



Welcome!

This rulebook contains the rules for Bishop and Baronet, for the Vines deck. For complete Vines rules, including fundamentals of the games and history of the deck, please download the “Vines Rules” document from Crab Fragment Labs: <https://www.crabfragmentlabs.com/vines>

Bishop is a famous 5-player Vines game that creates random, ad-hoc teams through card play. It scores with point cards only (not tricks). Baronet is the same game, but played for money.

And if you have feedback on our games, please send it along. There’s a handy form on our “About” page, <https://www.crabfragmentlabs.com/about>

About Crab Fragment:

Crab Fragment Labs is a small tabletop design studio, dedicated to bringing good games directly to customers with a minimum of fuss. You can print and play our games completely free, or buy the decks from DriveThruCards. If you’d like to support us, consider backing us on Patreon. Every pledge helps keep James Ernest and his family from begging on the streets.

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Game 6, Bishop

Summary: Also called “War and Peace,” Bishop is a five-player game using ad-hoc, temporary teams. Like Ducks and Geese, this game uses point cards. In this case, there are two blocks: “War,” which includes the Knights and Tars, and “Peace,” which includes the Bishops and Farmers. In each round, one of these blocks will be worth points, and the other will not.

Alternate Names: Originating in Baronet, this family of games is sometimes called Southern or Sierin Vines. It is also known as “Knights and Bishops,” from which it derives its common name, simply “Bishop.”

Players: 5

Basics: In each hand, the five players are divided into a team of two, who are trying to achieve the bid, and one team of three, who are trying to prevent them from doing so. The teams are variable, and are chosen through bidding and card play.

Point Cards: The points in Bishop are the cards only, *not tricks*. There are always 10 points in play, either the War cards (Knights and Tars), or the Peace cards (Bishops and Farmers).

The Deal: Shuffle the deck and deal it out completely, 11 cards to each player.

Bidding: The bidding starts on the dealer’s left, and can go multiple times around the table. Players bid the number of points that they think they can take, working with one partner who is not yet known. Bidding proceeds until everyone has passed. Then the high bidder “sets the game,” and all other bids are forgotten.

Setting The Game: The winning bidder now declares the trump suit aloud, and also calls “Knights” or “Bishops.” For example, their declaration might be “Bishop of Cups” or “Knight of Crowns.” This statement indicates trump for the hand, and also whether the point cards will be the War block or the Peace block.

Note: A trump *must* be declared; there is no option for “no trump.”

Identifying the Partner: The player, other than the leader, who holds the *lowest card in the trump suit* must now play that card to lead the first trick. If this card is the Deuce, it can be played automatically. If the bidder holds that card, they must declare the lowest trump that they do not hold.

Play proceeds with the bidder and the partner trying to achieve the bid as a team, and the other three players working together to prevent it.

Scoring: If the bidding team achieves their bid, they each score exactly that amount of points, and no more. If they fail, the opposing side scores the same amount. In either case, the play of the hand can cease as soon as one of these conditions is clearly met.

Because teams are fluid, each player keeps an individual score. When your group scores points, each member of the group collects that full amount.

Winning: Play to an individual score of 21 points. Tiebreaking starts with the bidder first, then their teammate, and then the opponent closest on the dealer’s left.

Playing with 4 Players:

Though it’s best with five, Bishop can also support four players. The only changes are to the deal, and the winning score.

The Deal: Deal out the entire deck. Three players will receive an extra card. They must discard one card before play begins, but they *cannot discard a face card*.

Winning: Play to an individual score of 25 points.

Variation: Jasper City Partners

By the Jasper City rules, the bidder’s partner is identified not by *holding* the lowest trump card, but by *playing* the lowest trump card on the first round.

In this game, the high bidder leads the first trick, and they must take as partner whoever plays the lowest trump (aside from the lead). This gives the other players a small degree of control over whether they join the bidding team. It’s also standard in the Baronet rules, below.



Game 7, Baronet

Summary: Despite being original to Sierin, or perhaps because of it, Bishop is played differently in the Sierin peninsula than anywhere else. Along with always using the Jasper City Partners rule, above, this game is scored with money instead of points.

Setup: As in any gambling game, players use coins to keep score. When playing “just for fun,” it’s suggested to start each player with 100 coins, and see who finishes with the most. If players run out of coins in this environment, they should be allowed to borrow more.

Gameplay: Play is identical to Bishop, using Jasper City rules. The only difference is scoring.

Scoring: The “bet” is equal to the bid. For example, if the bid is 6 points, the bet is 6 coins.

5 Players: In the five-player game, each round is settled as follows:

- If the bidders make their bid, then the losing team each pays one bet into the pot. The bidder takes 2/3 of this, and the partner takes the remaining 1/3.
- If the bidders fail, the penalty of three bets is paid by the losing team: 2/3 by the bidder, and 1/3 by the partner. This is distributed equally among the winners.

4 Players: In the four-player game, each round is settled as follows:

- If the bidders make their bid, the losers each pay the bet, and this amount is divided 2:1 between the leader and the partner, with any odd coins going to the leader.
- If the bidders lose, then the same amounts *as would be collected above* are paid by the losers, and then divided evenly between the winners.