

Tournament/Formal Play

When playing "Castle Danger" in tournaments or other formal ranking/scoring situations, the following is recommended: The standard start-of-game setup should be used; The game should always be played in sets of 2 games, with players changing sides between games; a pre-determined number of turns (25 is recommended) should be scored as a draw.

Special Thanks

Special thanks to Clark Rodeffer for the many discussions concerning the design and production of this game, and to Larry "Papa Bear" Travis for his advanced analysis of the game and general encouragement. Also, thanks go to the "early adopters" who played the computer version of the game and gave their support and input, including: Clint Franklin, Ryan Westphal, "Bavarian Dee", "gherkin", "rene", J. Eric Coleman, Dom Densow, and "morca". Finally, thanks to my friend & webhost, Paul Hunt.

Move Calculations Chart

# of Wizards	Number of Moves
0	3
1	6
2	9
3	12
4	15
5	18
6	21
7	24
8	27
9	30



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"Castle Danger" is available as a computer game that can be played against opponents over the Internet. Check it out at:

www.mwgames.com

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Castle Danger

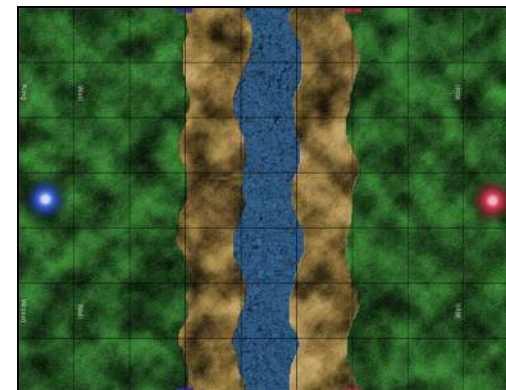
3rd Edition, 2008 Update
By Matt Worden

Abstract Strategy
2 Players
30 – 60 Minutes
Ages: 10 and Up

Contents

- 1 Game Board (3 sections)
- 2 King Pawns (1 Blue, 1 Red)
- 10 Fire Markers (5 Blue, 5 Red)
- 20 Tall Wooden Houses (Wall Pieces)
- 28 Small Wooden Cubes (Game Pieces)
- This Rules Pamphlet

The Game Board



The game board is a grid of 7 columns and 9 rows. The blue middle row represents an impassible river, leaving a 4-by-7 area for each player to control his/her pieces. The tan rows on each side of the river represent sand, and the green columns are grass. Walls cannot be built on sand, but all the other pieces treat the sand the same as the grass. The middle square in each outside row contains the "Portal" for that player. If a player's Portal is open at the beginning of the turn, a new piece can be added to that square.

The Pieces

	King – Each player starts with a single King, which needs to be protected throughout the game. If a player's King gets hit by a cannonball, the game is over and that player loses. (1 Blue Pawn, 1 Red Pawn)
	Wizards – These pieces add moves for the player to use each turn. Players start with 3 moves/turn, and get an additional 3 moves/turn for every Wizard they have on the board. (16 Wizard Pieces – 5/8-inch wooden cubes)
	Builders – Builders can add and remove Walls from the board. Since cannonballs cannot pass over Walls, Builders can be used to build up protection for their King (and other pieces too). (4 Builder Pieces – 5/8-inch wooden cubes)
	Cannons – Cannons fire cannonballs at the opponent. Cannonballs can fly over any piece on the board, except for Walls. The game is over when a King is hit by a cannonball. (8 Cannon Pieces – 5/8-inch wooden cubes)
	Walls – Walls are added to (and removed from) the board by Builders. Walls provide protection, since cannonballs cannot fly over them. (20 Tall Wooden Houses)
	Fire – Fire is left behind wherever a cannonball hits. The Fire lasts only through the opponent's turn, then disappears. Other pieces cannot move onto a square that is holding Fire. (5 Blue Fire Pieces, 5 Red Fire Pieces)

Game Setup

Arrange the three sections of the game board, with the blue river in the middle and the portal squares to the outside. Use the small blue and red squares in the corners of the sections to help align them into a single game board. (*Note: For best results, place the board on a table cloth or other non-slippery surface.*) When completed, the board should look as pictured on the front of this rules pamphlet.

Each player begins the game with his/her King, a single Wizard, and 2 Walls on the board. Each piece should be placed in the square marked with the name of that piece.

Playing the Game

The Blue player starts the game, and players alternate turns. A turn is played as follows:

- Remove Existing Fire & Reset Fired Cannons:** Any existing Fire of the current player's color should be removed from the board at the start of the turn. Also, any Cannon showing its "fired" icon should be reset to showing its "unfired" icon.
- Calculate Moves:** The current player is allowed 3 moves in the turn, plus 3 more moves for every wizard that player currently has on the board. *[Example: If a player has 2 Wizards on the board at the start of his/her turn, he/she will have 9 moves to use during the turn – 3 base moves + 3 x 2 Wizards.]* There is a look-up chart provided at the end of these rules to help in calculating moves.
- Add a Piece:** If the current player's Portal square (the middle square on his/her outside row) is empty, he/she can add a new Wizard, Builder, or Cannon to the board on that square. *[Note: Adding a new Wizard to the board will not give the player extra moves for the current turn.]*
Material Advantage Cost: If the current player has at least the same number of moveable pieces (King, Wizards, Builders, and Cannons) on the board as his/her opponent, then the act of adding a new piece to the board costs 2 Moves.
- Use up Moves:** The moves calculated in #2 can be used up in the following ways: *[Note: To keep track of the number of moves remaining for the current player's turn, the player should verbally count down to indicate the remaining moves.]*
 - Moving Pieces:** Kings, Wizards, Builders, and Cannons can be moved one square at a time into any unoccupied adjacent square (only horizontal or vertical moves are allowed – no diagonal movement). Each square that a piece is moved costs one move. No pieces can move onto the water.
 - Building or Removing Walls:** Builders can add a Wall to any unoccupied adjacent grass square

(Walls cannot be built on the sand or water). Adding a Wall costs one move. Builders can also remove existing Walls from any adjacent square. Removing a Wall also costs one move.

- Firing Cannons:** Cannons can only fire cannonballs in a straight line toward the opponent's side of the board. One move is used up for every square the cannonball travels. Any existing piece is removed from the board where the cannonball lands, and Fire is added to that square (except for the Portal squares – these do not hold Fire). The following rules must be followed when firing Cannons:
 - Cannonballs cannot fly over Walls. If one or more Walls lie along a Cannon's line-of-fire, then destroying that first Wall is as far as a cannonball can travel.
 - A cannonball can only fly as far as the player's remaining moves will allow. *[Example: If a player only has 4 moves remaining in the turn, the furthest he/she could shoot a cannonball would be 4 squares from the Cannon being fired.]*
 - Each Cannon on the board can only be fired once per turn. *[Note: When fired, a Cannon should be rotated to have its "fired" icon on top as a way to indicate that it cannot be fired again that turn.]*
- End of Turn:** The current player's turn ends when he/she has used up all of his/her available moves. The player can also choose to end his/her turn even if there are moves remaining – any remaining moves are forfeited.

Ending the Game

The game ends when a player's King is hit by a cannonball. The player shooting the Cannon is declared the winner.

2008 Update Changes: Removed special exception moves reduction on first player's first turn. Added "Material Advantage Cost" rule when adding a piece.