



Ice Wizards



This is my re-theming based on Steffan O'Sullivan's translation of Rosenkoenig available on yucata.de.

Outline of the Game

The players of the game are Wizards representing light and dark (black for the dark side and white for the pure). Each will move around the board casting spells to try to capture control of the great void between them.

Object of the Game

The winner of the game is the player with the greatest amount of joined space (squares).

Preparation for Play

Place the board between the players and the 52 powerstones next to the board.

Shuffle the movement cards, deal five to each player and place the rest face down next to the game board as a draw pile.

The players place their five movement cards face up in front of them so that the ice star points north in line with the game board.

Each player receives the four wizard cards of their colour and places them beside their movement cards.

Place the king wizard marker on the centre space of the board (marked with an ice star).

Components

- 1 playing board (available free on BGG¹)
- 24 movement cards (available free on BGG¹)
- 8 wizard cards (available free on BGG¹)
- 52 powerstones (take from Othello²)
- 1 king wizard marker (take from Citadels³)

¹ <http://boardgamegeek.com/boardgame/201/rosenkonig#files>

² If you don't have Othello you can make your own, simply 52 round pieces of card or similar each approx. 2.5cm/1" in size with light colour one side and dark colour the other, or use coins and remember which side is which.

³ If you don't have Citadels use any other single marker you wish, again a coin will do.

Course of the Game

The player who last saw a magician begins the game. Thereafter, players take alternate turns.

Each turn, the player whose turn it is must choose exactly one of the following three possible actions:

1. Play a movement card
2. Draw a movement card
3. Play a wizard card and movement card together

Moves are obligatory. If a player is able to move he has to do so even if the move is unfavourable for them. If a player is only able to move when using one of their wizard cards then they have to use one. If a player is not able to move they have to pass and it is their opponent's turn.



1. Play a Movement Card

Play one of your available face-up movement cards and move the king wizard marker the direction and distance shown on the card played.

The king wizard marker must move the full amount shown on the movement card. You may not move the king wizard marker fewer spaces than shown.

The space the king wizard marker moves to must be empty. That is, there cannot be any powerstone of either player in the space.

You may not play a movement card which would move the king wizard marker off the board.

Before placing the king wizard marker on its new location, place a powerstone with your colour showing on the space. Place the king wizard marker on top of this powerstone.

Place the movement card on a discard pile and do not draw a replacement.

2. Draw a Movement Card

Instead of playing a movement card, you may draw a movement card from the draw pile. You may only choose this option if you have fewer than five cards.

The new card is placed face up, with the ice star oriented with the game board, as at the beginning of the game. When the last card is drawn from the pile, shuffle the discard pile and create a new draw stack with it.

3. Play a Wizard card with a Movement card

Each player has four wizard cards to use once each during the game. If you have used all four wizard cards, you may no longer choose this option.

Use of a wizard card allows you to move the king wizard marker to a space containing one of your opponent's powerstones. This powerstone is then flipped to your colour before placing the king wizard marker on the space. Thus a wizard card is very powerful when played.

Flipping a Powerstone

Use of a wizard card allows you to turn over a previously played powerstone of your opponent. This is accomplished by playing a movement card into the discard pile, as in option 1, and discarding a wizard card into a separate discard pile as they do not re-enter the game once used.

Move the king wizard marker to the indicated space occupied by your opponent's powerstone. Before you place the king wizard marker on this space, turn the powerstone over so it now shows your colour.

End of the Game

The game ends in one of two ways:

- When both players have five movement cards and neither can take any legal action;
or
- When a player places the last powerstone on the board.

In both cases the game ends immediately.

Each player now figures out the value of their territories.

- A territory consists of one or more spaces containing your powerstones connected across at least one side. Spaces adjacent only diagonally do not count as connected - they must share an edge, not just a corner.
- Multiply the number of spaces in a territory times itself to get the value for that territory. Thus, a territory with 5 spaces is worth 25. Add up the points from all areas.

The winner is the player with the highest point total. In case of a tie, the winner is the player with the largest single area. If still tied, the winner is the one with the most powerstones of their colour on the board.

