

WAR OF THE FANBOYS



The Video Game Community has erupted into brutal flamewars that span the entire Internet.
On forums everywhere, Fanboys defend their favorite Heroes while bashing all the rest.

Setup

Before the game starts, place the gameboard in the center of the play area. Place the Zebes and Great Fox boards nearby, and keep this booklet open to page 22 to reference the Reinforcements Chart. Separate the cards into 6 decks based on the back image and shuffle each deck independently. Leave room for two discard piles, one for the Territory Cards, and one for the Hero Cards. Place the Coin Block in easy reach of all the players and give each player 3 Coins to begin the game. All players should keep Fanboys, Heroes, and Castles of their chosen color organized in their respective area.

Initial Positions

All players should count out individual Fanboys which will form their starting armies. The number of Fanboys varies depending on the number of players in the game.

3 Players: each player receives 35 Fanboys

4 Players: each player receives 30 Fanboys

5 Players: each player receives 25 Fanboys

Players should also set aside their Mario Hero, their Link Hero, and one Castle. All other Fanboys, Heroes, and Castles form the Lobby, where they wait to Log On and join the game.

All players should roll a 6-sided die. The highest roller deals out the Territory Cards, starting with the player to their left and continuing clockwise. If two or more players tie for the highest roll, those players roll again among themselves until all ties are broken. After all cards are dealt, each player places one Fanboy on each territory that corresponds to the cards they've received. When every Land Territory has one Fanboy, shuffle all Territory Cards into a new deck.

Starting with the player who dealt the cards, place 3 Fanboys from the starting army onto any territory or combination of territories you control. Each player continues to place 3 Fanboys until all Fanboys from the starting army are deployed. If at any time a player has less than 3 Fanboys left to deploy, simply deploy the rest of them.

Starting again with the player who dealt, place either the Mario Hero, Link Hero, or Castle on the board. Continue clockwise until all players have deployed their Mario Hero, Link Hero, and Castle.

Finally, all players roll a 6-sided die, again, re-rolling all ties. This represents response time, because all Fanboys know: You lag, you lose. The highest roller goes first, and turn order continues in clockwise order. This is the turn order for the duration of the game.

War of the Fanboys

The Internet is a series of flamewars. On forums everyone, Fanboys flame and troll one another for glory. War of the Fanboys is a game that emulates the tense climate of video game forums. The various game worlds featured on the gameboard represent online message boards and communities. Flood them with your Fanboys and post repeatedly about your favorite game and why your opinion is the obvious truth, driving opposing Fanboys from the territory and converting the remainders to your brand of Fanboyism. You cannot win until every Fanboy on the Internet agrees with you. Controlling entire forums provides media control, causing biased journalism and skewed online polls, generating more Fanboys that support your cause.

At the start of the game, chose your favorite Video Game or Hero, and defend it with the only proven method: violence. In order to validate your opinion, you must outmaneuver and destroy opponents in a battle of wit, tact, and a bit of luck. Draw upon your extensive knowledge of video game trivia, and use your Heroes and their assorted friends & items to lead your Fanboys to victory!

Beginning the Game

Now players are ready to begin the flamewars. Each turn consists of 6 Phases, with a 0th Phase that can precede all other Phases. Some Phases can be skipped, but once one Phase has started, previous Phases cannot be reinitiated. Here is a rundown of the Phases:

0. Perform a Great Fox Laser Strike (see page 21)
1. Collect and deploy Fanboys and Coins
2. Buy and deploy Heroes and build Castles
3. Buy Hero Cards
4. Play Hero Cards
5. Invade Territories
6. Redistribute Fanboys

Phase 1 – Collect and deploy Fanboys and Coins

As the name War of the Fanboys would suggest, Fanboys make up the bulk of your warforce. Fanboys are used to defend your territories and invade opponents' territories. Fanboys are pieces on the board that represent groups of 1, 5, or 10 Fanboys. These pieces may be broken down into individual Fanboys or grouped together to make room on the board at any time during the game. Fanboys are in the likeness of robots, because no matter what type of Fanboy you are, all nerds can agree that robots rule.

Base Reinforcements/Coins: The base number of reinforcements and coins is determined by the total number of Land, Air, Zebes, and Great Fox Territories you control at the beginning of your turn. You control a territory if you have at least one Fanboy, Hero, or Castle in it. Add up the territories and find the number on the Reinforcements Chart on page 22. The number in the bottom right is the number of base reinforcements and coins you will receive. No player can ever receive fewer than 3 Fanboys and 3 Coins on their turn.



Castle Reinforcements/Coins: You receive 1 Fanboy and 1 Coin for every Castle you have on the board.

Bonus Reinforcements/Coins: You receive Bonus Fanboys and Coins if you control every Land Territory in a World (Dinosaur Land, Kanto, etc.), every Air Territory in a Fleet, every Zebes Territory in a Region, or every Great Fox Territory. The number of Bonus Reinforcements and Coins for each area is listed in the Reinforcements Chart on page 22.

Territory Card Reinforcements: Throughout the game players will earn Territory Cards. In the bottom right of each card is a Nintendo console; either an NES, SNES, or N64. If a player has 3 matching consoles, or 3 cards, each with a different console, that player may trade them in for additional reinforcements. If a player has 3 or 4 Territory Cards and an available set, they may trade them in immediately or wait until their next turn. If they have 5 total Territory Cards, they WILL have a set and MUST trade them in on that turn.

To determine the number of Territory Card Reinforcements, refer again to the Reinforcements Chart on page 22. Place an unused Fanboy on the first cell with a gold square in the bottom right: 4. The bolded number in the center of the cell represents the number of Fanboys that player receives. When a player trades in their Territory Cards, move the Fanboy to the next cell with a gold square. Each new trade will be worth more Fanboys. For example, the first person to trade in a set of three cards will receive 4 Fanboys. The second will receive 6. The third will receive 8. The fourth will receive 10, the next: 12, and then 15, then 20, and so on. The highest possible number of Fanboys a player can receive is 55. If this happens, every Territory Card will have been traded in, and there will be no more left to draw.

Note: Territory Card Reinforcements do not provide Coins.

Bonus Territory Card Reinforcements: When a player trades in Territory Cards for reinforcements, they may receive additional territory card reinforcements if they occupy any of the corresponding territories on the Territory Cards. If a player occupies any of the Land Territories, place 2 additional Fanboys onto the corresponding Land Territory. Bonus Territory Card Reinforcements may only be collected once per trade, so if a player owns two or more of the territories on cards that are traded in, they must choose a single territory to receive the 2 Fanboys.

Note: When collecting Coins, you usually always receive a Coin for every Fanboy that Logs On. There are two instances when the number of Coins received will not be equal to the number of Fanboys.

- 1) If a player trades in Territory Cards for Territory Card Reinforcements.
- 2) If a player controls the Great Fox.

Deploy Fanboys: Now that you've counted the number of reinforcements you will receive and added your Coins to your Coin Block, you may begin to place your Fanboys onto the board. Fanboys may be placed on any single territory, or combination of territories that you occupy, except for Bonus Territory Card Reinforcements, which must be placed on their specific territory. Fanboys may be placed on Land, Air, Zebes, or Great Fox Territories, even if the territories' respective Hero is not on the board. Fanboys cannot be deployed to uncontested (unoccupied) territories.

Note: At all times, the number of Coins you have in your Coin Block is public knowledge. Opponents may ask at any time for a count of your Coins. Hiding or lying about any Coins is dishonest and should be considered cheating. However, if you are currently planning something big, there is no need to call attention to the fact that you have a large amount of Coins.

Phase 2 – Buy and Deploy Heroes and Build Castles

Heroes are powerful units that assist your Fanboys. They empower your Fanboys and, in return, your Fanboys empower them. They can grant bonus dice when attacking or defending, and give players access to their wide range of inventories in the form of Hero Cards.

Heroes: In this Phase, you may buy any Hero not currently on the board. Each Hero costs 3 Coins. You may purchase any number of Heroes that are not currently on the board, so long as you have enough Coins to do so. You may repurchase any Heroes who were previously on the board, but defeated before your current turn.



Mario – Nothing would be possible without Mario. His ubiquity gives him a powerful 8-sided attack and defense die in the Land Territories of any World. Without him, Fanboys cannot invade from, invade into, or redistribute through any Land Territories. He uses powerups to strengthen himself and your Fanboys.



Link – A master swordsman who can both defeat powerful enemies and solve challenging puzzles. His excellent swordsmanship gives him the Parry ability, which can turn an otherwise lost invasion into a quick victory. Link uses an extensive inventory to assist your Fanboys.



Pikachu – After training in Pokémon battles for years, Pikachu has become quite ready for a fight. Pikachu always receives an 8-sided attack and defense die. He also has many Pokémon friends which know an array of moves that can be used at your disposal.



Kirby – Kirby is the little puff ball with a big punch. His flying ability is required for your Fanboys to invade from, invade into, or redistribute through Air Territories. He also receives an 8-sided die when attacking or defending in these territories. Kirby has also copied a number of abilities which may come in handy.



Ness – When it comes to dealing with invaders from across space and time, Ness has all the experience. He'll be needed to invade from, invade into, and redistribute through any Zebes and Great Fox Territories. These space territories also give Ness an 8-sided attack/defense die. He and his team have also realized many psionic abilities that can help your Fanboys.

Fandom: Without Fanboys, your Heroes would fall into obscurity with the hundreds of other video game characters that no one has ever heard of. All Heroes must have Fandom, meaning they share a territory with at least 1 Fanboy or Castle. If a Hero is ever on a territory alone, it is destroyed immediately.



Castles: While deciding whether to purchase Heroes, you may also choose to purchase and place Castles. Castles cost 5 Coins and may be placed in any Land Territory that you occupy and which does not already contain a Castle. No player may have more than 4 Castles on the board at any time. If you currently have 4 Castles on the board, you may not purchase any more.

Castles serve two separate purposes in War of the Fanboys. First, they act as a hub, allowing Fanboys to invade Zebes and Great Fox Territories, or as a return point for Fanboys to redistribute from Zebes or the Great Fox back to the main board. Second, they serve as defensive structures, providing their territory with a bonus 8-sided die when defending.

Phase 3 – Buy Hero Cards

Hero Cards represent various items and characters that are found in the game series our Heroes star in. Hero Cards may be bought during this Phase, at the cost of 1 Coin per card. You may buy up to three cards during this Phase, though it's possible to earn a Bonus Card during Phase 5 – Invade Territories. When deciding to buy cards, choose whether you want 1, 2, or 3 cards, and which decks you want to buy from. You must purchase all cards before looking at any of them.

Hero Cards are separated into decks based on the video game series they represent. You may not purchase a card from a deck if you do not have the series' corresponding Hero on the board. Below is a list of Hero Card decks and their respective Heroes.

Super Mario: Mario

The Legend of Zelda: Link

Pokemon: Pikachu

Kirby: Kirby

EarthBound: Ness

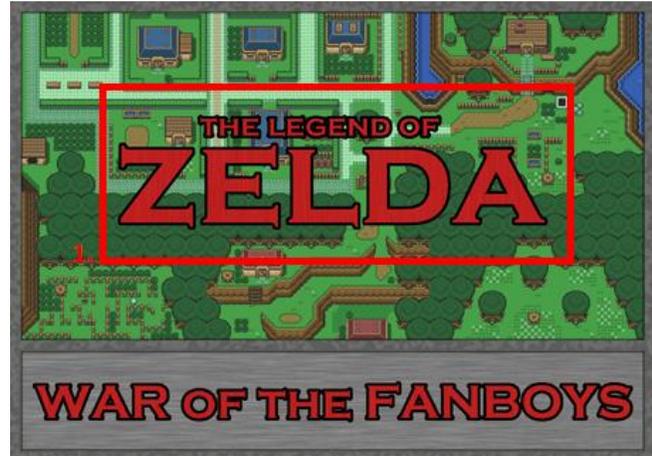
The number of Hero Cards a player has, and the type of those cards is public knowledge. For instance, a player can, at any time, request to know how many Super Mario Hero Cards a player has. This can be helpful if, for instance, a player has Copy, and is looking to steal the Bullet Bill card. That player can then choose the opponent with the highest number of Super Mario Hero Cards to increase the odds of finding Bullet Bill.

Phase 4 – Play Hero Cards

Hero Cards summon things from your Heroes' video games to assist you and your Fanboys.

Note: Some cards are played during different Phases or during other players' turns. Phase 4 merely indicates when you can play cards that specify "Play before your first invasion." Technically, this could be read as any time prior to Phase 5, but it strictly means between Phases 3 and 5. For instance, if you play a card that says "Play before your first invasion," you have initiated Phase 4 and cannot return to Phase 2 and purchase any Heroes. While some cards can be played at different times, the anatomy of every card is the same:

1. Each card shows the game series the card is from on both the front and back of the card. These correspond to the Hero you must have in play to buy and use these cards.
2. The name of the Hero Card.
3. The cost of the Hero Card in Coins. If there are no Coins here, the card is free to play.
4. When you can play the card. As mentioned, "Play before your first invasion" means between Phase 3 and 5. "Play at the end of your turn" means after Phase 6.
5. These are instructions for what to do when you play the card. Card descriptions are meant to be as concise as possible, but due to space limitations on the card and complex actions, some may be unclear to inexperienced players. Card clarifications and common questions about cards can be found at: www.WarOfTheFanboys.com/Cards.php



Phase 5 – Invade Territories:

Now it's time to get to the battle and post your first flamebait. To make an invasion, you must first declare the territory you're attacking from, the territory you are attacking, and how many dice you will be rolling.

Choosing the territories: To launch an invasion, choose a territory you control which either has more than 1 Fanboy in it, or at least 1 Fanboy and a Castle. Next, choose a territory that is occupied by an opponent and is either adjacent (shares a border), connected by waterway (dotted line), or connected by airway (solid line) to the attacking territory.

Note: Indigo Plateau is considered adjacent to Zora's Domain. Viridian Province is connected to Kokiri Forest by waterway.

Attacking and defending with Fanboys: An attacker may choose to invade with 1, 2, or 3 Fanboys. Each Fanboy receives one 6-sided attack die (black). There must be at least one more unit on the territory than dice being rolled. For example, if there are only 2 Fanboys on a territory, only one 6-sided attack die may be rolled. If there are 3 Fanboys on a territory, one or two 6-sided attack dice may be rolled. If there are 4 or more Fanboys on a territory, one, two, or three 6-sided attack dice may be rolled.

The defending territory may defend with either 1 or 2 Fanboys at a time. Each defending Fanboy rolls a 6-sided defense die (white). There must be at least one unit in the defending territory for each defense die rolled. For example, if there is only 1 Fanboy in the defending territory, only one 6-sided defense die may be rolled. If there are 2 or more Fanboys in the defending territory, one or two 6-sided defense dice may be rolled.

Determining dice rolls: After the dice are rolled, compare the highest rolled attack die to the highest rolled defense die. Whoever rolled highest wins that argument, and the loser must remove one unit from their respective territory. Next, compare the second highest attack die with the second highest defense die. Again, the loser must remove a unit from their territory. Whenever there is a tie, the defender wins, unless Link is part of the invasion. If Link is part of the invasion, refer to the rules regarding *Parry* on page 12. Continue until one player has compared all of their dice.



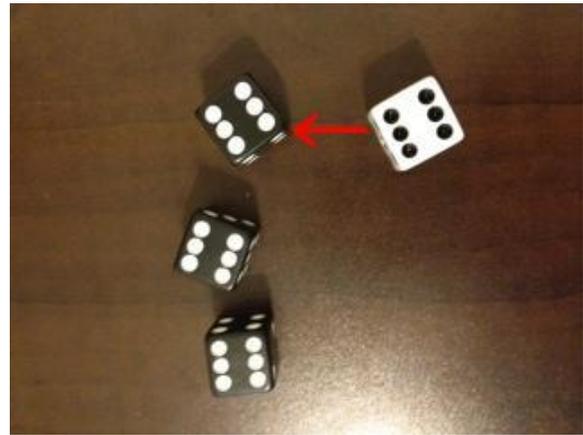
In this example, the defender loses 2 units. The attacker's 6 beats the defender's 5 and the attacker's 5 beats the defender's 2. The attacker's 1 does not factor into the battle because the defender has already compared all of their dice.



Here, the defender's 5 beats the attacker's 5 because the defender wins all ties, but then the attacker's 3 beats the defender's 2. Each player loses 1 unit.



Here, the attacker makes an assault against uneven odds, but comes out on top. The defender loses 1 unit.



Frustration! The attacker has a great roll against 1 measly Fanboy, but the defender is dug in deep. The attacker loses 1 unit.

As explained in the next few pages, it is possible to receive bonus dice when attacking or defending. Remember that the total number of units destroyed after an invasion is calculated will be equal to the number of dice rolled by the player who rolls the fewest dice. If one player rolls 5 attack dice and another player rolls 4 defense dice, there will be 4 units destroyed. If one player rolls 2 attack dice and another player rolls 3 defense dice, only 2 units can be destroyed.

Attacking and defending with Heroes and Castles:

Link: When Link is in an attacking territory, he may be included in the invasion. When Link is included in an invasion, he activates an ability called Parry. When Link is in a defending territory, he gains no bonus and is counted like another Fanboy.

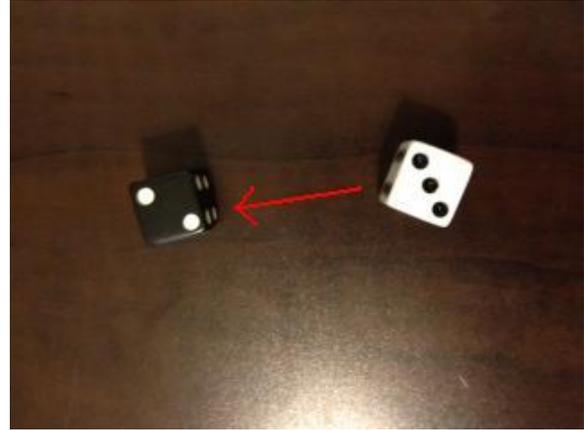
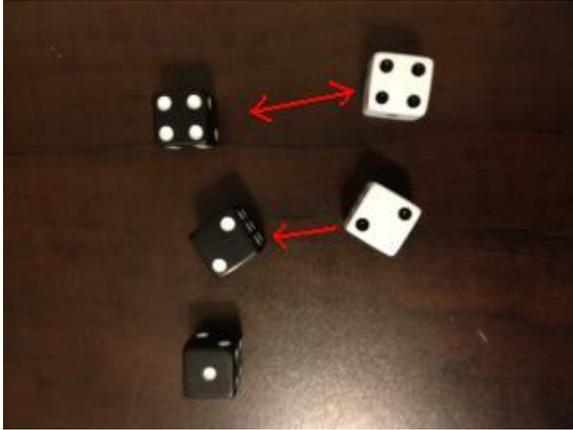
Parry: When Link is part of an invasion, he provides a tactical advantage to the invaders, turning certain defeat into a possible victory. Parry is performed when a defender and attacker's dice tie. When an invasion occurs, calculate wins and losses as usual. Compare the highest pairs until a single pair ties. If there is a tie, set the two tying dice aside and calculate the rest of the dice rolls normally. If there is a second set of tying dice, the defender beats the attacker as usual. When all wins and losses are resolved, return to the two tied dice and reroll them. If the attacker rolls higher, the defender loses a unit. If the defender rolls higher, the attacker loses a unit. If the dice tie on a reroll, keep rolling until one player rolls higher than the other. If the defender ties with both a 6- and 8-sided die simultaneously, the defender may choose which die to reroll.

Note: Compare ONLY the two tied dice to determine who wins in the Parry. Do NOT factor the newly rolled dice into the original rolls.

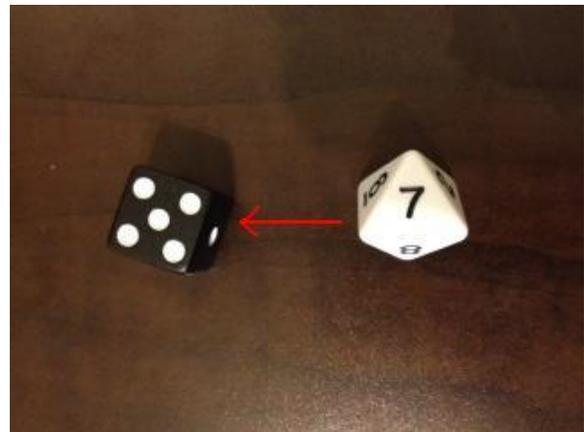
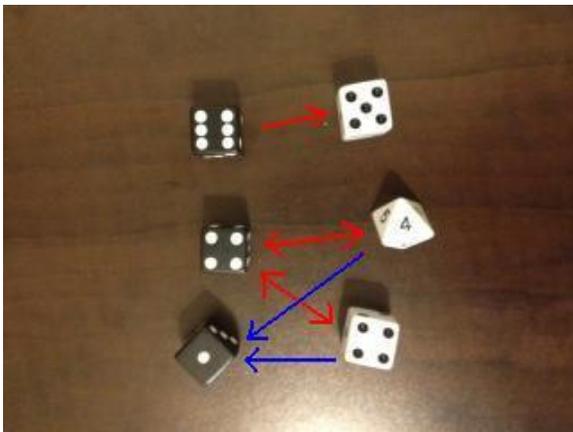
Note: Link can only Parry if a 6-sided attack die ties. His Parry ability does not extend to bonus dice granted by other Heroes.



Here, we return to our second example. Without Link, the attacker's 5 beat the defender's 5. Now, the dice are set aside for a reroll. When comparing the next set of dice, the 3 still beats the 2, so the defender still loses that unit. On the reroll, the attacker rolls a 5 and the defender rolls a 2, so the defender loses a second unit.



Here, the attacker's highest roll (4) ties the defender's highest roll (4), so they are set aside for Parry. However, Link can only Parry once per invasion. The next set of dice (2) also ties, so the attacker loses a unit like usual. Returning to the first pair, the defender rolls a 3 and beats the attacker's 2. In this situation, Parry wasn't much use.



Here, the defender is rolling a bonus die (explained in the next section.) Starting the calculations, the attacker's 6 beats the defender's 5 and the defender loses a unit. Comparing the next-highest rolls, we see that the attacker ties both of the defender's 4's, one rolled with a 6-sided die, and one rolled with an 8-sided die. Because either 4 will defeat the attacker's 1, the defender can commit the 8-sided die to the Parry to be rerolled. Moving down like expected, the defender's 4 beats the attacker's 1 and the attacker loses a unit.

On the reroll, the defender rolls a 7 and beats whatever the attacker would have rolled. 8-sided dice have a large advantage against 6-sided dice, but this does not mean they will always win! During this invasion, the attack lost 2 units and the defender lost 1.

Mario: When Mario is part of an invasion, you may add a bonus, 8-sided attack die for Mario if either the invading or defending territory is a Land Territory. When Mario is in a defending territory, you may add a bonus, 8-sided defense die for Mario if either the invading or defending territory is a Land Territory.

Kirby: When Kirby is part of an invasion, you may add a bonus, 8-sided attack die for Kirby if either the invading or defending territory is an Air Territory. When Kirby is in a defending territory, you may add a bonus, 8-sided defense die for Kirby if either the invading or defending territory is an Air Territory.

Pikachu: When Pikachu is part of an invasion, you may always add a bonus, 8-sided attack die for Pikachu. When Pikachu is in a defending territory, you may always add a bonus, 8-sided defense die for Pikachu.

Ness: When Ness is part of an invasion, you may add a bonus, 8-sided attack die for Ness if either the invading or defending territory is a Zebes or Great Fox Territory. When Ness is in a defending territory, you may add a bonus, 8-sided defense die for Ness if either the invading or defending territory is a Zebes or Great Fox Territory.

Castles: When a Castle is in an attacking territory, it counts as a unit that cannot attack or move. For instance, if there are 3 Fanboys in an attacking territory, only 2 attack dice may be rolled. However, if there are 3 Fanboys and a Castle in an attacking territory, 3 attack dice may be rolled. This relates to the rules regarding capturing a territory, which are explained on pages 18-19. When a Castle is in a defending territory, you may always add a bonus, 8-sided defense die for the Castle. A Castle always rolls for defense on a territory, even if there are no Fanboys with it.

Important: When rolling bonus dice for Heroes, if the 8-sided attack dice are defeated and the attacker suffers losses, Fanboys may always be removed before removing Heroes. However, if a player deems it strategic, Heroes may be removed first as long as they took part attacking or defending. When rolling bonus dice for Castles, Fanboys must be removed first. Castles are only defeated if there are no more Fanboys and/or Heroes to destroy first.

Note: If a Hero is involved in an invasion where it would not receive a bonus die, it may still participate in an invasion as if it were a Fanboy and roll a 6-sided die.

Max Attack: At no time in the game, regardless of Fanboys and Heroes involved, and regardless of cards in play, may a player roll more than three 6-sided attack dice and/or three 8-sided attack dice. Rolling 6 attack dice (x3 6-sided & x3 8-sided) is referred to as Max Attack and happens very rarely. Without the use of cards, a player can only invade with max attack on 14 of the 60 territories.

Max Defense: At no time in the game, regardless of Fanboys and Heroes involved, and regardless of cards in play, may a player roll more than two 6-sided defense dice and/or two 8-sided defense dice. Rolling 4 defense dice (x2 6-sided & x2 8-sided) is referred to as Max Defense and is more common than Max Attack. Without the use of cards, a player may maintain three territories that can roll max defense at a time.



Attacking Territory: Lavender Town. The attacking territory has 5 Fanboys, **Mario**, and Kirby. Mario receives a bonus 8-sided attack die because the invasion involves a Land Territory. Kirby receives no bonus die because neither the invading territory nor the defending territory is an Air Territory.

Defending Territory: Donut Plains. The defending territory has 7 Fanboys and a **Castle**. The Castle can always give a bonus 8-sided defense die.



Attacking Territory: Final Destination. The attacking territory has 5 Fanboys, **Mario**, **Kirby**, and **Pikachu**. Mario receives a bonus die because the defending territory is a Land Territory. Kirby receives a bonus die because the attacking territory is an Air Territory. Pikachu can always give a bonus die.

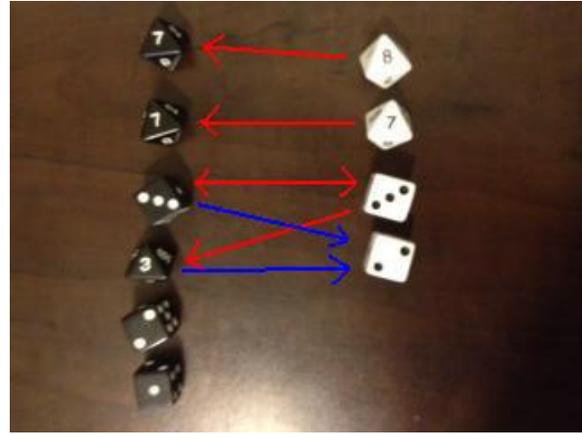
Defending Territory: Kongo Jungle. The defending territory has 7 Fanboys, **Mario**, **Pikachu**, and a **Castle**. Mario receives a bonus die because the defending territory is a Land Territory. The Castle can always give a bonus die. In this example, Pikachu provides no major benefits because the defender is already rolling x2 8-sided defense dice. However, if Mario is destroyed, Pikachu's 8-sided die may be used again. If the only units on the Territory are 1 Fanboy, Mario, Pikachu, and the Castle, Pikachu may join the battle with only a 6-sided die, replacing the missing Fanboy, though it may be more beneficial to wait until he can use the 8-sided defense die.



Attacking Territory: Final Destination. The attacking territory has 5 Fanboys, Mario, Kirby, Link, and Pikachu.

Defending Territory: Kongo Jungle. The defending territory has 7 Fanboys, Mario, Pikachu, and a Castle.

In this example, Link provides no benefit because he does not roll an 8-sided die, so the defender's 7 defeats the attacker's 7. Remember, Parry does not extend to bonus dice.



Attacking Territory: Final Destination. The attacking territory has 5 Fanboys, Mario, Kirby, Link, and Pikachu.

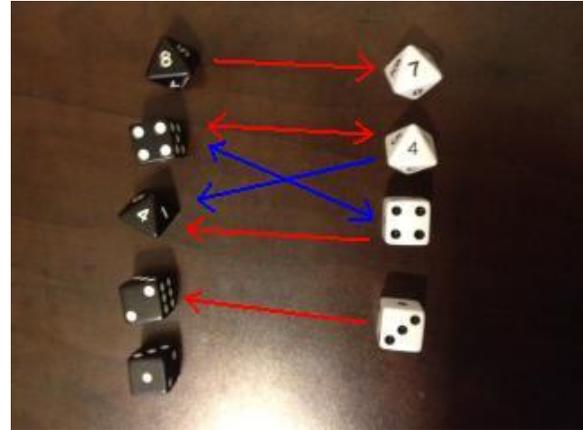
Defending Territory: Kongo Jungle. The defending territory has 7 Fanboys, Mario, Pikachu, and a Castle.

This example can be seen as a reverse of the second example on page 12. Calculating the battle, the defender's 8 beats the attacker's 7. Next, the defender's 7 beats the attacker's other 7. After that, the defender's 3 ties both of the attacker's 3's, one rolled with a 6-sided attack die and one rolled with an 8-sided attack die. Because either of the attacker's 3's would defeat the defender's 2, the attacker can use the 6-sided die to Parry and possibly end up defeating two units.

Attacking Territory: Forest of Illusion. The attacking territory has 5 Fanboys, Mario, Pikachu, and Link.

Defending Territory: Gerudo's Fortress. The defending territory has 7 Fanboys, Mario, and Pikachu.

Now things are starting to get interesting! Calculating the losses, we compare the first set of dice, and see that the attacker's 8 defeats the defender's 7, so the defender loses a unit. Next, we see that both the attacker and defender have rolled a 4 with both a 6-sided and 8-sided die. Either of the defender's 4's could defeat the attacker's 8-sided 4, and the attacker's 6-sided 4 could Parry both defender's 4's.



In this situation, we give both players the best option. The attacker gets to Parry, but the defender gets to reroll with the 8-sided die. We will set aside the attacker's 6-sided 4 and the defender's 8-sided 4 for a reroll (the 2nd red line in the example.)

Next, we continue down the line, where the defender's 6-sided 4 beats the attacker's 8-sided 4 (the 3rd red line in the example.) The attacker will lose a unit. Finally, the defender's 3 beats the attacker's 2, so the attacker will lose another unit.

So far, the attacker has lost 2 units and the defender has lost 1. The black 6-sided die will be rerolled against the white 8-sided die in a Parry to determine which player will lose the 4th unit.

Note: The most units that can be lost during an invasion in 4. For this to happen, the attacker must roll at least 4 attack dice and the defender must have Max Defense (4 defense dice.) If either player loses all 4 dice rolls, this is referred to as "Quad-Ownage" or being "Quad-Owned," and is very undesirable.

Land Territories: Land Territories make up the majority of the map. The six main worlds (DK Island, Kanto, Dinosaur Island, Hyrule, Eagleland, and Dream Land,) are all composed of Land Territories. There are 42 Land Territories in total. For a player to make any invasion into, or any invasion from, a Land Territory, they must have their Mario Hero somewhere on the main board or one of the auxiliary boards. Mario does not need to be part of the invasion.

Air Territories: Air Territories, represented on the map as ovals, are special territories that are not part of the main worlds and instead float through the air between them. The Air Territories are divided into 2 Fleets: The North Fleet, which is composed of Airship and Final Destination, and the South Fleet, which is composed of Magicant, Moonside, and Rainbow Cruise. For a player to make any invasion into, or any invasion from, an Air Territory, they must have their Kirby Hero somewhere on the main board or one of the auxiliary boards. Kirby does not need to be part of the invasion.

Zebes Territories: Zebes Territories are part of planet Zebes and are located on the Zebes auxiliary board. Zebes Territories are divided into three regions: Northwest (denoted by red borders,) Northeast (denoted by green borders,) and South (denoted by blue borders.) Zebes may only be attacked by a Land Territory if the Land Territory contains a Castle, and then, the attacking territory may only invade one of the three Zebes Territories that contain a Landing Beacon (Wrecked Ship, Samus Aran's Ship, and Chozodia). Any Fanboys and Heroes already on a Zebes Territory may then attack any other Zebes Territory that is adjacent. Note: Zebes features a flowing river of lava that circles most of its equator, separating territories that would otherwise be adjacent. For instance, Kraid's Lair is adjacent to both Crateria and Brinstar, but it is not adjacent to Maridia. For a player to make any invasion into, or any invasion from, a Zebes Territory, they must have their Ness Hero somewhere on the main board or one of the auxiliary boards. Ness does not need to be part of the invasion.

Great Fox Territories: Great Fox Territories are part of the Great Fox spaceship and are located on the Great Fox auxiliary board. The Great Fox is comprised of 4 Great Fox Territories. The Great Fox may only be attacked by a Land Territory if the Land Territory contains a Castle, and then, the attacking territory may only invade Great Fox's Loading Bay. Any Fanboys and Heroes already on a Great Fox Territory may then attack any other Great Fox Territory that is adjacent. For a player to make any invasion into, or any invasion from, a Great Fox Territory, they must have their Ness Hero somewhere on the main board or one of the auxiliary boards. Ness does not need to be part of the invasion.

Capturing a Territory: When a player has defeated every Fanboy, Hero and Castle on a territory, they have captured it and must immediately move at least as many units onto the territory that were involved in the invasion. If a player attacks with 3 attack dice and defeats the defender's last Fanboy, the attacker must move at least 3 Fanboys from the attacking territory onto the defending territory, though they can move as many Fanboys as they have available. If a player rolls x3 6-sided attack dice, an 8-sided attack die for Mario, and an 8-sided attack for Pikachu, they must move in Mario, Pikachu, and at least 3 Fanboys if they capture the territory during that invasion. If a player rolls x3 6-sided attack dice and uses Link's Parry ability, they must move in Link and at least 2 Fanboys if they capture the territory during that invasion. Every time the dice are rolled counts as a separate invasion, so an opponent may choose to weaken a territory with Max Attack, and then defeat it with a single die roll on the next invasion.

Important: When capturing and moving units onto a territory, at least one Fanboy must be left behind in the attacking territory. The territory cannot be “abandoned” in order to move a larger force to the front line. This is why, if a territory has only 3 Fanboys, only 2 attack dice may be rolled. The only exception to this rule is if the attacking territory has a Castle in it. A Castle may hold a territory on its own, and does not require a Fanboy to maintain control of the territory.

Capturing a Territory with a Castle: If an invading territory destroys all the Fanboys and/or Heroes on a territory with a Castle, and also defeats the Castle’s 8-sided defense roll, that territory is captured. The attacking player replaces the opponent’s Castle with a Castle of their own color and also receives a Coin from the Coin Block. If the attacking player already has 4 Castles on the board, the defender’s Castle is destroyed and is returned to the defender’s Lobby.

Note: The Castle will always be the last unit left on a defending territory (all Fanboys and Heroes may be destroyed first), but it is possible that the Castle and the last few remaining Fanboys and/or Heroes will all be destroyed simultaneously during one invasion.

Uncontested Territories: At the beginning of the game, all Air, Zebes, and Great Fox territories are unoccupied and are considered uncontested. Other territories may become uncontested later in the game by result of Hero Cards or the Great Fox Laser Strike. Any uncontested territories may be invaded and captured by any number of Fanboys and/or Heroes simply by “walking” units onto the territory. No attack dice need to be rolled in order to capture an uncontested territory.

Note: Invading an uncontested territory still counts as an invasion and will initiate Phase 5, even though no dice are rolled. If a player captures an uncontested territory, they may no longer play any cards that state “Play before your first invasion.”

Territory Card: When a player captures their first contested territory during Phase 5, they immediately draw a Territory Card. The Territory Card is public knowledge, including the territory name and console type, and should be kept face-up on the play area at all times. Territory Cards can be used to gain Territory Card Reinforcements during Phase 1.

Note: A player may only draw one Territory Card per turn, no matter how many contested territories they capture during Phase 5.

3 Territory Bonus: If, during a single turn, a player manages to capture 3 contested territories, they immediately receive a Coin from the Coin Block and receive a Hero Card of their choice. The player may only receive a Hero Card if they have the corresponding Hero in play at the time. If there are no Hero Cards left in the deck(s) that the player can draw from, that player is unable to receive a card for their 3 Territory Bonus during that turn.

Rage Quit: If, at any time, a player has no Fanboys, Heroes, or Castles on the main board or on either of the auxiliary boards, that player has rage quit. That player is permanently eliminated from the game. Their Coins are returned to the Coin Block, and their Hero and Territory Cards are discarded to the appropriate discard piles.

Phase 6: Redistribute Fanboys and/or Heroes:

This is the last Phase, and allows players to reposition some Fanboys and/or Heroes in preparation of the other players' turns. This is also referred to as redeployment or fortification. To redistribute Fanboys and/or Heroes, choose one territory you control. You may redistribute any number of units from that territory, so long as you leave at least 1 Fanboy behind or have a Castle to maintain control of the territory. A territory cannot be "abandoned" in order to fall back to a better position.

Next, you may choose any adjacent territory that you control, or any territory that is connected via a chain of territories you control, and move the desired number of units to that territory. For instance, if you occupy Onett, Twoson, and Threed, and have excess Fanboys on Onett, you may choose to redistribute them to either Twoson or Threed (but not both). However, you control Onett and Three, but an opponent controls Twoson and Fourside (or if Twoson and Fourside are uncontested,) you may not redistribute Fanboys from Onett to Threed because there is no safe path for them to get there.

Mario must be in play in order for Fanboys and/or Heroes to redistribute from, onto, or through Land Territories. Kirby must be in play in order for Fanboys and/or Heroes to redistribute from, onto, or through Air Territories. Ness must be in play in order for Fanboys and/or Heroes to redistribute from, onto, or through Zebes and Great Fox Territories. For instance, if you control Threed, Magicant, Moonside, Rainbow Cruise, and Green Greens, you may only redistribute units from Threed to Green Greens if Kirby is in play.

Fanboys and/or Heroes may redistribute to/from Zebes Territories to the main board so long as they have a safe chain to one of the Zebes Territories that contains a Landing Beacon and a Land Territory with a Castle. As should be obvious, Ness and Mario must both be in play. For example, if a player controls Tourian, Wrecked Ship, Twoson (which currently contains a Castle,) and Threed, they may redistribute units from Tourian all the way to Threed, or vice-versa.

Similarly, Fanboys and/or Heroes may redistribute to/from the Great Fox to the main board so long as they have a safe chain to Loading Bay and a Land Territory with a Castle.

Note: Fanboys may not redistribute to and from the main board in the same turn. For instance, units may not be redistributed from Loading Bay to a Land Territory with a Castle, and then from the Castle to the Wrecked Ship. Similarly, units may not be redistributed from Wrecked Ship, down to a Land Territory with a Castle, and then from the Castle to Kraid's Lair. However, if the player controls Wrecked Ship, Tourian, Brinstar, and Kraid's Lair, the units may redistribute across the safe chain of Zebes Territories, and move from Wrecked Ship to Kraid's Lair without leaving Zebes.

Phase 0: Perform a Great Fox Laser Strike:

The Great Fox contains a powerful weapon. Anyone who completely controls the Great Fox (occupies all 4 of its territories) at the start of their turn can perform a Great Fox Laser Strike. This is considered Phase 0 of your turn, as it always precedes all other Phases' priorities. It is only explained last in the rulebook because it can never be used during any player's first turn.

As a spacecraft, the Great Fox orbits the Worlds of the gameboard and can target any Land Territory. To perform the strike, choose any opponent's Land Territory and declare that you are targeting it. Roll a 6-sided die. If you roll a 4 or higher, the opponent must remove 3 units from that territory. If there are 3 units or less, all units are destroyed and the territory becomes unoccupied. The Great Fox Laser Strike may only be performed once in a turn.

Note: Castles are immune to the Great Fox Laser Strike and cannot be destroyed by it.

Note: Units on the targeted territory do not roll defense dice. A successful Great Fox Strike is unblockable and always destroys 3 units (unless there are less than 3 total Fanboys and/or Heroes on the territory as previously stated,) and can only be averted by use of Hero Cards.

Note: The accuracy of the Great Fox can be augmented by use of a specific Hero Card. When this card is played, whoever controls the Great Fox can perform a successful Laser Strike by rolling a 3 or higher, instead of a 4. If this card is played, the change is permanent and affects all players, even if the player who used the card loses control of the Great Fox and a different player performs a Great Fox Laser Strike.

Winning:

If everyone else has Rage Quit, the last remaining player has won the Internets and saved the Princess. Whatever Video Game or Hharacter they chose as their favorite at the beginning of the game is declared to be the greatest ever. Everyone else's opinion is officially wrong... until the next **War of the Fanboys!**

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Reinforcement Chart

Bonuses:

World Reinforcements Coins

DK Island.....2.....2
 Kanto.....7.....7
 Dinosaur Land.....5.....5
 Hyrule.....7.....7
 Eagleland.....3.....3
 Dream Land.....4.....4

Fleet Reinforcements Coins

Northern Fleet.....1.....1
 Southern Fleet.....2.....2

Zebes Reinforcements Coins

Northeast (Red).....2.....2
 Northwest (Green).....2.....2
 South (Blue).....4.....4

Great Fox Reinforcements Coins

Great Fox.....1.....-1

Note: Due to costs of fuel and interstellar travel, controlling the Great Fox actually grants a negative Coin bonus. This means that, not only do you not receive a bonus Coin, but you actually lose one of the Coins you would have gained otherwise.

Use the chart below to calculate Base Reinforcements and Territory Card Reinforcements.

1 3	2 3	3 3	4 3	5 3	6 3	7 3	8 3	9 3	10 3
11 3	12 4	13 4	14 4	15 5	16 5	17 5	18 6	19 6	20 6
21 7	22 7	23 7	24 8	25 8	26 8	27 9	28 9	29 9	30 10
31 10	32 10	33 11	34 11	35 11	36 12	37 12	38 12	39 13	40 13
41 13	42 14	43 14	44 14	45 15	49 15	47 15	48 16	49 16	50 16
51 17	52 17	53 17	54 18	55 18	56 18	57 19	58 19	59 19	60 20