

The Deluxe Edition of Bin'Fa includes an upgrade from the original basic Kickstarter edition. Here are the rules to accompany this upgrade and those who have purchased the enhancement set.

The six triangular pieces are vortex markers. The six tetrahedrons (three-sided pyramids) are terrain markers.

The Weather

The addition of the six-color die brings in the weather as a factor. It is rolled at the start of a player's turn. The topmost color indicates the part of the battle sector that is off limits to all army movement for the duration of that player's turn. The player then chooses either to move on the battle sector (aware that one sixth is inaccessible), pays in a supply and moves, or the player uses the turn to try to obtain more supplies.

No More Free Lunch

Bin-Fa has many analogs to actual war: the cavalry charge, airborne troops (the vortex), the supply train, friendly fire, terrain, the general, and most recently, the weather. The parallels break down however when it comes to the actual *cost* of waging war. For those involved in the real thing, the financial burden is a serious consideration. For those engaged in virtual warfare (Bin-Fa), not so much.

This became a factor during the annual Bin-Fa tournament, held at a recent Geekway convention. The winner would walk away with \$500. Play reached the third round and two players opposed to each other were each reduced to four army units, technically allowing them both to remain in the game but making a knockout blow from either player a near impossibility. The two players acquired supplies but with no intention of using them. Each player hoped that the other would give up.

To Bin-Fa inventor Ken Hodkinson, who was supervising the tournament, it revealed a serious flaw. Bin'Fa games were supposed to end in a bang, not a whimper. How to prevent these stalemate tactics in the future?

Suppose, Ken conjectured, supplies were not given free but had to be bought and paid for out of the loser's pocket at a price agreed to beforehand.

It works like this. Before play begins, participants agree on the cost per unit of supplies. Then, as play proceeds, a record is kept of the supplies acquired by each player, excluding any stolen supplies (which are not recorded). At the game's conclusion, the numbers are added up (calculator provided) and the loser agrees to pay the winner a sum equal to the number of supplies the loser acquired multiplied by whatever the agreed cost is. No credit is given for any unused supplies.

How Low Can You Go?

If you follow the suggestion above and keep a record of supplies received, you might be led to wonder how your total compares with that of other players. Say you won a two-player, one-army game and it took you a total of 46 supplies. You can go to info@bin-fa.com and see what the current record is for a two-person, one-army game. If your score is lower, you can have your game certified by your opponent and register it. Once validated, you go to the top in your category.

Eight Categories

- 2 players, one army each
- 2 players, two armies each
- 2 players, three armies each
- 3 players, one army each
- 3 players, two armies each
- 4 players, one army each
- 5 players, one army each
- 6 players, one army each