RUNES
Bad Baby
Productions

Jard gather the mystical runes stone into his hand and threw them out into the air before him. As the stones flew into the mist filled night they stopped their flight and hung before the young wizard, spinning about each other in a magical dance. With the Runes now ready, Jord called the spell to mind and began to chant the rites of summoning. With a blast of multi-colored light and a puff of foul smelling smoke, a green furred wolf leaped out of the magical doorway the Rune stones had opened. Standing nearly as tall as the short mage, the wolf growled and then bowed its head in obedience to its master.

Turning, Jord commanded the great wolf to leap at his foe, a minor conjurer who had challenged Jord to a duel. Jord only hoped that the wolf he had just summoned would be enough to finish the other mage off, as that was the last of Jord's Runes stones and so the end of his own magic.

This is Runes, a game of magical battle, spell casting and summoning. Can you out fight your foe, using the mystical Rune stones and your chosen field of magic. A new and innovative game system, the Rune's game system is fully expandable and compatible with other Runes games. So why wait, go out and find some adventure and play Runes.

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Introduction

Runes is a simple to play, fast game of magical combat. Players take on the role of a spell caster, as they challenge each other to magical duels. The victor of these duels is then declared the Arch mage and ruler of all the mages in the lands. This version of Runes is fully compatible with the other Runes games, and combining these different sets allows more choice in fields of magic and gaming fun. Each set comes with enough materials for two players, but adding sets together will allow games of unlimited number of players, so collect them all and have a blast.

Game Construction

Once you are ready to play Runes, the first thing you will find necessary is to construct the game components. For the most part, the amount of time and extra expense you are willing to put into the game's construction is up to you. The simplest format is to print up all the needed parts and then just cut them out and go to it. Paper pieces are though, a bit difficult to deal with, so if you wish to continue to play Runes over and over again, and we hope you do, then you may want to invest a bit of time and effort in making your game components more durable and usable.

Suggestions on Component's Construction and Printing

First off, you should, if you want to spend the money, buy some good quality paper. Use this to print out the various components and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and cards. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the components onto thick card stock or chipboard. This will make the parts easier to pick up and use, which generally creates a better over all experience. Should you wish, you can protect your many parts with a clear, self-adhesive, sheet of lamination. (Again available at most office supply stores).

Plastic or metal miniatures can of course be used to replace the minion paper counters we have supplied, so have fun looking for the right figure to match what you need. You of course can also buy a set of runes stones off line or from a local stone. This will add even more fun to the game.

Getting Started

Once you have the game printed up and ready to play, its time to get started. First each player should either pick a field of magic or shuffle the field of magic playing mats and draw one at random. Either way is fine, but all players should use the same method.

Next draw the counters needed for your field of magic and gather up a set of rune counters (There are 25, each player having their own set). Shuffle the rune counters, face down, on the table before you and draw five of these counters, placing them in the center of your playing mat, which is called the Hand. (You can, if you wish, place your rune counters in a cup, or dice bag)

Next have each player rolls 1D6, with the highest roller going first, followed by the player to the right. If two or more players roll the same number, re-roll, but remember the initial die roll for action points (See initiative and action points for details)

Fields of Magic

The game of Runes deals with the casting of magical spells from many different fields, or schools of magic. While these fields of magic may in fact have spells that are similar to each other, they also specialize in specific powers, elementals or abilities. Thus each field is different while at the same time comparable to each other.

Rune Stones

While players may wield great magical powers in the game, it is through the mystic rune stones that this power is drawn and focused. Without the rune stones you are unable to cast your magical spells. Thus the gathering of these stone is all important to winning the game.

Each player will have a set of 25 such rune stone counters, which will comprise their Rune Pool. It is from this pool that players will gather their stones, which then supplies the power for their magic.

No player may trade, steal or sell their stones from this pool.

WATER MAGIC

MAY PLAY AN ACTIVE RUNE TO HEAL SELF, OR MINION, OF ONE HIT RUNE IS THEN DISCARDED

LANCE OF ICE
5 / 1

ENDURANCE
+1 HEALTH

WATER DART
2 / 3

STORM
4 / 2

SUMMON SERPENT
3 2 C

HEALING
4 1

SUMMON WATER ELEMENTAL
5 1C

WALL OF WATER
3 2

WAVE OF HEALING
1 *

SUMMON ICE APE
5 1

SERPENT
3 2 C

WATER ELEMENTAL
3 1C

ICE APE
5 1

WALL OF WATER
3 2

If you like this product, try other games from Bad Baby.

Mystic Adventures

A fast paced game of heroic adventure, war and struggle. Be the one to stand over the fallen bodies of your foes and rule the known world.

Mystic Adventures is a board game for 2 to 6 players, and comes now with five expansions to increase your gaming fun.

Arcanum

Is an exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters.

Now with two expansions.

Abyss

A game where players take on the role of a demon lord in their struggle to rule the entre Abyss. The game in played in fast turns, with each player collecting essence, and then spending it to increase their demon lord's power and to build massive armies. Players then may enter into quickly run battles to defeat their foes and conduct others nasty actions that will slow down or harm their many foes.

Junkyard Wars

Is a game of tactical battle among programmable robots. Seek out valuable resources and battle your foes as you seek to dominate the Junkyard World and all the Junk it holds.

Using a unique system of program cards and a very different turn based system then anything else out there, Junkyard Wars seeks to make the typical strategy based war game, well something new.

So join the fun and jump into Junkyard Wars.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works, will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get'um.

Battle Tiles

Battle Tiles, by Bad Baby Productions, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role-playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less then fifty cents a page, and hundreds of possible combination, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Crystalmancer

Crystalmancer is a strategy card game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystalmancer. Players will take on the role of a might wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape. These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your

foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

Dragon Lords

Dragon Lords is an exciting and very different type of board game. Using a unique card based system to create the playing area, and so each game is both different from the next, and a challenge, for players will need to lay down a path that will gain them access to the many special location that will allow then to possibly draw more dragon.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rule. Enjoy a night of bloody mayhem and adventure and play Dragon Lords.

Web of Tears

Web of Tears is a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they then must compete with other Dark Elf houses as each tries to achieve multiple victory conditions and goals. Can you train your nobles to their ultimate in skill, or will you need to amass a great army of slaves and skilled warriors. Maybe you will need to work the political side of the social order and have yourself proclaimed the queen of the city.

Web of Tears uses a unique system of influence peddling, intrigue, political plotting and all out war to allow players to interact in the nastiest of ways.

Can you out smart, out fight and out survive your foes?

Bad Baby Mini-Games

Need a fast game to play, but you don't have a lot of money, time or both, well Bad Baby's Mini-games are the answer. Small though, does not mean cheep, no these games are fast, fun and inexpensive, just the trick to pass the time and have a good game. With well over 20 titles to choose from, you can help but find a game you will like, so have a look and see what you are missing.

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advance players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30 some years of playing, running and designing games, be they RPG's or board games, we at Bad Baby have come to one conclusion. Its not the game's rules that make it enjoyable, but the people your play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time they spend together playing, well worth the time spent.

Yes Worlds of Wonder will offer you a detailed combat system, and several magic options, but the majority of the information presented will deal with the creation of your character and the many options that will be open to you.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Worlds of Wonder offers players, and GMs, a fully developed RPG system. The core system rules comes with the following…

* A fully illustrated set of rules, completely booked marked for easy use.
* Rules for generating and running a game using the WoW System,
* An RPG system that is fully expandable, and easy to use.
* 15 Skill Sets, each with 4 skills and 10 levels of advancement within each skill.
* Over 100 Arcane spells, set within 5 schools of magic.

* Over 100 Divine spells, set within several generic faiths.
* 20 fully detailed monstrous foes to battle, with hundreds more coming soon.
* A full color character sheet.
* Lifetime updates should we upgrade and or revises the system in any way.
* A full copy of the core rules set in a print friendly format.

Besides the core system, we here at Bad Baby are also including, for free, a copy of out most popular Battle Tile sets, Dungeon Chambers. Use these full color battle tiles to liven up your RPG games and to run the many battles you will encounter while adventuring in Worlds of Wonder.

With more and more expansion coming out everyday for this system, you will find your options growing as well as the fun. Don't wait, find an adventure today with Worlds of Wonder