



YourTurnMyTurn.com: Castle Danger rules

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Castle Danger rules.....	1
Introduction and object of the board game.....	1
The pieces.....	1
Board Game Setup.....	2
Playing the board game.....	3
Board Game End.....	4

Castle Danger rules

Introduction and object of the board game

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 aim of this board game is to hit the king of the opposing player with a cannonball. The player who's king is killed, loses the board game.

The pieces



King Each player starts with a single King, which needs to be protected throughout the board game. If a player's King gets hit by a cannonball, the board game is over and that player loses.



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.



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).



Cannons Cannons fire cannonballs at the opponent. Cannonballs can fly over any piece on the board, except for Walls. The board game is over when a King is hit by a cannonball.



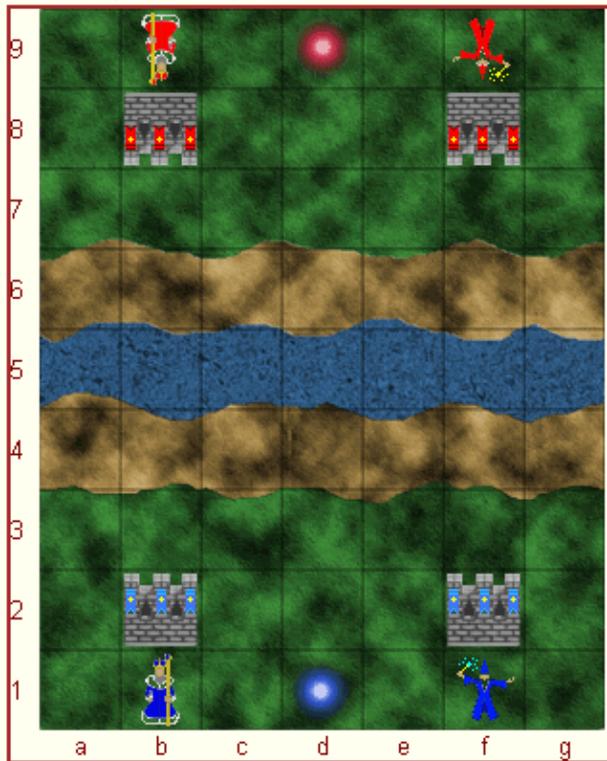
Walls Walls are added to (and removed from) the board by Builders. Walls provide protection, since cannonballs cannot fly over them.



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.

Board Game Setup

Each player begins the board game with his/her King, a single Wizard, and 2 Walls on the board. See the board below for the setup. The setup is the same for every board game. The Blue player starts to play and players take alternate turns.



Playing the board game

A turn is played as follows:

1. **Remove Existing Fire & Reset Fired Cannons:** Any existing Fire of the current player's color is removed from the board at the start of the turn. Also, any Cannon showing its fired icon is reset to showing its unfired icon.
2. **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 $3 \text{ base moves} + 3 \times 2 \text{ Wizards}$.]
3. **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.
4. **Use Moves:** The moves calculated above can be used up in the following ways:
 - ◆ **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. You can move several squares at a time if the number of moves left allow you to.
 - ◆ **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 in the direction of your opponent. 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:
 1. Cannonballs cannot fly over Walls (they can fly over other pieces). 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.
 2. 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.]
 3. Each Cannon on the board can only be fired once per turn. [Note: When fired, a Cannon is rotated to have its fired icon on top as a way to indicate that it cannot be fired again that turn.]
 4. For the ease of moving, it is assumed that if you pick a canon and move it to an empty spot on your side of the board, you do want to move it and not shoot it, the canon will shoot if you move into an occupied spot or to the opponents side of the board.
5. **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.

Board Game End

The game ends when a player's King is hit with a cannonball. The player who's king is killed, loses the board game.