

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 should be scored as a draw. 30 turns is recommended.

Castle Danger on the Web

You can find more information about *Castle Danger* on the Internet at these sites:

- **Matt Worden's Games Site:** www.mwgames.com
- **Board Game Geek:** www.boardgamegeek.com/boardgame/6995

Play Castle Danger Online at ...

- SuperDuperGames.org
- www.YourTurnMyTurn.com

Special thanks ...

... to **Clark Rodeffer** for the many discussions concerning the original design and production of this game.

... to **Larry "Papa Bear" Travis** for his advanced analysis of the game, general encouragement, and for the "Material Advantage Cost" rule.

... 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 everyone at www.BGDF.com for a great community of game designers.



Castle Danger

4th Edition, 2009

by Matt Worden

Abstract Strategy

2 Players

30 – 60 Minutes

Ages: 10 and Up

Contents

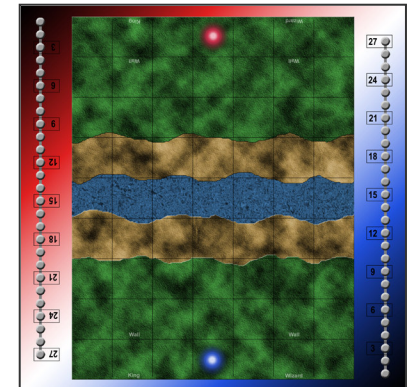
- 1 Game Board (10" x 10")
- 1 Turn Reference Board (10" x 4")
- 20 Wall Markers to share ("brown wooden pieces")
- 2 Sets of Player Pieces (each in Red & Blue):
 - 1 King Pawn ("little person")
 - 8 Wizards ("joystick pawn")
 - 3 Builders ("bowling pin pawn")
 - 5 Cannons ("rocket pawn")
 - Fire Markers ("glass stone")

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 squares 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 tracks on each side are to help the player keep track of the number of Moves he/she still has left to use during a turn.

Turn Reference Board

The turn reference board is available to assist players in remembering what can be done during a turn. It also has a track for marking the number of turns that have been taken in the game.



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 fired Cannon, the game is over and that player loses.
- **Wizards** – Wizards add Moves for the player to use each turn. Players start with 3 Moves/turn, and get an additional 3 Moves/turn for each Wizard they have on the board.
- **Builders** – Builders can add and remove Walls from the board. Since Cannons cannot shoot past Walls, Builders can be used to build up protection for their King (and other pieces too).
- **Cannons** – Cannons shoot at the opponent. Cannons can shoot over any piece on the board, except for Walls. The game is over when a King is hit by a Cannon's shot.
- **Walls** – Walls are added to (and removed from) the board by Builders. Walls provide protection because Cannons cannot shoot past them.
- **Fire** – Fire is left behind wherever a Cannon shoots. The Fire lasts only through the opponent's turn, and then disappears. Other pieces cannot move onto a square that is holding Fire.

Game Setup

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:

1. **Reset Fire & 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 that is tipped on its side to indicate that it had been fired in the previous turn should be reset to sit upright on the board.

2. **Calculate Moves:** The current player is allowed 3 Moves in the turn, plus 3 more Moves for each 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.]* A spare game piece can be used with the track on the side of the game board to keep track of the number of Moves available in the turn.
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 1 Wizard OR 1 Builder OR 1 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. Otherwise, there is no cost to add a new piece.
4. **Use Moves:** The Moves calculated in #2 can be used in the following ways:
 - **Moving Pieces:** Kings, Wizards, Builders, and Cannons may 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 may move onto the water.
 - **Building or Removing Walls:** Builders may 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 may also remove existing Walls from any adjacent square. Removing a Wall also costs one Move.
 - **Firing Cannons:** Each Cannon may be fired once per turn in a straight line toward the opponent's side of the board. One Move is used up for every square along the path to the target square. Any existing piece is removed from the target square, and Fire is added to that square (except for the Portal and water squares – these do not hold Fire). **The following rules must be followed when firing Cannons:**
 - Cannons cannot shoot past Walls. If one or more Walls lie along a Cannon's line-of-fire, then the first Wall in the path is the furthest target square that may be chosen.
 - A Cannon may only shoot 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 would be 4 squares from the Cannon being fired.]*
 - Each Cannon on the board may only be fired once per turn. *[Note: When fired, a Cannon should be tipped on its side 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.

End of Game: The game ends when a player's King is shot by the opponent's Cannon. The player shooting the Cannon is declared the winner.