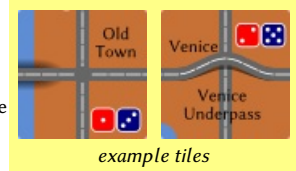


Basic Rules for [FENCE!](#)

Terminology

Each tile has one or more "neighborhoods" on it. Each neighborhood has an explicit name, and is connected to a set of roads that lead off the tile.

Most tiles also have "coordinates" on them, in the shape of the faces of a pair of dice, one red and one blue. To minimize confusion, always refer to the red die first. For example, the tile with *Old Town* has a red 1 and a blue 3, which we can write (\square, \square).



Playing cards also map to these coordinates. For example, any ace from the deck with a red back indicates a red \square , and any 4 from the deck with the blue back indicates a blue \square , etc. One card with a red back and one card with a blue back is called a "red/blue pair".

If a tile has multiple neighborhoods, those neighborhoods are *not* connected to each other. For example, in (\square, \square), *Venice* is connected to the left and right edges of the tile, and *Venice Underpass* is connected to the top and bottom of the tile, but they are not connected to each other.

Game Overview

A game of FENCE! has two major phases:

- [The Setup Phase](#), in which players create the map of the city, draw their initial cards, and place their pawns and The Cops.
- [The Main Phase](#), in which players move each other around the city, vie for turf, rat out the other players to the Cops, and try to stay out of Jail.

Getting Cards

Cards are useful to move yourself and the Cops around the city, and to get yourself out of Jail. You can only get cards in one of two ways:

- If you are not in Jail, you can get cards during the *Hot Goods* part of each round. Controlling more territory makes you more likely to get cards.
- If you are in Jail, you can get cards by *Turning State's Evidence* -- snitching out your competition to the Cops.

Victory Conditions

One player wins once all the other players are in Jail and unable to get out on their next turn.

You may also be interested in variations on game mechanics and victory conditions described in [the Extended Rules](#).

The Setup Phase of FENCE!

In the Setup Phase, we assemble the deck, build the map, and place the pawns.

Assemble the Deck

Select one red and one blue set of Ace through 6 for each player in the game. Match the color of the suit with the color of the back of the card (use only Spades and Clubs for blue-backed cards, and only Hearts and Diamonds for red-backed cards). So if you have 3 players, you'll want 3 red Aces with red backs, 3 black Aces with blue backs, 3 red twos with red backs, 3 black twos with blue backs, and so on up to 3 red sixes with red backs and 3 black sixes with blue backs.

If you'd rather not use playing cards, you can print and cut out the card sets included with the PDF.

Set the other cards aside; you won't use them in this game.

Shuffle the red-backed cards into one pile, and shuffle the blue-backed cards into a separate pile. Place the two piles face-down; this is *the Stash*.

Build the Map

The goal of this part is to create an interesting, functional, and well-connected map for the rest of the game.

Mix and distribute all the tiles as evenly as possible to all players, face down.

From *The Stash*, deal each player a red card and a blue card, face down. This will designate that player's starting tile. Players can look at their own starting location as soon as they are dealt.

Each player turns their tiles face up in front of them. The player with the tile labeled "Old Town" (☐, ☐) places it in the center of the table, and places 1st in front of themself.



Going clockwise around the table, each player places one of their own tiles onto the map. Tiles can be placed in any orientation, but edges and corners must match exactly with the tiles already placed, and you must be able to navigate from *Old Town* to some neighborhood on the newly placed tile by road and back (without violating One Way signs →).

When playing a tile which has more than one neighborhood on it, every neighborhood that is connected to another tile by road must be able reach *Old Town* and back (respecting One Way signs).

As an alternative to placing a tile, a player may choose to swap one of their tiles with an already-placed tile, assuming it fits.

When a player places a tile, they should clearly say the name of the neighborhood(s) on tile, and what neighborhood(s) they are adjacent to. For example, "*Cabbagetown* connects to *the Stix* and *Parkview*". If any player thinks a tile has been misplaced, they can say "it doesn't match" or "you can't get to that tile from *Old Town*", or "you can't get from *Old Town* to that tile", and the player who placed the tile must pick it up and put it back in front of them and try again.

Continue until everyone has placed all their tiles; if any tiles cannot be placed legitimately, discard them face-down.


Once the map is fully-built, note the neighborhoods which cannot be reached from *Old Town*

(probably very few). These neighborhoods are off limits for the rest of the game; you can pretend that they are not on the map.

Agree on a region of the table (not in the map) to act as the Jail, where you will place pawns captured by the Cops.

Place the Pawns

Starting with the *First Player*, each player reveals their starting location, places the cards in the discard pile, and places their pawn on a neighborhood in the selected tile. If two players have chosen the same tile, and there is more than one neighborhood on the tile, the later player must place their pawn on an unoccupied neighborhood.

Once all players have placed their pawns, the *First Player* rolls the dice to indicate the starting location of the Cops . If there is more than one neighborhood on the tile, the *First Player* chooses which neighborhood the cops start in.



If the Cops land in a neighborhood occupied by a player, that player's pawn is removed from the map -- they'll start [the Main Phase](#) of the game in Jail.

Deal 2 red cards and 2 blue cards from *The Stash* to each player.

You're now ready to go on to [the Main Phase](#).

The Main Phase of FENCE!

Once [the Setup Phase](#) is over, the Main Phase is a series of rounds.





In a round, each player takes a turn sequentially, starting from the First Player  and moving clockwise. At the end of each round, the *Hot Goods* come up, and then  moves one player counter-clockwise.

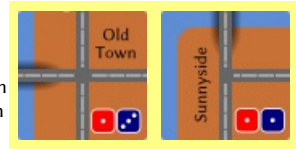
When it is your turn, you can either:

- *Move Yourself*, or
- *Move Others*

but not both.

Move Yourself

Play and discard one or two cards to move your pawn. When you play a single card, you only change the coordinate associated with that color of card (and keep the other coordinate the same). So, for example, if you were in Old Town (, ) and you played a blue Ace, you would move your pawn to Sunnyside (, ). Some tiles have no coordinates. You cannot *Move Yourself* with one card from those tiles.





If you play two cards (one card of each color), move your pawn to that coordinate.

If you move to a tile that has more than one neighborhood, you can choose which neighborhood to move to.

You cannot *Move Yourself* into an already-occupied neighborhood.

Move Others

If you do not (or cannot) *Move Yourself*, you are *Moving Others*. Each player must move one other player's pawn, and the Cops .

A player moves one other player's token along a road to an adjacent neighborhood by road. This move must respect One Way markings .

A player can either move the Cops by road or by tipping them off. If you move the Cops by road, you do not need to respect One Way markings.

To tip off the Cops, play and discard one or two cards, and move the Cops' pawn accordingly. So if the Cops are in Downtown and you play a blue 2, move them to Four Points.

If you tip off the Cops to a tile that has more than one neighborhood, you can choose which neighborhood to place them in.

If you move another player into a neighborhood with the Cops, or you move the Cops onto a neighborhood occupied by a player, the player goes to Jail. Remove their pawn from the map, and place it in the Jail.

Life in Jail

On your turn, if you are in Jail and you have one red card and one blue card, you must *Move*

Yourself; this gets you out of Jail. If you don't have both a red and a blue card, you *Move Others* as normal.

You can still get cards while you are in Jail, though: if you put someone else in Jail while you are in Jail, this is called *Turning State's Evidence*. If you do this by moving the Cops along a road, draw one card of your choice from *The Stash*. If you do this by moving the Cops with a card, draw the minimum number of cards from the Stash to have one red and one blue card in your hand. Draw these card(s) immediately upon moving the other player's pawn to Jail. If you can, you must use those cards on your next turn to get out of Jail.

Turning State's Evidence is only possible from Jail. If you are not in Jail already, you get no cards for sending another player to Jail.

Note that it's possible to *Turn State's Evidence* from Jail twice in one turn (first by moving one player onto the Cops, and then again by moving the Cops onto another player).

Hot Goods

At the end of each round, after each player has taken their turn, see who gets the *Hot Goods*. There should be half the number of *Hot Goods* per round as there are players (round up). So if you have 2 players, there will be 1 *Hot Goods* roll per turn. 3 or 4 players will see 2 *Hot Goods* come up per turn, and so on.

For each *Hot Goods*, roll the dice to find out what tile they show up in. Each player counts the number of tiles the *Hot Goods* have to traverse from any neighborhood on their tile to the player's own pawn. When travelling to the player, the *Hot Goods* must obey One Way signs.

The closest player is the one with the fewest number of tiles from the *Hot Goods* to their pawn. In case of a tie, there is no closest player.

Determine the number of tiles from the Cops to the *Hot Goods*. Note that Cops do not need to obey One Way signs. If the Cops are closer than the closest player, no one gets this set of Hot Goods. Otherwise, the closest player gets to draw a card from *The Stash*. The closest player gets to choose whether they draw a red card or a blue card from *The Stash*.

If *The Stash* is empty, no more *Hot Goods* come up.

Transfer First Player


After the *Hot Goods* have all come up, move  one step counter-clockwise around the table.

Extended Rules and Variations for [FENCE!](#)

These are proposals for rule modifications to [the Basic Rules](#). They are (mostly) independent of each other, and can be played in combination. They probably haven't been as well-tested as [the Basic Rules](#). We encourage you to get in touch if you have suggestions, or if you think any of these rules below are good enough to warrant inclusion in the basic rules.

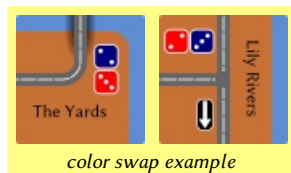
Changes to Game Mechanics

Ritzy Tile

During the setup phase, after placing the Cops, draw and discard one more red/blue pair. The selected tile is the "Ritzy Tile" -- a player who wins any Hot Goods that show up on that tile gets to draw two cards instead of one. Place  on the tile to help remember.

Color Swap with Joker

Mix one Joker of each color into The Stash for each pair of players. When you play a Joker to Move Yourself or when tipping off the Cops, swap the coordinates of the pawn. For example, a pawn in The Yards (E, E) would go to Lily Rivers (E, E), and vice versa.



Boats


During the setup phase, add one face-card for each player to the Stash (even out the numbers of Red and Blue -- if there are an odd number of players, add one more face-card).

If a player has decided to Move Others for their turn, they can also play a face card if they have one. The player puts the card face up in front of them and announces "I have a red boat" (or "I have a blue boat"). If the Hot Goods come up on a tile that has waterfront, and the boated player is on a waterfront, they may have an alternate route to the goods by water. Each tile moved by water counts half as much as a tile moved by land. So a player with a boat who is 5 tiles away from the Hot Goods by water is closer to the Hot Goods than a player who is 3 tiles away by road. Travel by water can ignore One Way signs. Passing under bridges is fine.

When a player goes to Jail, their boat goes to the discard pile.

Only one boat of the same color may be in play at once, and the last-played boat wins; if Clyde has a red boat in play, and Bonnie plays another red boat, Clyde must put his red boat face card in the discard pile.

Tunnel

During the setup phase, after the map is built, the First Player draws two more cards of each color from *The Stash* (or rolls the dice twice) to select neighborhoods from two tiles. Place  on each neighborhood; those two neighborhoods are now mutually-reachable by road.

Turn-Taking for Pawn Placement

During the setup phase, rather than choose initial locations secretly at once, each player chooses their location in sequence, starting with the First Player. Players may not choose an already-occupied starting location.

Free-For-All Tile Placement

During the setup phase, all players play their tiles at once, rather than taking turns. A player who has placed all their tiles may place tiles belonging to another player.

Rewarded Tile Placement

During the setup phase, encourage the creation of a densely-connected map by letting players draw and keep a card for every tile placed with at least two (three?) connecting edges. Reducing the number of initial cards drawn after map placement might be advisable.

Big Map

Make two sets of tiles and shuffle them together. Build a huge city. When cards or dice indicate a new tile coordinate, the player placing the pawn chooses from any neighborhood on any tile bearing that coordinate.

Missing Tiles

During the setup phase, as soon as the first player empties their hand of tiles, all tiles still held in people's hands are discarded.

Placing Multi-Neighborhood Tiles

During the setup phase, require that *every* neighborhood in a placed tile must be connected to Old Town (in both directions), rather than simply checking that at least one neighborhood is reachable.

Trading Cards

Allow (encourage?) players to trade cards with each other. What kind of deals are acceptable? When can trading happen? Can people in Jail trade cards?

The Trading Post

During the Setup Phase, the First Player rolls the dice and places a Trading Post marker on a neighborhood in the selected tile. Any player who ends their turn in the Trading Post can swap a card with another player of their choice. The player in the Trading Post takes one card from their hand and puts it face down in front of another player. The other player presents their hand (backs outward) to the first player, and the first player selects a card from their hand, keeping it. The player who got traded with keeps the card that was placed face down in front of them.

Mixed Stash

After the setup phase, shuffle the red and blue decks in The Stash together. A player who wins the Hot Goods simply draws from the top of the stack.

Mixed, Blind Stash

Play with a single deck of cards for every two players: red suits refer to the red coordinate, black suits refer to the blue coordinate. Any time a red/blue pair must be drawn from the stash directly, draw cards until you get one of each color, discarding all but the last of each color.


Hot Goods by Cards

If you don't have a pair of dice, during the Hot Goods part of a round, draw the location of the Hot Goods from The Stash. This can burn through The Stash pretty quickly, so you could try adding another set of Ace through 6 of each color. If you don't like that, you could shuffle and draw from the Discard Pile, or you could set aside the cards drawn for the Hot Goods, and re-shuffle the Stash each round.

More Hot Goods

You might try N or N-1 Hot Goods per round instead of N/2 Hot Goods per round.

Wasted Hot Goods

If no one wins the Hot Goods (e.g. a tie, or the Cops are closer) then the First Player  discards one card from the Stash.

State's Evidence on a Hunch

If you are in Jail, and you are *Moving Others*, there is a third way you can move the Cops (aside from moving them by road or moving them by playing a card: a Jailed player can choose to *Turn State's Evidence* on a Hunch. The Jailed player chooses a die (red or blue) and rolls it to determine where the Cops go. If the Cops land on another pawn, the Jailed player draws cards as though they had played a card to move the Cops. If the Cops land on an empty neighborhood, the Jailed player becomes an Unreliable Witness: knock (or flip) over the player's Jailed pawn.

An Unreliable Witness must spend their entire next turn re-establishing credibility (setting their pawn right-side up).

Alternate Victory Conditions

Victory by accumulation

At the end of each round, check to see if any un-Jailed player has twice as many cards as there are players out of Jail. If so, the un-Jailed player with the most cards is the winner.

Round-limited game

During the setup phase, pick a pre-defined number of rounds by rolling the dice and adding them. At the end of that number of rounds, the un-Jailed player with the most cards is the winner.