cards with a value of 3,



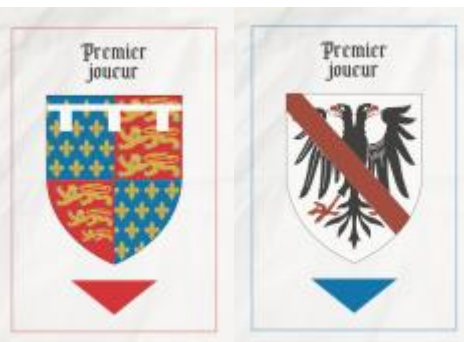
12 cards with a value of 2.



1 hero
(du Guesclin or
The Black Prince - Edouard de
Woodstock)



1 card first player
(recto verso)



3 cards with a summary of the rule in French.

Set up

The players sit facing each other. The 6 castle cards are placed in a line between the players with their arrows perpendicular to the players: neither player controls the castle cards at the beginning of the game.

The youngest player chooses which side he wants to play. The Englishman is designated the first player for the first round.

The first player card is placed at the end of the line of castles, face up with the English coat of arms visible and facing the English player.

Each player :

- Shuffle his 21 cards of values 2, 3, 4 and 5 then put them face down in front of him.
- Takes his hero in hand, and draws 5 cards from the deck in front of him.

During the game, each player will build up a personal discard pile next to their pack of cards.

Game setup at the beginning of the match



How do you win?

The winner of the game is the player who:

- During the game control the 6 castle cards,
- Or, at the end of the game control the highest number of castle cards while having saved its action cards.

Players' actions

The players' actions are of two types during the game:

1. **Attack** a castle card controlled by the opponent or neutral: he places one or more cards, face down, opposite the card placed in the centre, with their short side facing the card.
2. Defend a castle card that you control: place one or more cards, face down, opposite the defended card, with their long side facing the card.

Example of an attack by both players on a neutral castle card



Example of an attack by the French player on a castle card controlled by the English player who defends it



Principle of combat solving

The attack and defence values are equal to the sum of the cards played. The player with the highest total takes possession of the castle card (he/she turns it towards him/her). Ties are in favour of the defender. In case of a neutral castle card and a tie, the castle card remains neutral.

If a player has played his hero, he automatically wins, unless both players have played their hero. In this case, the battle ends in a tie, regardless of the other cards played.

Game turn

A game is played in successive rounds. During each round, players will try to take control of the castle cards that are still neutral, or that are controlled by the opponent.

Playing cards

The first player chooses a castle card and performs an action:

- If it is a castle card that is controlled by his opponent or neutral, he attacks it.
- If it is a card he controls, he defends it.

His opponent then performs 2 actions:

1. He attacks or defends the castle card on which his opponent has positioned himself (if it is a neutral castle card, both players attack it).
2. Then he places one or more cards in front of another castle card (he can either attack or defend this second card).

Finally the first player ends the round by playing one or more cards in front of the second castle card where his opponent has placed cards. If his opponent attacks it, he defends it and if his opponent defends it, he attacks it (if it is a neutral card both players attack it).

Important: In each round, a player must attack or defend two castle cards, i.e. play at least one card in front of two castle cards. Therefore, each player must play a minimum of two cards per round and a maximum of 5 cards per player per castle card..

Solving battles

For each castle card attacked this turn, the attacker turns over the card(s) he played. The defender may discard his cards face down to his personal discard pile, declaring that he is losing the battle, or turn them over to show their value.

The attacker who wins the battle turns the arrow of the castle card he has won towards himself. Then, if he has just conquered a card controlled by his opponent, he permanently discards the strongest card he has played, including his hero, by placing it face up next to the line of castle cards.

A defender who wins a battle does not permanently discard a card.

If a neutral castle card is conquered, the winning player does not permanently discard any card.

In case of a tie, neither player permanently discards a card, and the orientation of the castle card does not change.

Beginning of the next one

The players discard all the cards they have played to their personal discard pile. Then both players complete their 6-card hand by drawing cards from their deck.

When a player's deck is depleted, he replenishes it by shuffling his discard pile. If the deck is exhausted for the second time and there are not enough cards, the player draws only the remaining cards.

The first player card is turned over to the other side to designate the other player and a new round begins.

End of the game

The game ends when, at the end of a round, a player controls all 6 castle cards or when, at the beginning of a round, after the draw of cards, at least one player's deck is depleted for the second time and he has no more cards or only one card in his hand.

The players determine the score of the game :

- If a player controls all 6 castle cards he scores 12 points and his opponent 0.
- In other cases the score of each player is obtained by counting:
 - 1 point per controlled castle card;
 - 1 point per card in the largest group of castle cards controlled by the player, consisting of at least two cards;
 - 1 point per card remaining in hand or in the player's deck.

The player with the highest total of points is declared the winner.

if a tie occurs the winner is the player with the largest group of castle cards. If there is still a tie, the winner is the player with the most unspent cards (in his hand or in his deck).

Example of scoring at the end of the game

Empty player hand *Deck* *Discard*

+0 point +1 point +2 points

Total : 6 points

+1 point +1 point +1 point +1 point

Total : 7 points

Discard *Deck* *Player hand*
